

WEEKLY REPORT BEHAVIOUR



WEEK 1 | AUGUST 2024

TABLE OF CONTENTS

<u>Executive Summary</u>	02	<u>Most Discussed Categories</u>	07	<u>Audience Type Segmentation</u>	11
<u>Sentiment by Data Source</u>	03	<u>General Talking Points</u>	08	<u>Highlighted DLC Topics</u>	12
<u>Sentiment Over Time</u>	04	<u>Community Breakdown</u>	09	<u>Suggestions & Actions Points</u>	18
<u>Sentiment Drivers</u>	05	<u>Content Creators</u>	10	<u>Contact Details</u>	19



EXECUTIVE SUMMARY



POSITIVE FEEDBACK ↑

Players have shown strong enthusiasm for the new Castlevania update, particularly the introduction of new characters and features. The new Killer, Dracula, has been widely praised for offering a fresh and engaging gameplay experience. Comments such as “Thank you for the exceptional Castlevania additions” and “This Killer feels formidable and fun to face” highlight the community's excitement.

The thematic aesthetic updates, including the revamped lobby screen and nostalgic references to the Castlevania franchise, have also resonated positively. Players appreciate the attention to detail in these features, with some engaging in community events or sharing moments made possible by Dracula’s unique abilities.



MIXED FEEDBACK →

Despite the positive reception, mixed feelings exist among players regarding the overall balance and mechanics related to the new killer. While they appreciate Dracula's design and powers, some mention that his abilities could be either overly powerful or trivial depending on gameplay context. Players are eager for adjustments to his powers to ensure that he fits well into the existing balance of the game.



NEGATIVE FEEDBACK ↓

Persistent concerns about bugs, connectivity issues, and unaddressed gameplay mechanics continue to frustrate players. Significant issues reported after the update include bugs preventing characters from being picked up or healed during matches. Comments such as “The game is extremely bugged right now” reflect the widespread dissatisfaction.

Additionally, some players perceive a growing emphasis on introducing new content over fixing core issues. This divide has created tension between those excited by updates and those disillusioned by recurring technical problems.



CONCLUSION

- While the Castlevania update has brought exciting new features, addressing technical stability and gameplay balance is essential to maintaining player trust and engagement.
- Prioritising bug fixes, such as those affecting game stability and disconnect penalties, alongside clear communication on progress, will go a long way in addressing player concerns.
- Adjustments to gameplay mechanics, particularly balance issues with the new Killer, will ensure a more cohesive experience. A measured approach that balances innovation with reliability will support long-term player satisfaction.

SENTIMENT BY DATA SOURCE

Overall Sentiment

The sentiment overall shows a slightly negative vibe with a score of -4. Across various sources, negative comments outweighed positive comments, particularly on the Official Forums and Discord, which noted significant negative interactions.

Platform Insights

Discord had the highest volume of positive interactions on certain days, indicating an active community, while the Official Forums were consistently in the negative, possibly reflecting unresolved issues or grievances from users. TikTok showed moments of positivity as well, particularly on August 29.

Engagement Issues

The sentiment tends to reflect frustrations regarding game mechanics or potential bugs, as indicated by several negative comments across various platforms.

