

# Making Big Data Useful Data

Speaker Anna Bongenhielm





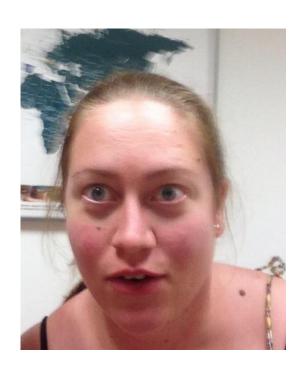




#### Anna Bongenhielm Producer Data Analytics @ King

- Little over 4 years with King
- Mainly worked with reporting and downstream data chain
- Personal favorite King game right now – Candy Crush Soda Saga







#### We make great games

We have developed more than 200 fun titles and offer games in over 200 countries

and regions around the world.

340 million average monthly unique users (Q2 2015).

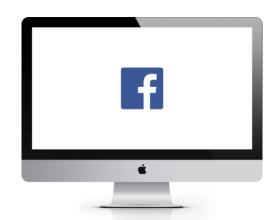


- Studios in Stockholm, London, Barcelona, Bucharest, Malmo, Berlin, Singapore and Seattle.
- Offices in San Francisco, Malta, Tokyo, Seoul and Shanghai.



#### The evolution of King







Online skill

- Founded in 2003
- Originally games were only available through our site and portals including AOL and Yahoo!

 Launched first game on Facebook in Q2 2011

Social

Mobile

 Launched first game on mobile H2 2012



# Presentation overview

- 1. The Daily Pipeline
- 2. Brief Reporting History
- 3. Dealing with Data Size in the Reporting Layer
- 4. Governing the User End of a Big Data Environment
- 5. Getting the Stakeholders the Right Thing

Credit goes to Jonathan Palmer and Jakob Berglund who have contributed several of the slides in this presentation

## The Daily Pipeline



#### Fast changing times 80 nodes 600 Gb 40 nodes 10 node 500 Gb Hadoop 400 Gb 20 nodes Infobright Volume ingested 300 Gb CE says no (compressed)

2012-07-01

Date

2013-01-01



2014-01-01

2013-07-01

2012-01-01

200 Gb

100 Gb

0 Gb

2011-01-01

Qlikview says

no

2011-07-01

#### What is tracking really?

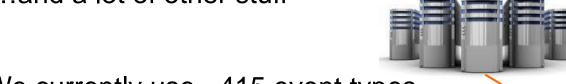
## Tracking measures what players do

#### For example...

- ...when players start the game
- ...when players start a level
- ...who players interact with
- ...what players buy
- ...and a lot of other stuff







We currently use ~415 event types (415 measurement points)

More than a 100 million daily players... create over than **15 billion** events daily!

AppAppleStoreTransactionBegin 20130923T112512.053+0200 AppAppleStoreValidationStart 20130923T112512.055+020 AppAppleStoreValidationDone 20130923T112513.013+0200 AppAppleStoreTransaction 20130923T112513.014+0200 AppAppleStoreTransactionDone 20130923T112513.016+0200 20130923T112516.654+0200 AppItemTransaction2 20130923T112516.656+0200 AppItemTransaction2 20130923T112516.657+0200 SagaAppGameStart2 SagaAppGameEnd2 20130923T112516.657+0200 240017 AppChangedCoreUser2 20130923T112705.928+0200 AppSignInUser 20130923T112705.945+0200 250017 MessageProcessed3 20130923T112722.120+0200 ToroHandleLink 20130923T112722.148+0200 250017 20130923T112722.159+0200 MessageProcessed3 ToroHandleLink 20130923T112722.183+0200 250017 20130923T112722.196+0200 MessageProcessed3 ToroHandleLink 20130923T112722.220+0200 MessageProcessed3 20130923T112722.230+0200 ToroHandleLink 20130923T112722.251+0200 250017 MessageProcessed3 20130923T112722.260+0200 ToroHandleLink 20130923T112722.281+0200 250017 AppSignInUser 20130923T112752.685+0200 250017 AppClientVersion 20130923T112752.837+0200 20130923T112753.981+0200 250017 AppStart5 AppSignInUser 20130923T112754.605+0200 AppItemTransaction2 20130923T112836.232+0200 20130923T112836.233+0200 SagaAppGameStart2 SagaAppGameEnd2 20130923T112836.235+0200 250017

What does our pipeline look like?

