

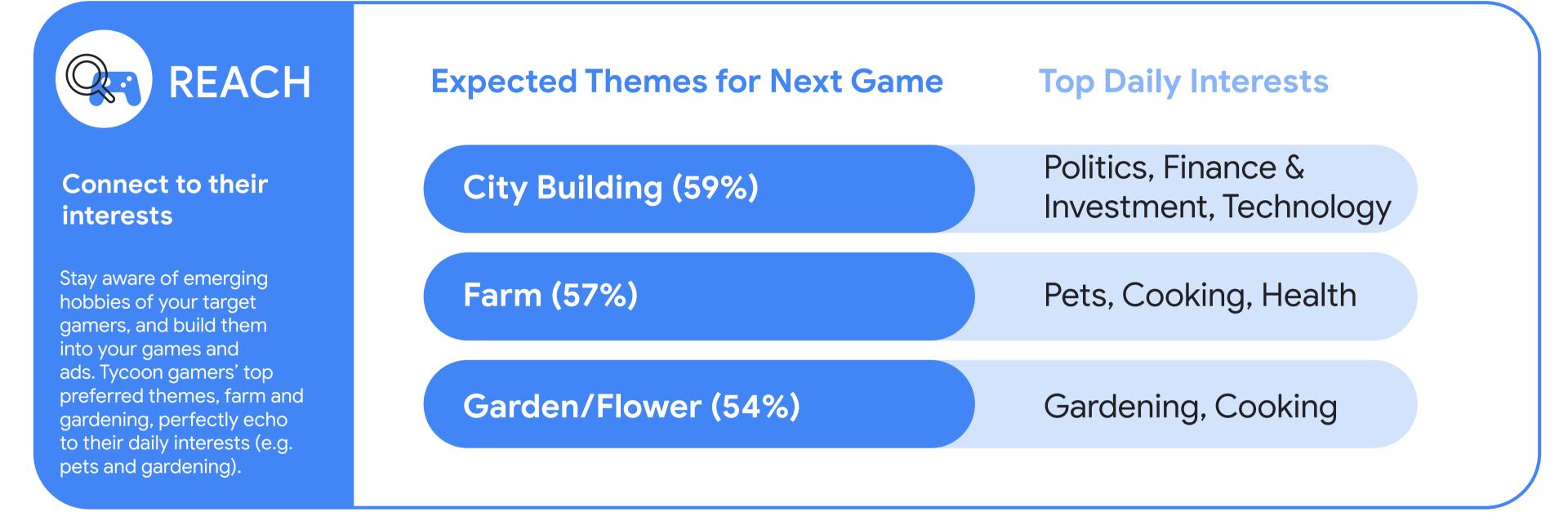


## **Enhance your Tycoon Gamers' Immersiveness**



Tycoon Games: Focus on the management of economic processes, usually in the form of a business of construction.

| Tycoon Gamer Demographic |            |                | They are also playing |        |           |        |        |
|--------------------------|------------|----------------|-----------------------|--------|-----------|--------|--------|
| £\$ <b>55%</b>           | <b>45%</b> | 60%            | 55%                   | 55%    | 50%       | 39%    | 38%    |
| Female                   | Male       | < 35 years old | Strategy              | Casual | Adventure | Puzzle | Action |



## ENGAGE

## Offer gamers diverse experiences

Tycoon spenders have a higher desire to play with others. New characters is one of the key triggers for exploring within the name

## **Most Exciting In-Game Moments**

(difference between **spenders** vs. non-spenders)



**Playing** with other gamers



**Unlock** new characters

In-game ads that offer me rewards





**Discover** well-known stories & media franchises

Achieve best performance

\* Index: Compare the percentage of spender and non-

|  | <br> |
|--|------|

on the leaderboard

spender to show the significance of spender on that topic

| RETAIN   | <b>Top 3 Reasons For Re-Engagement</b>                            | spenders non-spenders |  |
|--|---|-----------------------|--|
| Enhance their  | An <b>exclusive welcome back gift</b><br>to help restart the game | 38%<br>35%            |  |
| belongingness<br>to the game   | New contents or update  | 33%<br>37%            |  |
| New contents and new<br>gaming elements are top<br>reasons for Tycoon gamers<br>to re-engage wit the game. | New elements added in the game                                    | 32%<br>31%            |  |

Source: Google / Ipsos, 2022 The Shifting Needs of Global Mobile Gamers. USA / Japan / Germany / South Korea / Brazil / Indonesia, April 2022 Google and Ipsos also partnered together to conduct an additional 1,800 online surveys with Tycoon mobile gamers, with online in-depth interviews, across key markets.