Sentiment
Over Period



Interactions
Over Period

198,527

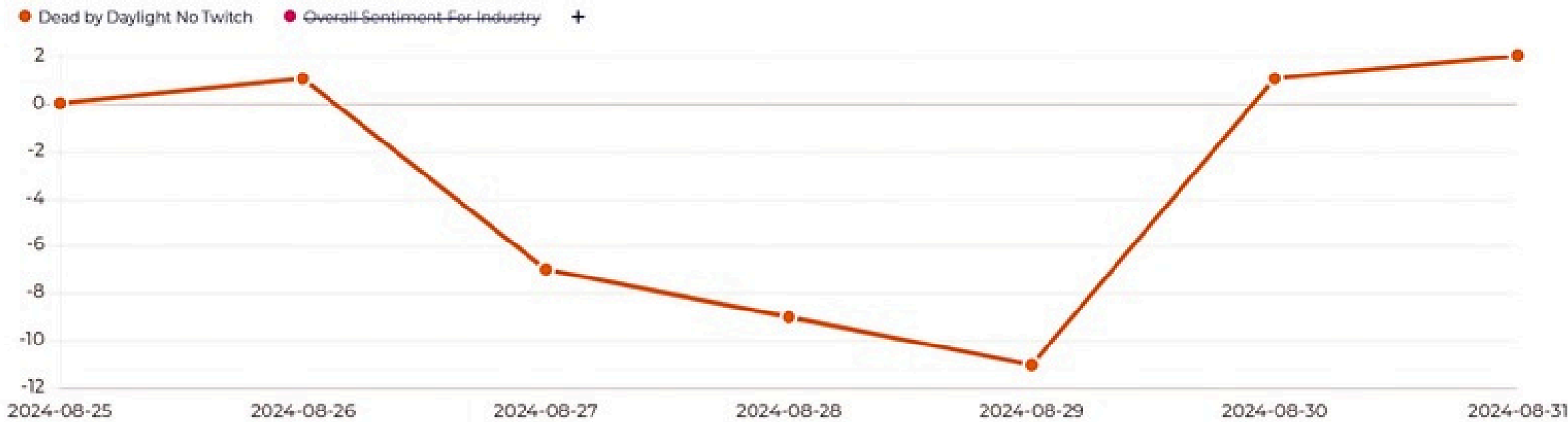
Est Community Size
Over Period

26,092

Source	# Interactions	% Interactions	Average Sentiment	# Est Community Members
Discord	148,805	75	4	4,963
Reddit	26,600	13	-7	8,620
YouTube	7,919	4	-1	5,038
Official Forums	4,237	2	-56	639
Steam Discussion	2,504	1	-46	727
TikTok	2,250	1	-32	1,627
Twitter Replies	2,169	1	-28	1,482
YouTube Official	1,500	1	7	972
Facebook Pages	1,042	1	-44	1,040
Steam	727	0	35	727
Twitter Mentions	705	0	-17	503
Xbox	69	0	-17	69
Total	198,527	100	-4	26,092

Overall Sentiment Change

Click two points in the chart to drill down into a period of interest.



SENTIMENT OVER TIME

SENTIMENT TREND ANALYSYS
JUNE 2024 - AUGUST 2024

Daily Variations

Daily sentiment varied greatly, with notable highs such as on August 26 and August 30, where specific platforms like Steam and TikTok had positive engagements.

Increased Negative Feedback

The number of negative interactions spiked from 2,353 on August 26 to 3,579 on August 28 and to 3,220 on August 29, which suggests that more players were voicing their frustrations during this period.

Repeated Issues Raised

Many comments expressed discontent regarding gameplay mechanics, crashing issues, and perceived imbalances between killers and survivors. Comments related to game stability issues and requests for better matchmaking were prevalent during these days, reflecting a growing dissatisfaction among players.

Specific Complaints

Players highlighted problems such as connectivity issues and frustrations with matchmaking and killer balancing. For example, users noted their concerns about "toxic killers" and unplayable game conditions, which contributed significantly to a decline in sentiment.

Community Engagement

As noted in the discussions, discussions around balance changes were met with mixed feelings, with many feeling that killers were overpowered, which affected overall enjoyment of the game.

Most Positive

Topic	Count	All Time Sentiment	Period Sentiment	Diff
Duo	670	48	85	37
Eu	1,408	57	80	23
Dm	942	67	77	10
18	1,730	62	76	14
Lf	4,044	83	71	-12

Emerging Positives

Topic	Count	All Time Sentiment	Period Sentiment	Diff
Duo	670	48	85	37
Eu	1,408	58	80	22
Mic	360	60	78	18
Psn	408	46	74	28
Lf	4,044	83	71	-12

SENTIMENT DRIVERS

POSITIVE ANALYSIS

General Positive Drivers

During the last week of August 2024, the community interactions surrounding Dead By Daylight revealed several key positive sentiment drivers across multiple platforms. The key areas were Gameplay, Community and Character.

