

Online Game Solutions Space



AUGUST 21-23, 2024
HALL 4.2 B063, KOELNmesse, COLOGNE

Session Agenda

► Level In Global Markets

Wednesday, August 21

The Art of Defense: Anti-Cheating in Global Mobile Games (by ACE)

Yue Wang
Technical Director of Mobile Game Security, Tencent Games

August 21 | 11:00am - 12:00pm
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The Global Digital QA Service - WeTest Global (by WeTest)

Kimon Zhang
Senior Product Manager, Tencent Games

August 21 | 2:00pm - 3:00pm
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Leading the Future: NIMO Game Streaming Expands Worldwide (by NIMO)

Jo Chin
Commercial Director, NIMO

Robert Zhang
Marketing Director, NIMO

Derrick Wu
Brand Director, NIMO

August 21 | 3:00pm - 4:00pm
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Global Cloud Infrastructure for World-Class Game Dev & Hosting (by Tencent Cloud)

Howie Jiang
Chief Cloud Solution Architect

Jorvik Zhang
Game Tech / Cloud BD Director

August 21 | 4:00pm - 5:00pm
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► Free From the Toughest Challenges of R&D

Thursday, August 22

Studio Anywhere (by CES & Perforce)

Jack Wei
Sr. Director, Off Cloud Center, Tencent

Philip O'Hara
VP of Sales UK, Perforce Software, Inc.

August 22 | 11:00am - 12:00pm
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PerfDog: Industry-leading Performance Testing Platform (by WeTest)

Kimon Zhang
Senior Product Manager, Tencent Games

August 22 | 2:00pm - 3:00pm
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How to Deal with the DMA Cheating in FPS Games? (by ACE)

Hejun Hu
Expert Engineer, Tencent Games

August 22 | 3:00pm - 4:00pm
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Immersive Gaming Experience with the Cutting-Edge Cloud Technology (by Tencent Cloud)

Howie Jiang
Chief Cloud Solution Architect

Jorvik Zhang
Game Tech / Cloud BD Director

August 22 | 4:00pm - 5:00pm
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-Exhibition Teams-