

AcceleratXR Market Survey (Nov. 2021)

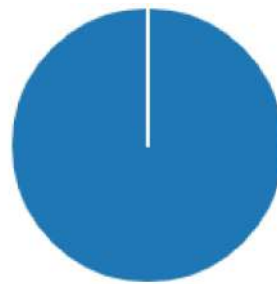
7
Responses

07:27
Average time to complete

Active
Status

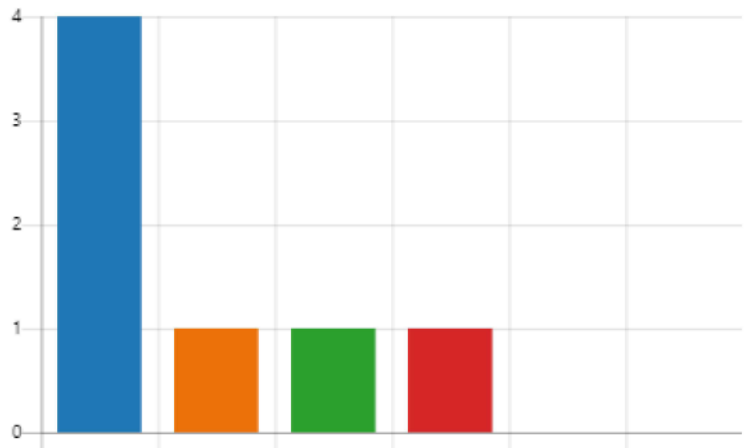
1. How many team members does your project have?

1-5	7
5-15	0
15-30	0
30-100	0
100+	0



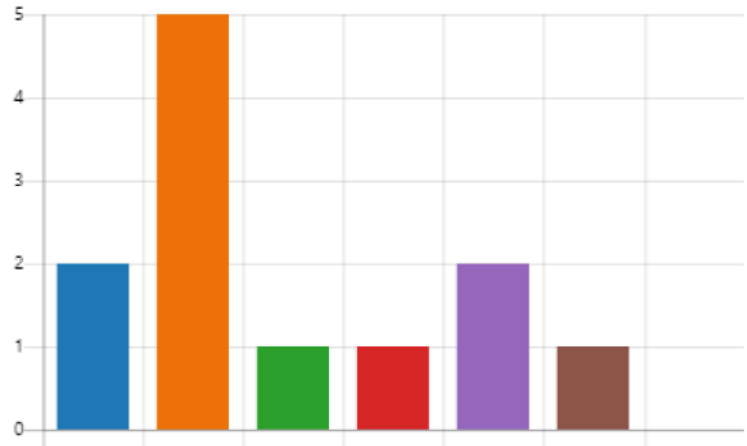
2. What is your project's annual revenue?

0-\$1,000	4
\$1,000-\$10,000	1
\$10,000-\$100,000	1
\$100,000-\$500,000	1
\$500,000-\$1,000,000	0
\$1,000,000+	0



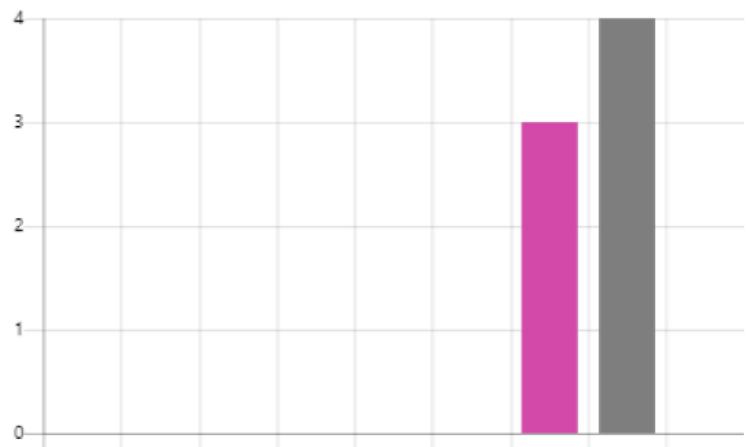
3. How is your project monetized? (check all that apply)

- Retail (up-front purchase) 2
- Microtransactions 5
- Subscriptions 1
- Advertising 1
- Donations 2
- Freeware 1
- Other 0



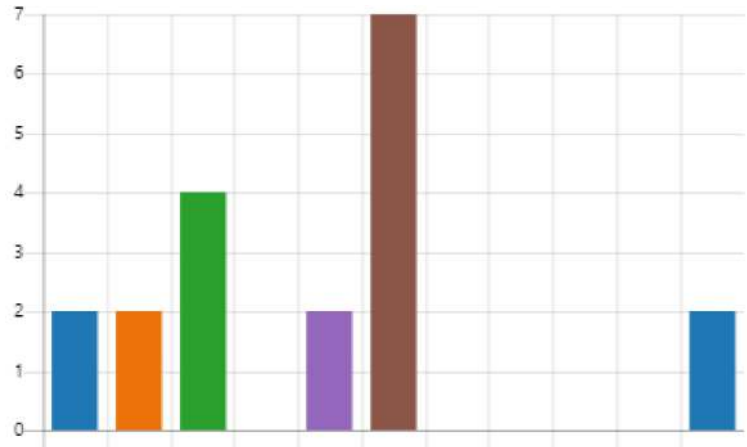
4. What game engine does your project use?

