

VIAJES Y ESCURSIONES



TEL: 0416-725-84-55

AUTOBUS EQUIPADO CON INTERNET INALAMBRICO
WI-FI 

LOS VIDEOJUEGOS MÓVILES Y SUS MODELOS DE NEGOCIO

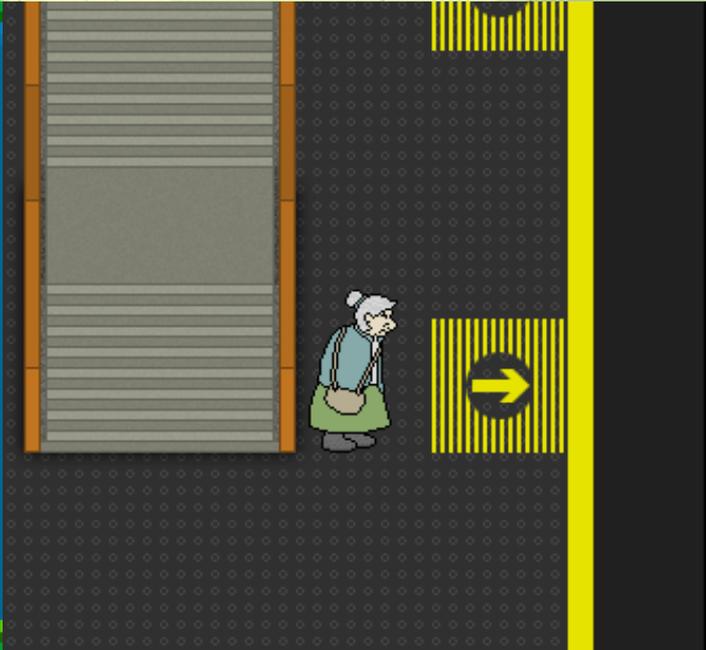
Ciro Durán <ciro@mecaludens.com> - En Twitter @chiguire
III Ciclo de Conferencias de Emprendimiento en Accede – 11 de septiembre de 2012



AMARILLO DE MANO
AMARILLO & MANO

DE POLLO
POLLO

MANO





<http://bitstream.tv/channel/caracas-game-jam>



EL EVENTO DONDE LOS ARTISTAS Y PROGRAMADORES SE REÚNEN PARA HACER JUEGOS EN 48 HORAS.

