Title of the workshop
Games, Networks and Clouds: What are the requirements?

Format of the workshop
Presentation and Panel discussion

Problem Statement and Objectives of the workshop
Online and mobile games have become central in the value chain. Digital games are an important driver of hardware and network capacity. The evolutions of games will also have an impact on networks. The session will try to answer from different perspectives the requirements for the development of networks and clouds.

What are the future trends of online and mobile games?
How will these trends make requirements of games evolve in terms of cloud / network constraints?
What are the network evolution paradigms which can match these requirements?

The session will be organized as follows:
- Firstly game developers will express the high level requirements they have and what is the evolution in their perspective.
- Secondly a link will try to be made between these requirements and cloud/ network constraints: the different paradigms (centralized and distributed architectures, CDN/CCN concepts) will be examined vs. game performance requirements
- An open discussion with the panel (completed with network experts) will follow at the end to define the issues to solve (technical, standardization,..); also how this would translate to R&D work program will be discussed.

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**Target audience:**
developers, operators, publishers, network operators, vendors, cloud providers, research community, SDOs, game community.

**Build on previous FIA sessions:**
None

**Agenda**

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<th>Time</th>
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<tbody>
<tr>
<td>5 min</td>
<td>Agenda and session objectives</td>
<td>Malte Behrmann</td>
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<tr>
<td>60 min</td>
<td>View of game developers community</td>
<td>Kerry Fraser Robinson</td>
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<tr>
<td></td>
<td>- Online game developer perspective:</td>
<td>Mikael Baros</td>
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<td></td>
<td>- Mobile game developer perspective:</td>
<td>Adolfo Rosas</td>
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<td>- Telco perspective</td>
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<td>Patrick Truong</td>
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<td>- Cloud gaming</td>
<td>Jean Charles Point</td>
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<tr>
<td>35 min</td>
<td><strong>Closing panel</strong>: How can we link game requirements with network paradigms; how to link this with standards?</td>
<td>Speakers + ....</td>
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<tr>
<td>10 min</td>
<td><strong>Conclusions and further work</strong></td>
<td>Malte Behrmann</td>
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