# Our fancy data pipeline!

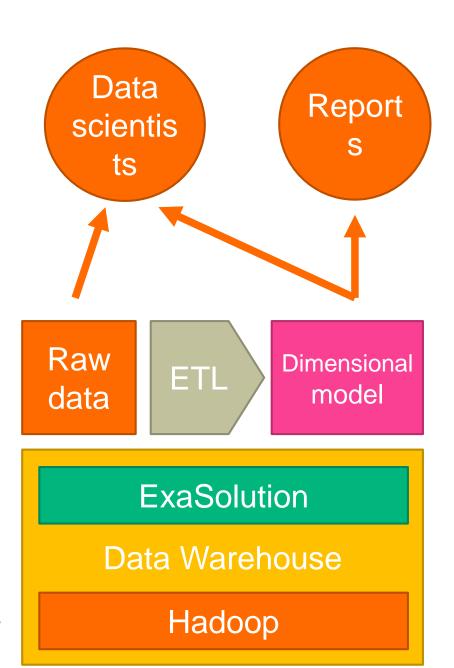
(much wow!)



Game servers

TSV log files

Log server





### Brief Reporting History



### In the beginning:

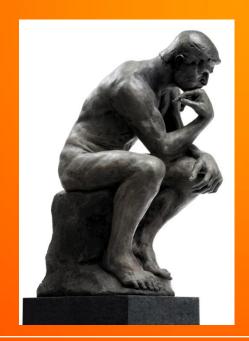
- Most data processed directly in Qlikview
- Few developers, all located in the same office
- No need for a DWH
- Information and dimensionality on a user level basis





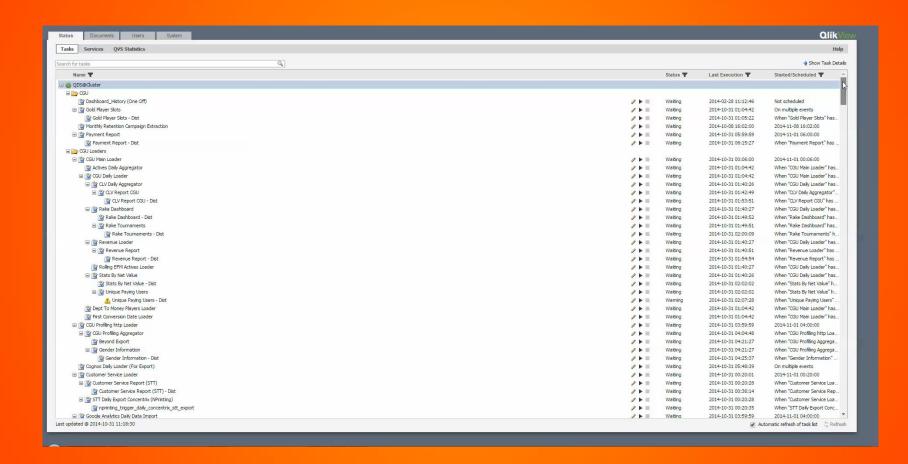
#### The problems we face with size:

- Adding more games
- Adding new types of data
- Knowing what to look for and when to group the data