- Cocos 0
- CryEngine 0
- id Tech 0
- Godot 0
- Lumberyard 0
- Source Engine 0
- Unreal 3
- Unity 4
- Other 0



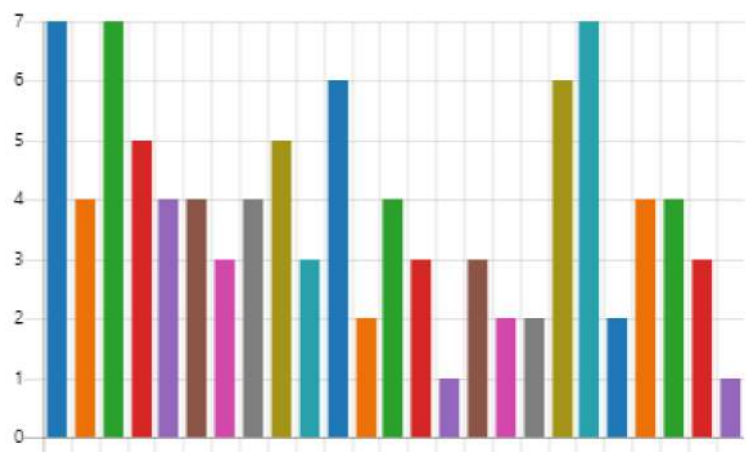
5. What target platforms does your project support? (check all that apply)

- Android 2
- Apple iOS 2
- Apple macOS 4
- HTC Valve Index 0
- Linux 2
- Microsoft Windows 7
- Microsoft Xbox 0
- Nintendo Switch 0
- Oculus Quest 0
- Sony PlayStation 0
- Web (HTML5) 2



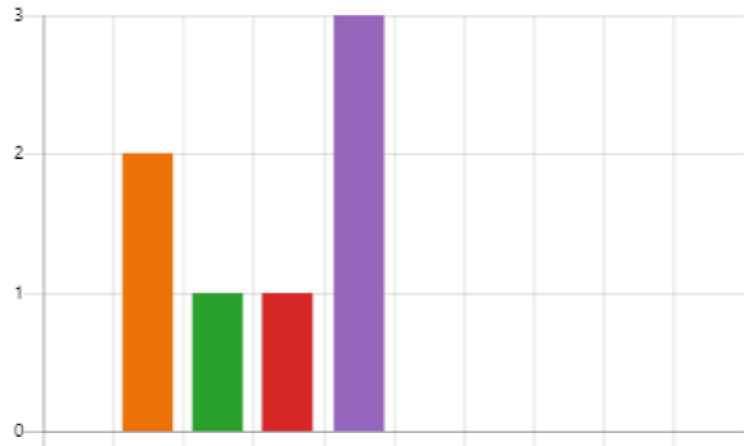
6. What online features does your project use? (check all that apply)

- Accounts and Login 7
- Custom Account Data 4
- Player Data 7
- Leaderboards 5
- Achievements 4
- Quests (Missions) 4
- Progression (Skill Trees, Levels,...) 3
- Player Inventory (buy/sell/trad... 4
- Microtransactions 5
- Virtual Currency 3
- Matchmaking 6
- Sessions (Asynchronous) 2
- Sessions (Real-time) 4
- Dedicated Game Servers 3
- Persistent World Servers 1
- Asset Management 3
- Localization 2
- User Uploads 2
- Friends List 6
- Player-to-Player Messaging 7
- Social Network Integration (sh... 2
- Guilds (Clans) 4
- Tournaments 4
- Player Parties 3
- Other 1