Gameplay Enjoyment

Many players expressed their ongoing love and enjoyment of the game mechanics, citing how fun and addictive the game is despite some frustrations. Comments reflect the thrill of the chase and the excitement of gameplay experiences, especially when using new characters or strategies.

In addition, many players fely accomplished in their gameplay. Phrases like "the gameplay is brilliant" and "I love this dedication" emphasise not just enjoyment but also achievement.

Community and Events

Positive mentions about community events, such as charity streams and character additions (like the Castlevania crossover), played a significant role in fostering goodwill among players. For example, players engaged with charity events enthusiastically and promoted community involvement.

Character and Feature Appreciation

Feedback indicated that players particularly enjoyed the introduction of new characters and features, such as enhanced abilities of existing killers. Characters like Chucky and Dracula's Wolf form were highlighted as formidable and fun to play against.

Most Negative

Topic	Count	All Time Sentiment	Period Sentiment	Diff
Files	881	-69	-83	-14
Server	708	-78	-73	5
Cat	1,756	-49	-61	-12
Prestige	1,011	-23	-52	-29
Discord	521	-45	-39	6

Emerging Negatives

Topic	Count	All Time Sentiment	Period Sentiment	Diff
Eac	260	-93	-91	2
Nivida	453	-76	-86	-10
Files	881	-69	-83	-14
Reshade	313	-67	-77	-10
Aint	254	-55	-58	-3

SENTIMENT DRIVERS

NEGATIVE ANALYSIS

Technical Issues and Errors

Many players highlighted persistent technical problems, especially related to "Easy Anti-Cheat" errors, which prevented them from playing the game. Players expressed frustration about the game not launching or crashing unexpectedly, with comments like "Easy Anti Cheat wasn't installed" and "It's genuinely getting really obnoxious".

Game Balance Concerns

A significant number of interactions criticised the balance between killers and survivors, with many asserting that recent updates favor survivors too much. Comments suggested that the game has become "toxic" and that killer gameplay is overly difficult, with remarks like "there's zero things you can do to counter how fast his whip is now".

Community Toxicity

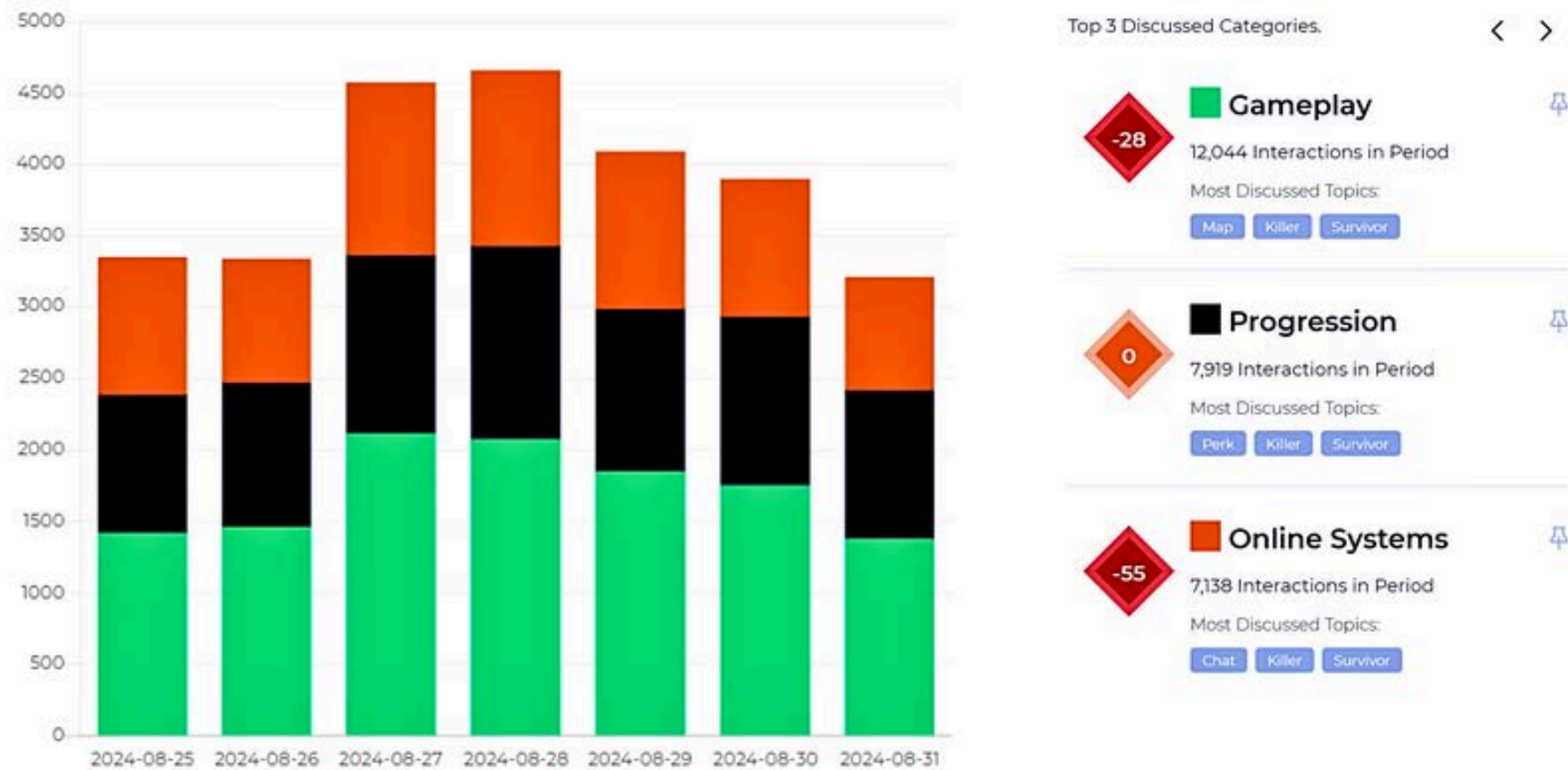
Players reported experiencing a toxic community, with interactions mentioning harassment and negative interactions in matches. Many users expressed dismay over being bullied or receiving death threats, as conveyed by comments like "death threats if they lose" and "the game is a horrible toxic one-sided game".