#### Our QMC:

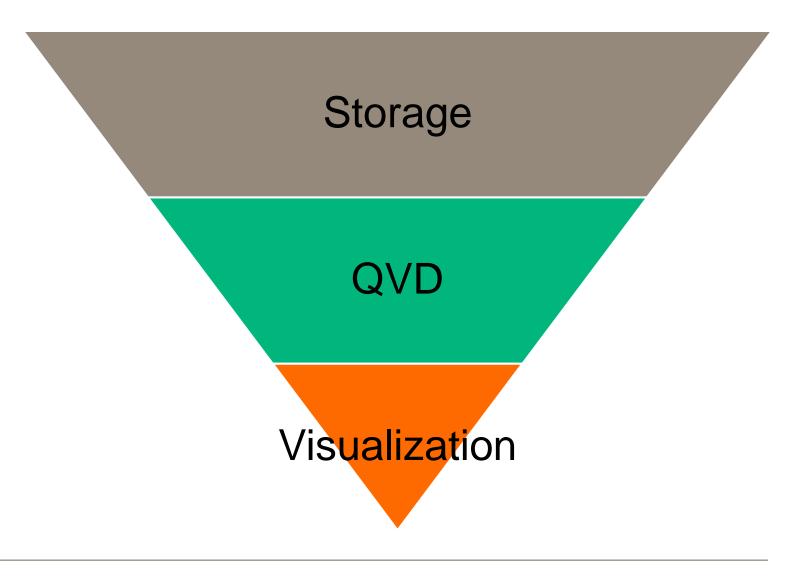




# Dealing with Data Size in the Reporting Layer

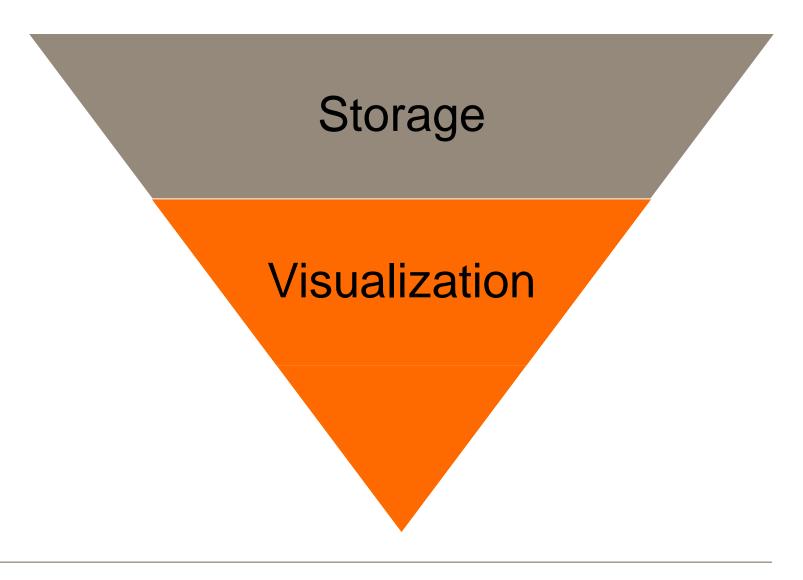


#### Original architecture



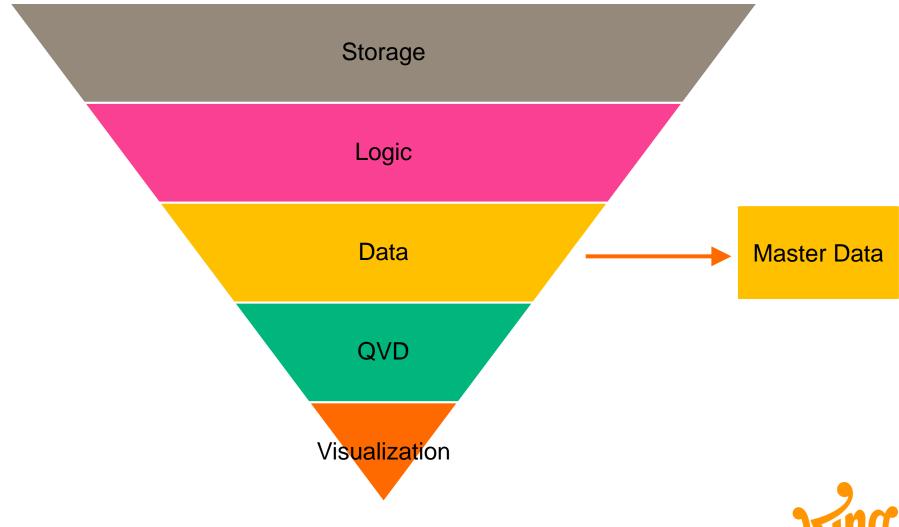


#### Occasional architecture



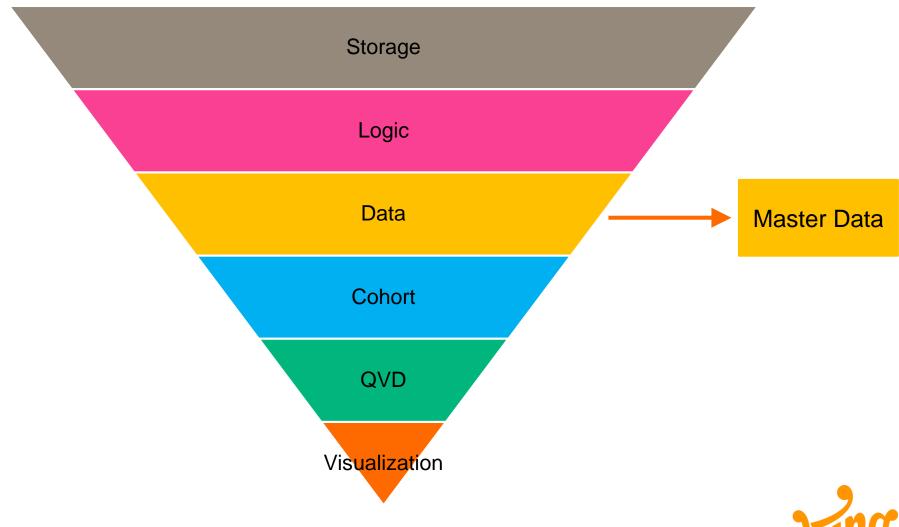


#### Architecture with a logic layer





#### Architecture with a cohort layer





#### User experience

- Performance
