

# Nexon M - Gaming

Case Study



**Client:** Nexon-M was looking for a large-scale data pipeline able to capture all user's behaviors for their flagship and **very successful mobile game DomiNations**.

## Challenges:

The solution has to work transparently and run on Amazon Cloud (AWS), store the raw data on S3, provide native integration with Hadoop Hive in addition of a required 99.999% uptime to support their DomiNations global operations.

- Lack of talent, Big Data expertise
- Time to Market
- Large volume of semi-structured data
- Hive schema management
- Game already live in production
- Require a self-service data pipeline
- Data privacy & security

## Solution:

CaliStream replaced an homemade data-pipeline with CaliStream Saas platform providing 99.999% uptime to support all analytics, monitoring and data-sciences requirements.

Thanks to CaliStream Rest API & Java SDK, Domination's team was able to migrate to the new pipeline in less than a week without any game client modification or impact on the production.

## Benefits:

The key benefits were:

- Up-Time above 99.999%
- Free up 2 developers
- Automatic schema management
- Native Spark/Hive integration
- Self-Service data collection pipeline
- Rest APIs and Java SDK
- Native AWS and S3 integration

"CaliStream provides us with a stable and scalable platform for big data for our flagship product, parsing millions of events per day for tens of millions of users, all close to real-time, with five 9s uptime and reliable performance."

Lawrence Koh  
VP of Product at Nexon M

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The homemade data pipeline was difficult to maintain, not stable and requires a global shutdown for every schema update.

By migrating to CaliStream's data pipeline, the team was able to remove two monthly 12 hours maintenance windows where the game has to be down because of previously required database updates.

In addition, thanks to CaliStream fully managed service and CaliStream automatic schema management; Domination was able to reassign two developers to the data-science team, providing even more value.

During the first year, Domination increase the number of event types from 12 to more than one hundred and from 2 Millions events/day to 2+ Billions events/day.

