

# Riot Games - Gaming

Case Study



**Client:** Riot Games, the largest online gaming company in the world (**\$1.6+ revenue**), was looking for ways to improve their core gamer experience for **more than 100 Million active gamers**.

## Challenges:

- Collect data for 100+ Millions players worldwide
- Process over 700 Billions events/day
- Add new event's types and schema updates
- Generate hourly/daily report automatically
- Run both in the cloud and data-centers
- Scale as needed

## Solution:

**Honu**, the solution at the core of Netflix Big Data pipeline was deployed in both Amazon Cloud and Riot Games data-centers worldwide.

## Benefits:

Every day, Riot Games relies on **Honu** technology to stay ahead of the competition by leveraging data for every aspects of the game.

The key benefits were:

- Big Data expertise
- Large scale Big Data pipeline
- Cost effective global solution
- Ability to transparently and automatically handle new data-sources and schema updates
- Native Hadoop Hive/Spark and Amazon Cloud (AWS) integration
- Self-Service data collection pipeline



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**Riot Games**, with its global footprint, was looking for a proven, large scale and reliable data pipeline to **collect over 700 Billions events/day** in an ever-changing environment for their flagship game **League of Legends**.

Another challenging requirement was not only, the ability to collect data at scale from their own data centers worldwide on disparate network, including China rural and low bandwidth network but also in-game user behavior and telemetry from 100+ Million players, all playing on very different hardware, network and countries' specific rules.

Last but not least, operating with a global footprint implies that the game itself as well as the backend, both tend to be running different versions depending on time and location. Therefore on the data warehouse we had to continuously manage and operate with data coming in different forms and formats.

**Every day, Riot Games relies on Honu technology to stay ahead of the competition** by leveraging data for every aspects of the game from user behavior, fraud detection to network analysis, sentiment analysis, etc. and being the most players focus company.

**Using Honu technologies and its automatic schema management feature allows Riot Games to really have a self-service data pipeline In and Out.** Any developer, manager or Game artist could generate, collect and analyze the data he needs to do his work without relying on a DBA.