- Dependability
- Trust



# Governing the User End of a Big Data Environment



## Our Framework: What issues does it address?

- Governance
- Development overhead
- Scalability
- User engagement

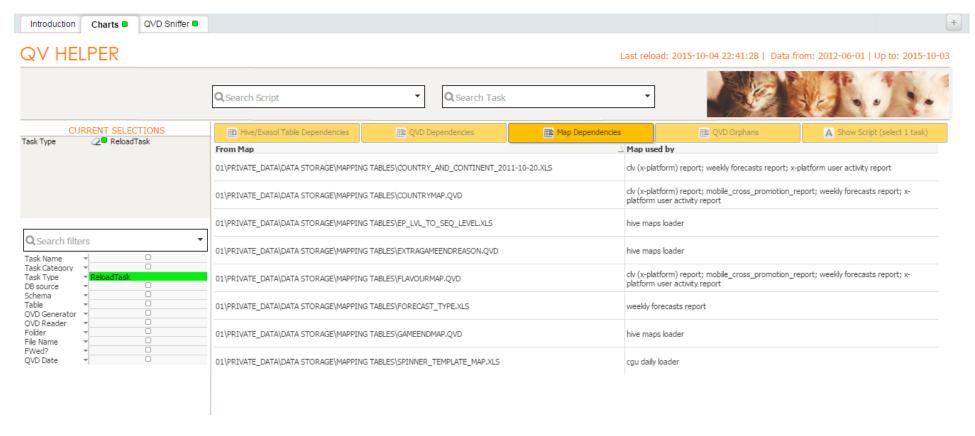


#### How do we do this?

- Global KPI expression dictionary
- Common code/tool sharing
- Holistic monitoring
- Governed folder structure
- Design consistency



