

TrafficPeak | OBSERVABILITY PLATFORM

You are experiencing explosive growth with multiplayer online games, mobile gaming, and eSports. Your gaming platform generates massive amounts of data—from player profiles, in-game actions, and purchase histories, to game telemetry.



GAMING SOLUTIONS

TrafficPeak Benefits

Real-time Observability

With TrafficPeak, on Akamai Connected Cloud, your developers can get immediate insights into player behavior, game performance, and areas of improvement. Understanding user preferences in real-time can guide game development and enhancement.

High-Density Compression

Efficient storage of large game datasets, including game logs, and user-generated content. This helps keep costs down while allowing for extended data retention.

Unified Visibility Platform

With multiple games or platforms under one developer or publisher, a unified platform allows for cross-game analytics, facilitating holistic decision-making.

TrafficPeak Use Cases

Real-time Game Performance Tuning

A popular online multiplayer game experiences inconsistent lag across various geographies. By leveraging Akamai's global delivery with TrafficPeak's real-time observability, the game's developers immediately pinpoint areas of high latency and reroute traffic, ensuring players worldwide have a smooth gaming experience.

Player Behavior Analytics for Game Development

A game development studio wants insights into player behavior for its recent game. By utilizing TrafficPeak's data platform, the studio collects and analyzes vast amounts of in-game interactions, purchases, and feedback. Using Akamai, this data is seamlessly retrieved from global servers, enabling the developers to make informed decisions about future game updates, character balances, and content additions based on genuine player engagement and feedback.

Combine Akamai's delivery speed with TrafficPeak's efficient data management for a seamless and lag-free player experience.

Gain the edge of real-time traffic observability, ensuring your games are delivered smoothly even during massive online multiplayer sessions.

75% less expensive than other providers.