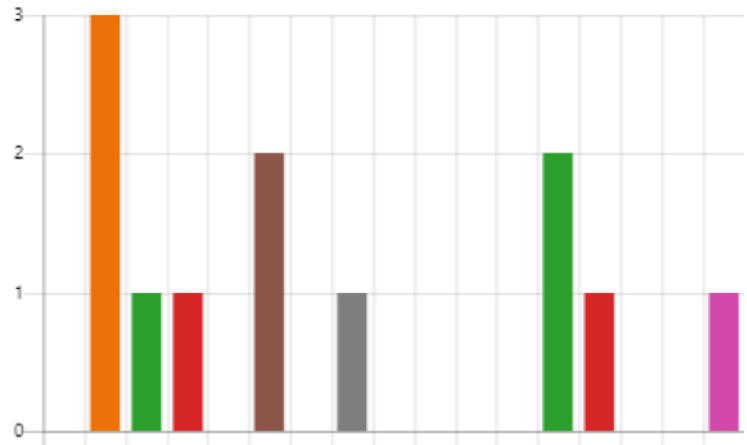
7. What third-party login providers does your project use? (check all that apply)

- Apple GameCenter 0
- Facebook 2
- Google Play 1
- Twitter 1
- Steam 3
- Epic Games 0
- Nintendo 0
- Xbox Live 0
- PlayStation Network 0
- Other 0



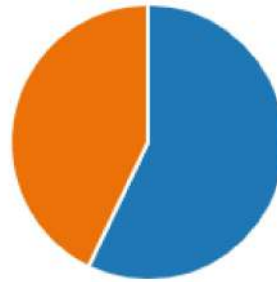
8. What online service(s) does your project utilize? (check all that apply)

- Accelbyte 0
- AcceleratXR 3
- AWS GameTech 1
- Azure Gaming 1
- Beamable 0
- brainCloud 2
- EdgeGap 0
- Epic Online Services 1
- Firebase 0
- GameSparks 0
- Nakama 0
- Photon 0
- PlayFab 2
- Steamworks 1
- Unity Online Services 0
- XTR4L1F3 0
- Other 1



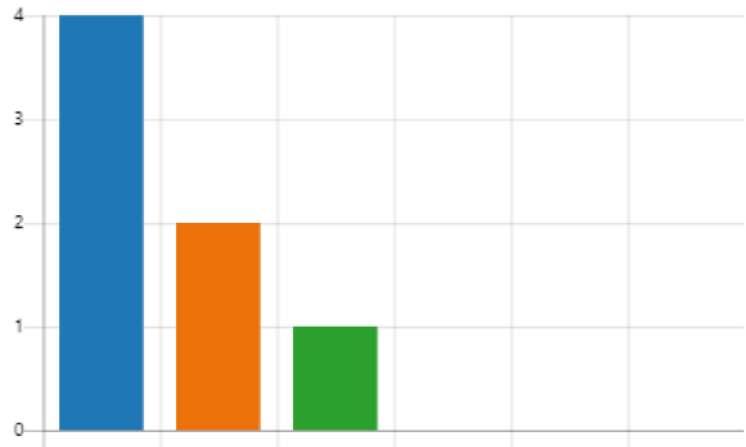
9. How much do you spend on online services each month?

0-\$100	4
\$100-\$500	3
\$500-\$1,000	0
\$1,000-\$10,000	0
\$10,000+	0



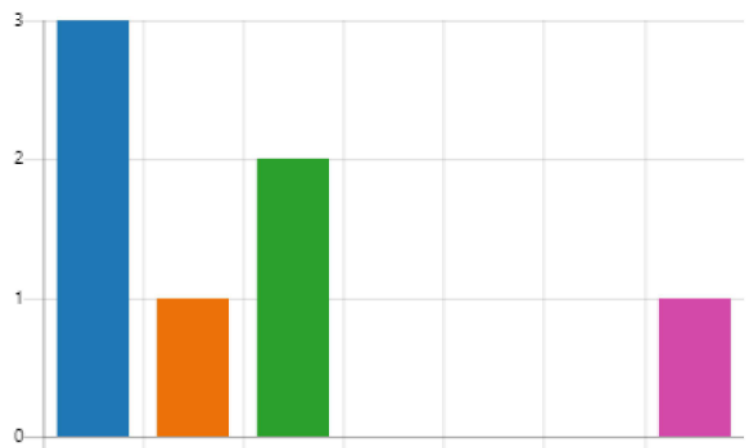
10. How many monthly active users (MAU) does your project average?

< 1,000	4
1,000-10,000	2
10,000-100,000	1
100,000-1,000,000	0
1,000,000-10,000,000	0
10,000,000+	0



11. How many API calls (in units of millions, e.g. 1 = 1M API calls) does your project use per month?

0-1M	3
1M-10M	1
10M-100M	2
100M-500M	0
500M-1B	0
1B+	0
I Don't Know	1



12. Which pricing model do you prefer?

- API Calls (pay per API request) 1
- MAU (pay per monthly-active-... 3
- Resource Usage (pay per cpu/... 1
- Revenue Sharing 2



13. When considering an online service what factors are important to you?

- Not Important
- Less Important
- Important
- More Important
- Critical