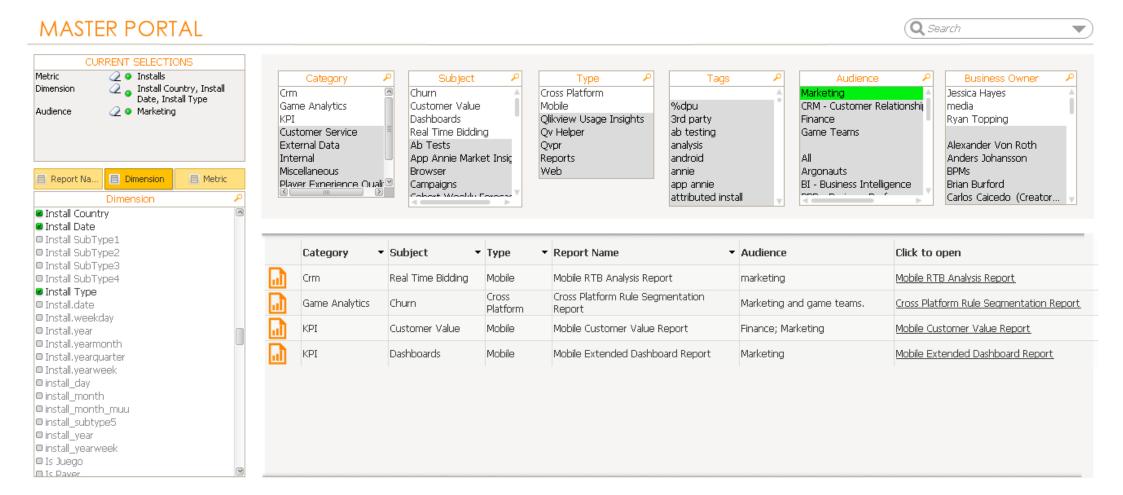
#### Tools – QV Helper





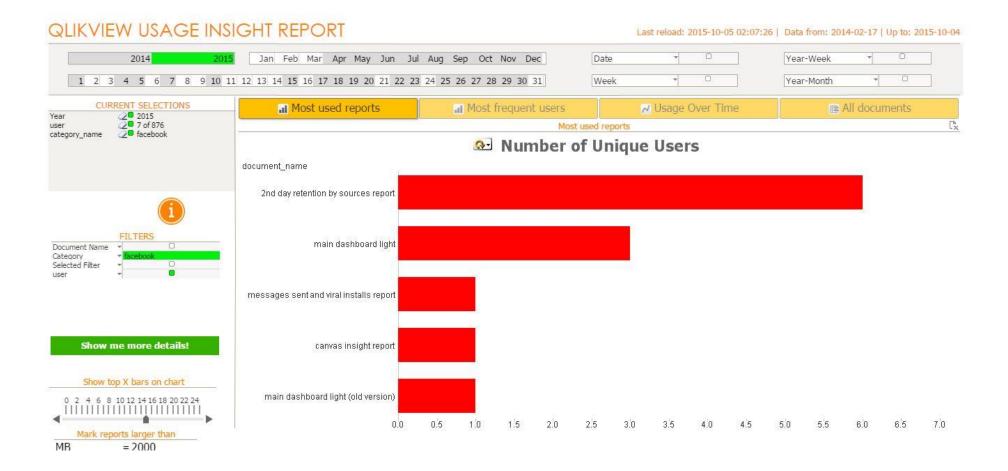
#### Governing a big data environment

#### Tools – Master Portal





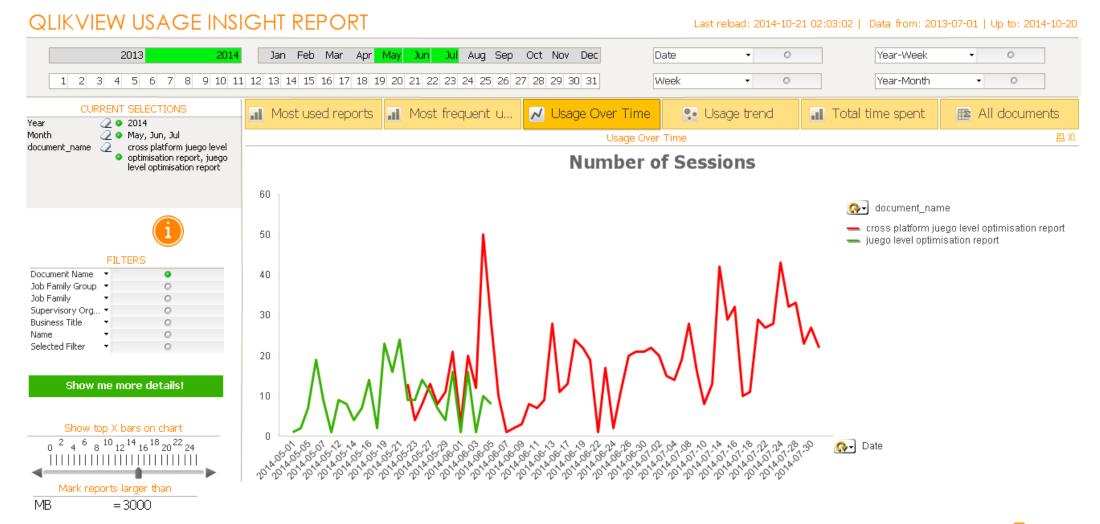
#### Tools – Usage Insight





#### Governing a big data environment

#### Tools – Usage Insight





# Getting the Stakeholders the Right Thing



## Trade off between specialization and generalization

- Don't get locked in too much on how it should be
- Don't be afraid to try things, and iterate improvement
- Make sure that it serves the right purpose, not all stakeholders need all information – Smart Data
- Don't let future use limit what you develop and use today





#### Questions?

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Please

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