

Questions for AC Valhalla x Data capsule video

these questions are only there to help you prompt your responses. They will not be on screen

Goal: Tell the story of how AC Valhalla was a success post-launch through data-driven KPIs.

Speakers:

Section 1: Context

(J) Could you briefly introduce the game and briefly discuss why it was a success (overall) and introduce how it was a success specifically from a data perspective? And how has the success of previous ACs helped with Valhalla and the 3 major KPIs that Valhalla showed success in ? **30 secs**

(C) Could you please break down the 3 KPIs for us ?
30 secs

Section 2: Strategy- Focus

2mins

(J & C) Beyond the classic KPIs, what strategies had a positive impact on the game's success ?

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(C) And the break down of it AC ?

(C) And the break down ?

Section 3: Learnings For Other Prods

2mins

(J & C) Could you give us some key learnings that other production teams can reuse ?