CARACAS GAMEJAM 2012

DEL 27 A 29 DE ENERO DE 2012



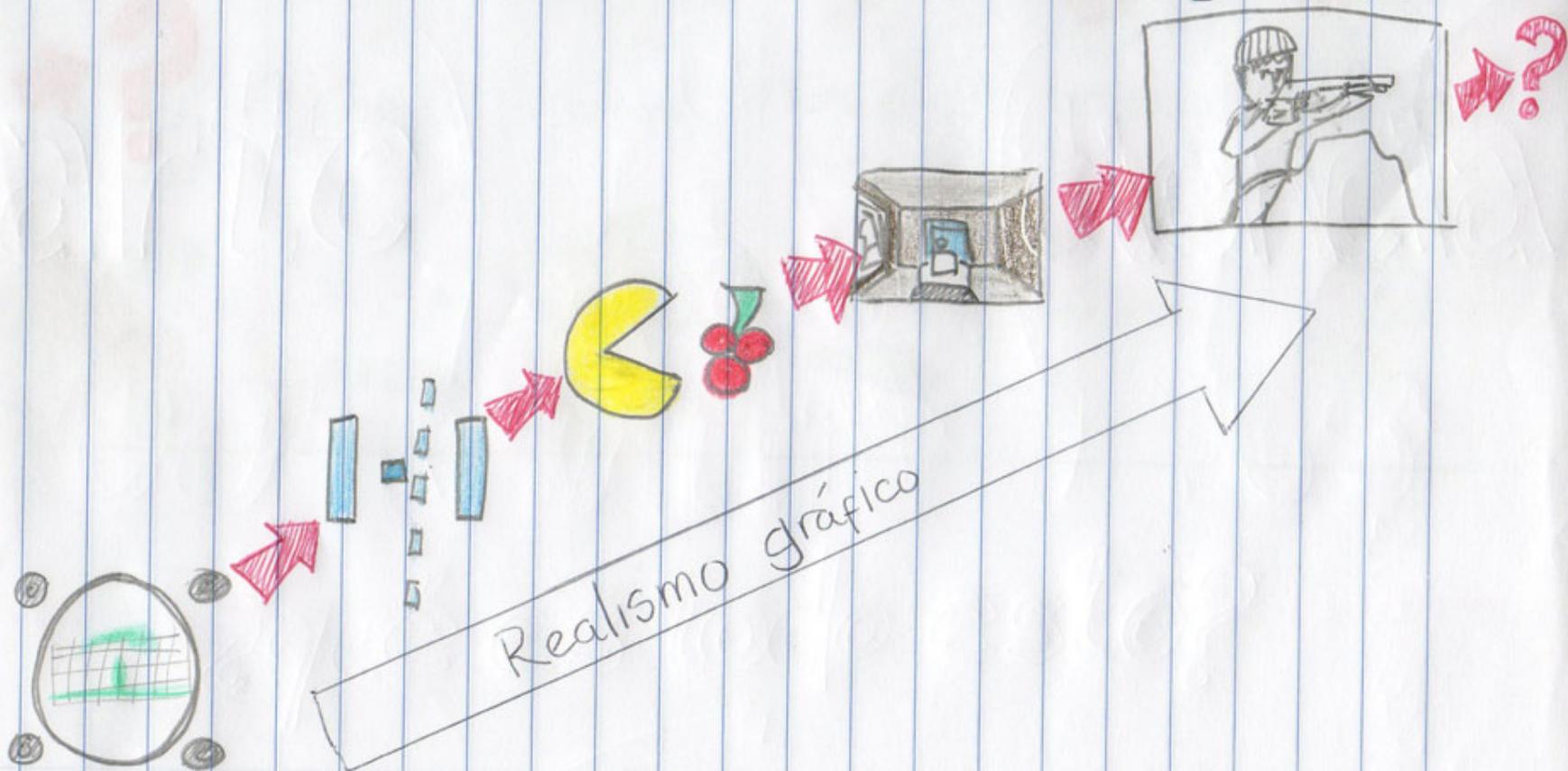
TWITTER: @CARACASGAMEJAM
WWW.CARACASGAMEJAM.COM



Caracas
quiere
vivirte
sin
miedo

AÉROPOSTALE
Fond. 1987
ATHL. DE

¿de dónde vienen los juegos?

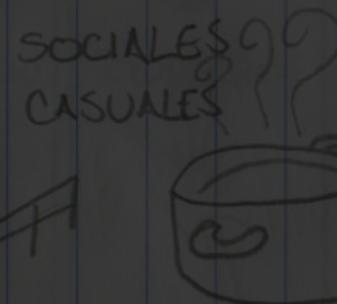
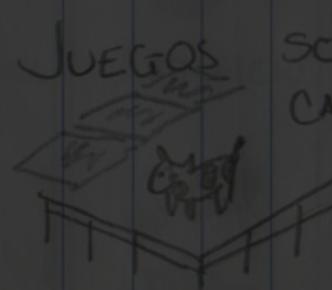
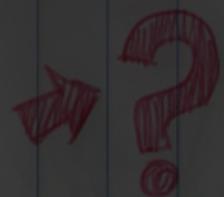


¿en dónde están los juegos?

