

Multiplayer-Mode Enablement (MME)



Why are more and more studios looking to add multiplayer modes to their games?

Grab a share of a growing market

The global online game market will exceed **\$23b** in 2021 and **\$32b** by 2025.

Increase profitability

“..building multiplayer and service-based games is much more profitable; the return on investment on your content creation budget is simply better.”

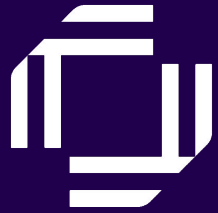
(gamesindustry.biz)

Meet player demand

In 2021, **77%** of American gamers played with others at least once per week (up from 65% in 2020), and the average time played online increased to **7.5 hrs per week** (up from 6.6 hrs per week in 2020).

Participate in the metaverse

Tim Sweeney, Epic Games CEO sees the metaverse as a potential *“multi-trillion-dollar part of the world economy,”*. One certainty is that to be part of the technology race, your game will have to have to be online.



IMS

Improbable Multiplayer Services

Tailored solutions from experts for specialist multiplayer backend problems and complex backend tech, so you can keep your team lean and focused on what you do best.

Our areas of expertise:

- Online Services
- Gameplay enablement
- Game server operations
- Developer Effectiveness

Selection of our partners:





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Who is it for?

Studios who've historically focussed on single-player titles but are interested in adding new multiplayer modes.

How long does it take?

10 days

What do I get?

A .pdf with guidance on the processes and technologies needed to make your multiplayer mode a success.

Pricing?

30k USD

Thank you!

To ask questions or to get started:
bd@improbable.io