Xunlei Provides Game Download Solution

On July 21, the 10th Shenzhen International Game Festival was held at Shenzhen International Convention and Exhibition Center. The game festival aims to establish a professional platform for exchange in the animation game industry in the Greater Bay Area, fostering mutually beneficial cooperation and development opportunities in the industry. A large number of animation and game industry enterprises participated in the onsite roadshows, engaging in discussions on recent development and investment prospects of the industry.

Xunlei was invited to participate in the roadshow and presented the theme of "Xunlei's Download Solutions for Game Enterprises" during the event. Xunlei shared its 20 years of expertise in the download space, empowering enterprise users to collaboratively create an exceptional user download experience.

In the game industry, users often spend a considerable amount of time installing and updating games before they can actually start playing. This creates a hurdle for attracting users, prompting many game publishers to adopt the "download while playing" approach. By dividing the entire game installation package into multiple smaller file scenes, users can start the game within minutes by downloading these small file scenes and continue downloading the rest of the game package during gameplay. However, this method significantly increases the load on the servers. Without sufficient download capacity, it cannot deliver a smooth and seamless user experience.

Xunlei has introduced a solution to overcome the technical bottleneck faced by users during gameplay. Through extensive research, Xunlei has identified the critical point in the small file scenario and devised an optimization strategy to ensure high-quality downloads while playing. With a download success rate of 99% for all enterprises, Xunlei's solution not only enhances download efficiency for game publishers but also reduces bandwidth costs.

In addition, due to limitations of the game publishers' server capacity, there may be a scarcity of download resources available to individual users during periods of high concurrency, resulting in slow or even halted downloads. Using Xunlei to download games can serve as an effective solution for handling high concurrent requests during game open tests and updates.

For more information, please refer to
http://www.xhby.net/sy/kj/202307/t20230724_8021533.shtml