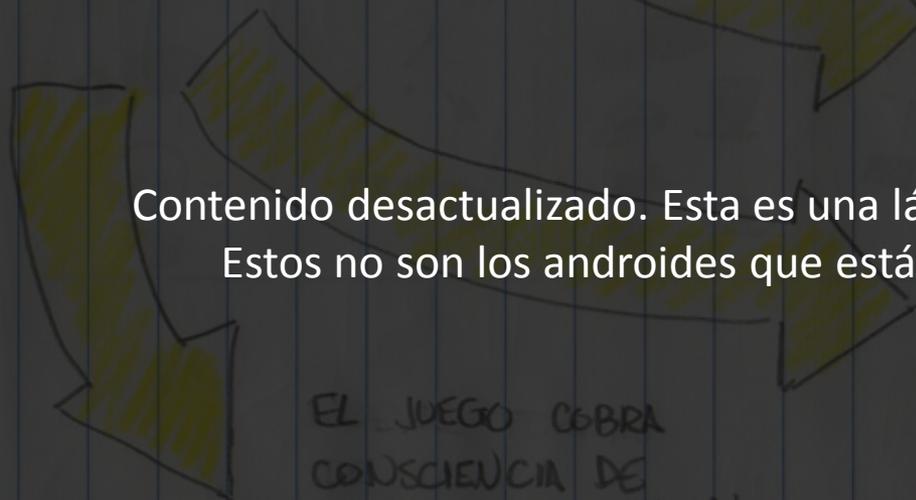


#Esquema Temático de Understanding Comics,
por Scott McCloud

¿en dónde están los juegos?



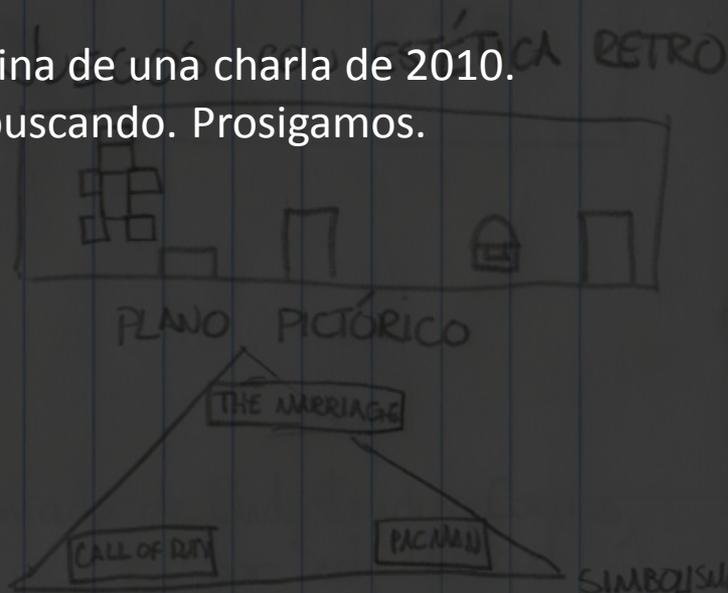
Contenido desactualizado. Esta es una lámina de una charla de 2010. Estos no son los androides que estás buscando. Prosigamos.



EL JUEGO COBRA CONSCIENCIA DE SU APORTE EMOCIONAL



REALISMO



Diablo III (2012), Blizzard Entertainment



excellent
Level 3 - Temple of Trials



mildred
Level 3 - Temple of Trials

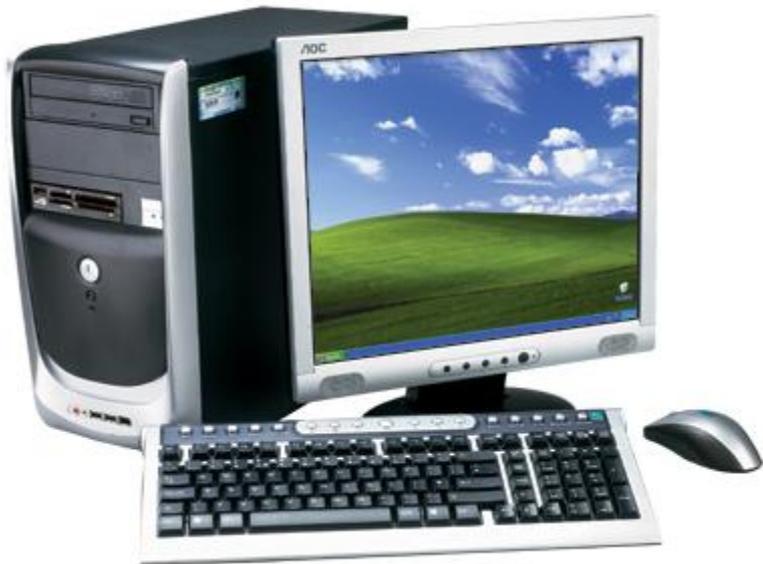
mildred

6,151

XP
LUCK

1 2 3 4 5 6 7 8 9 0





7.47 in



9.56 in

7.60 in

iPad

5.10 in



7.48 in

PlayBook

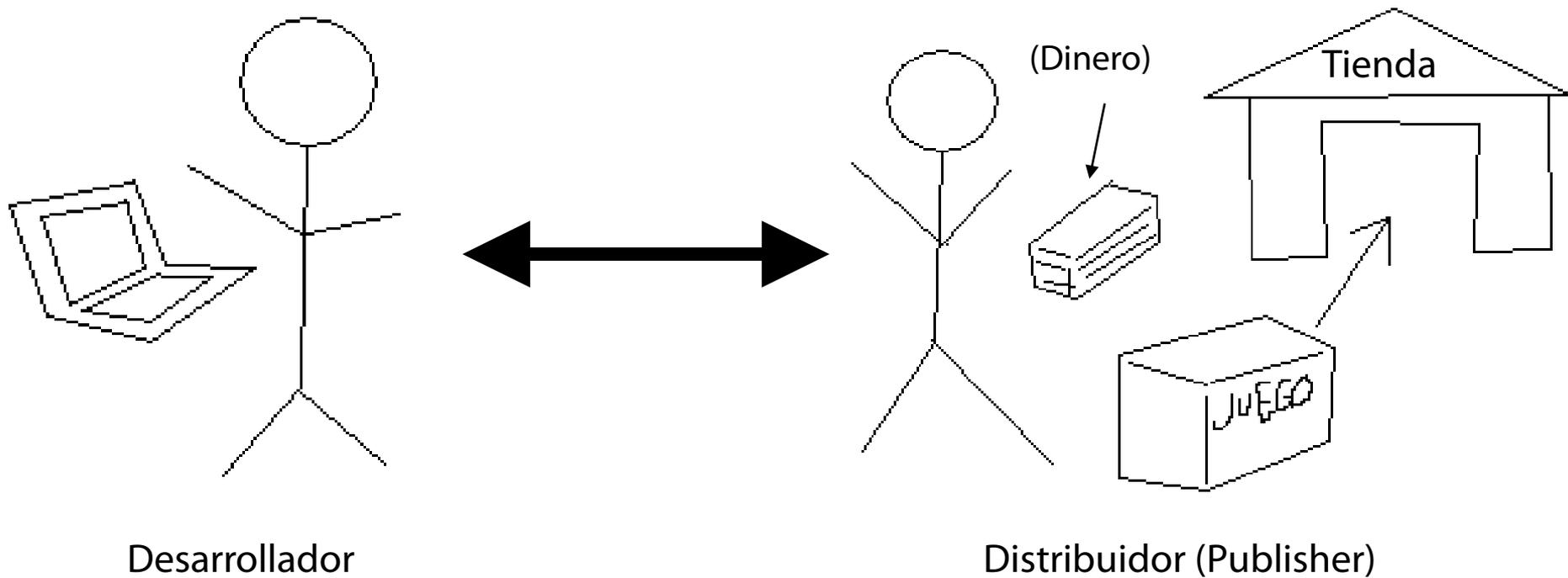
4.74 in



Galaxy Tab



MODELO DE NEGOCIO TRADICIONAL DE LOS VIDEOJUEGOS



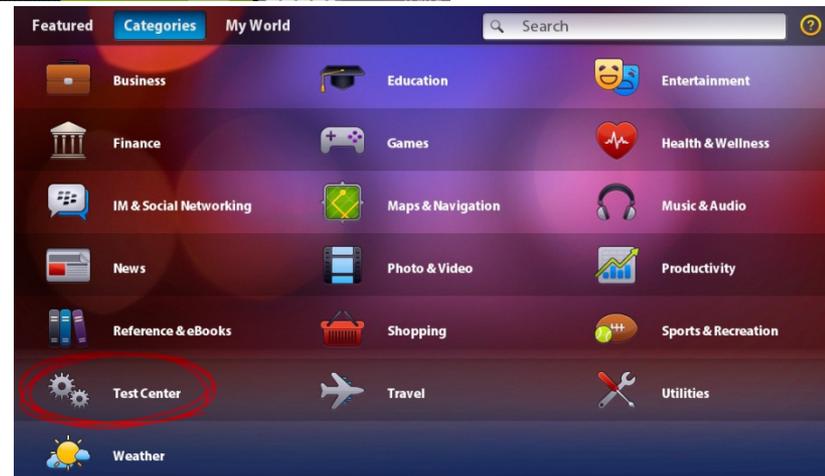
App Store, Apple Inc.



Google Play, Google Inc.



BlackBerry App World, Research In Motion.





Play the New #1 Crime Game Now!

Ads by AdMob



HIGHSCORE: 76910

Score: 0



Store

3,448

0

featured items

buy coins and diamonds



Add 200 moves!

950 (34% off!)

Buy



Undo last move

8 (20% off!)



Imperial Bot (4 left)

1,000

Buy



Hut (4 left)

5

Buy



Crystal (4 left)

1,500

Buy



Time Machine (5 left)

13 (28% off! 20 minutes left)

Buy



Grass (7 left)

50



Crate (5 left)

10

Exit

Demo App

Dashboard

Visitors

- Usage Summary
- Location
- Carriers/Operators
- Devices
- Users

Screens

Top Screens

Actions

- Top Actions
- Starts / Stops
- Debug Messages

Game Analytics

- Levels
- Scores
- Virtual Goods

Versions

Top Versions

Internal Searches

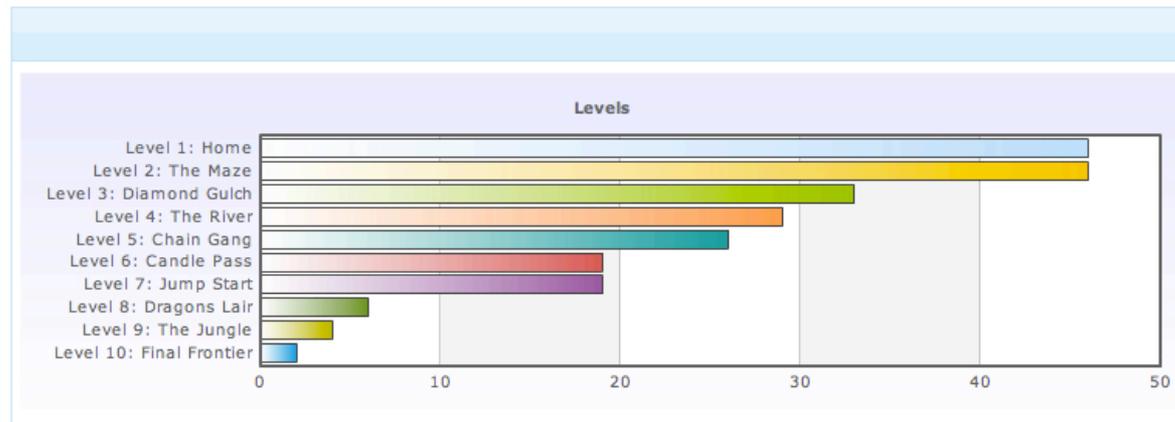
Search Queries

Tracking Tags

Top Tags

My Game » Levels

Date: Custom from: 03/03/2010 to: 03/09/2010 by: Day Go



Game Levels

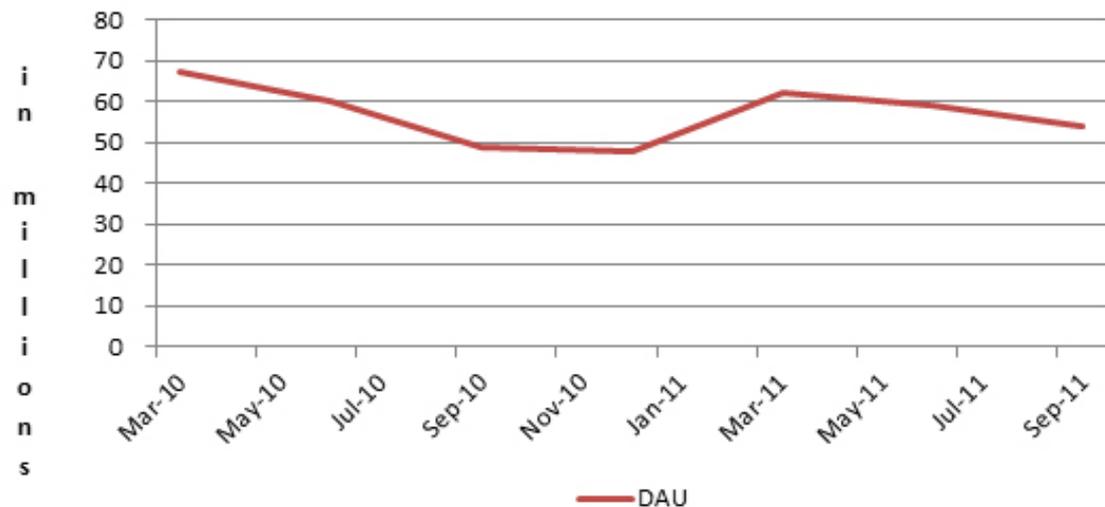
Result Pages: 1

Level	» Users	% Users	Sessions	% Sessions	Total Time	Avg Time
Level 1: Home	46	9%	64	78%	01:36:00	0:01:30
Level 2: The Maze	46	9%	64	78%	01:36:00	0:01:30
Level 3: Diamond Gulch	33	9%	66	80%	00:55:00	0:00:50
Level 4: The River	29	8%	61	74%	01:26:25	0:01:25
Level 5: Chain Gang	26	8%	61	74%	01:16:15	0:01:15

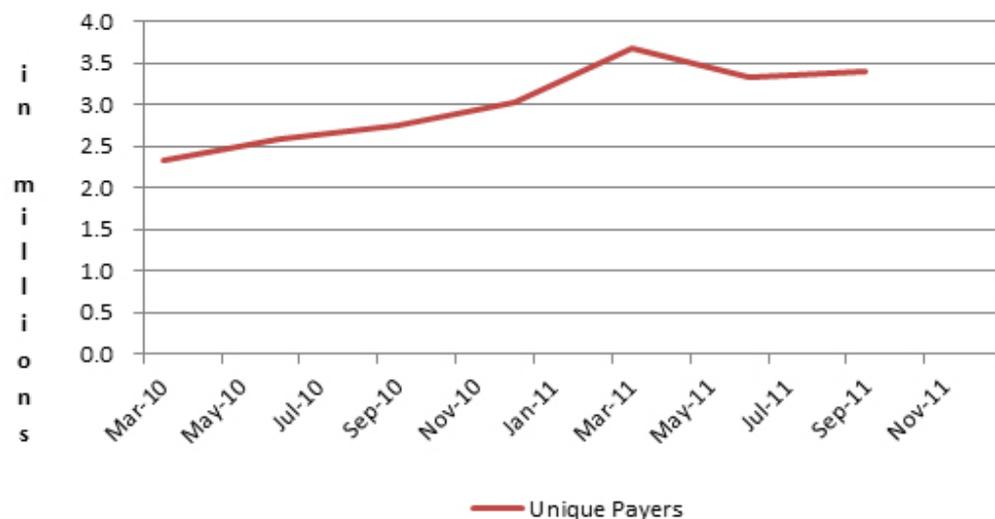


FarmVille 2 (2012), Zynga Game Network Inc.

Zynga Daily Active Users

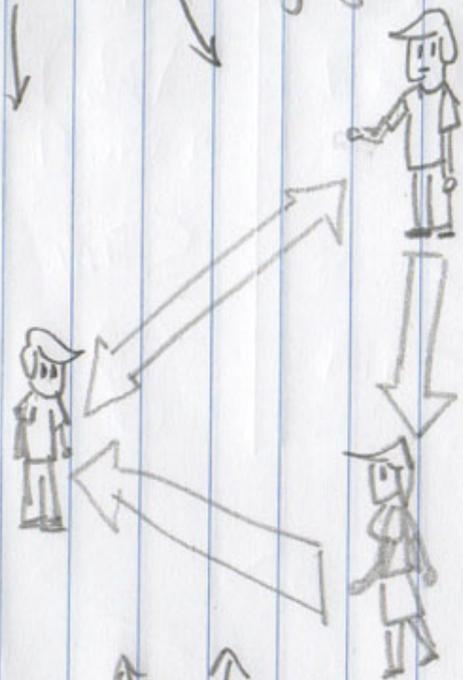


Zynga Monthly Unique Payers



¿hacia dónde van los juegos?

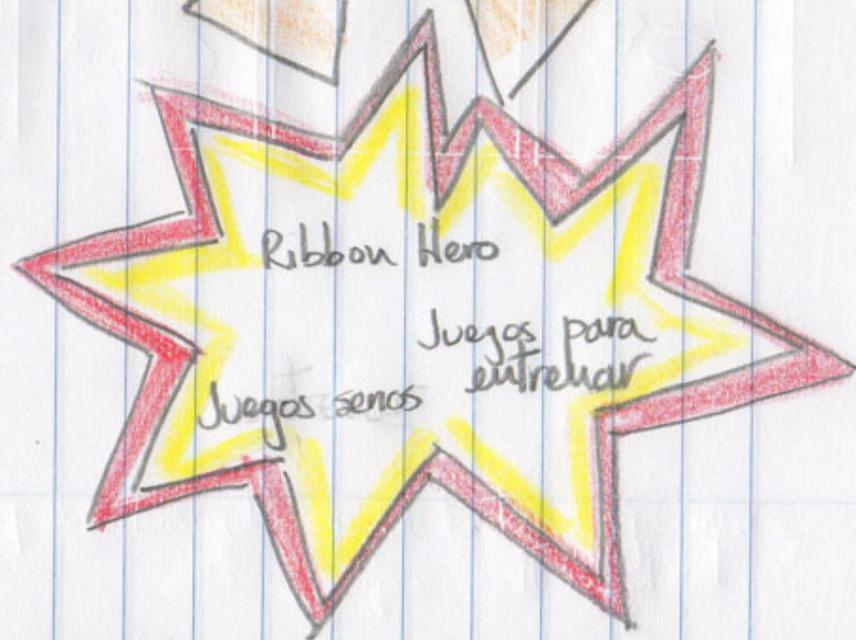
Un montón de jugadores

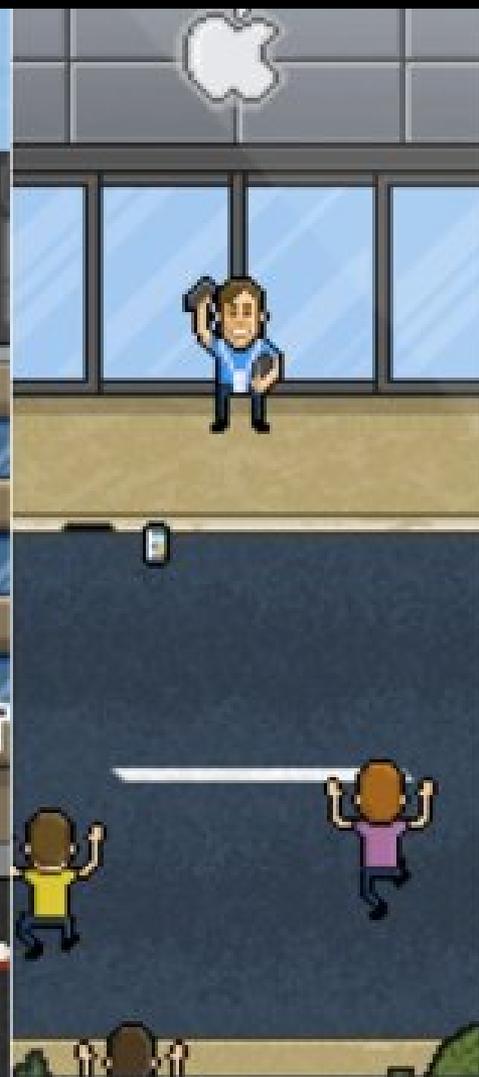
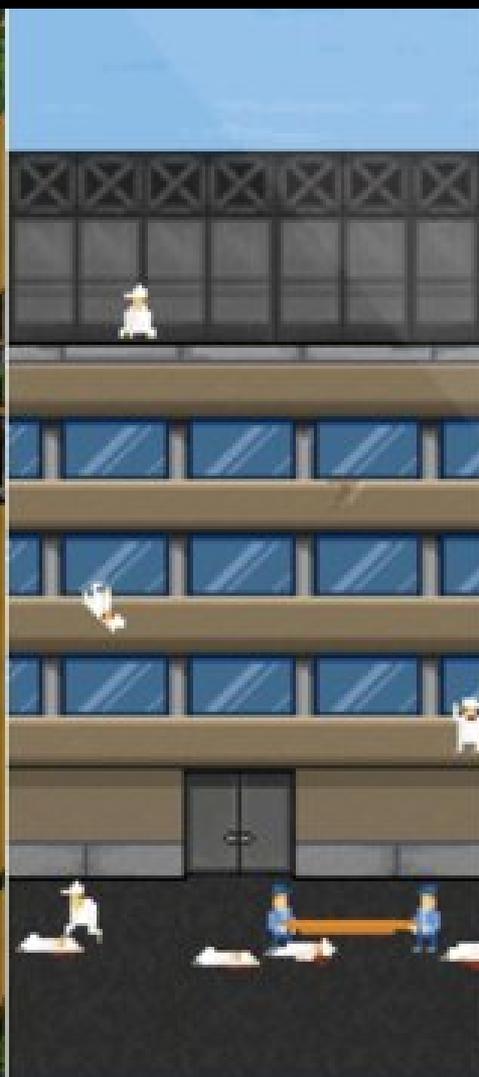


No hay PCs

APRENDIZAJE

DIVERSION





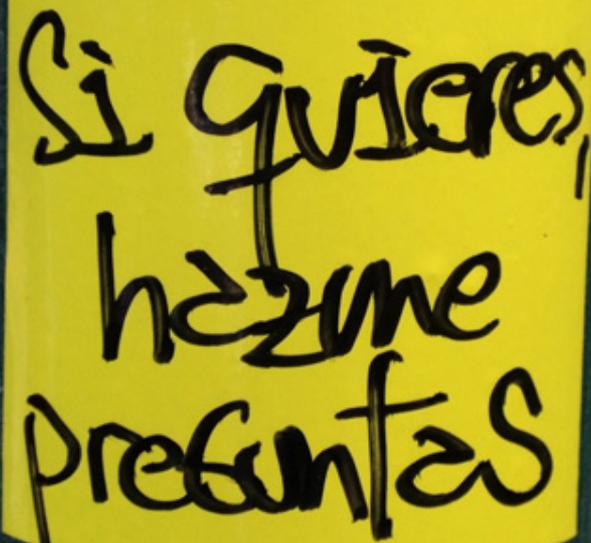
PHONE STORY

Phone Story

Desarrollado por Molleindustria (2011)

Disponible para Google Play. Baneado del App Store.

<http://phonestory.org/>



Si quieres,
hazme
preguntas

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Twitter: [@chiguire](https://twitter.com/chiguire)

¡Participen en el [Caracas Game Jam!](#)