Frustration with Game Design Changes

Players voiced their concerns regarding recent design changes and updates, particularly about balance adjustments that negatively impacted their gameplay experience, leading to frustrations about "poor game design".

Matchmaking and Server Issues

Inadequate matchmaking processes and server stability were common grievances, with players stating that the matchmaking system encourages toxic behaviour and that server reliability is a major issue.



MOST DISCUSSED CATEGORIES ANALYSIS

Gameplay Mechanics
Players frequently discussed the overall mechanics and balance of the game, particularly regarding killer abilities and survivor perks, often reflecting their direct experiences from recent matches.

Character and Lore
Characters, especially recently introduced ones, were a hot topic. Discussions revolved around character design, lore, and balancing.

Updates and Patch Notes
Feedback related to the most recent patch was prevalent, pointing to mixed feelings about the changes made and their impact on gameplay.

Event Feedback
Players commented on in-game events and their rewards, expressing both excitement and dissatisfaction over certain aspects.

Performance Issues
Several interactions highlighted technical issues, including bugs and connectivity problems, underscoring frustration within the community.

GENERAL TALKING POINTS ANALYSIS

KEY HIGHLIGHTS

Technical Issues and Gameplay Frustrations

- 1. Players expressed ongoing frustration regarding frequent server crashes and connectivity issues, which severely impacted gameplay.
- 2. Concerns about gameplay balancing, particularly regarding camping mechanics and killer advantages, were prevalent. Many players felt the mechanics favoured killers too heavily.

Community Engagement and Excitement

- 1. Despite the negative feedback, some players were excited about the upcoming Castlevania collaboration.
- 2. Charity events related to Dead By Daylight also sparked community interaction, indicating that the community actively seeks to engage with supportive activities.

Positive Interactions Among Negatives

- 1. Although there were numerous negative interactions overall, some players shared positive experiences, highlighting enjoyable matches and the fun inherent in the game despite flaws.
- 2. Notable improvements were acknowledged with the introduction of new characters and mechanics, although players stressed the need for a more balanced gameplay structure to enjoy these elements fully.

#	Term	# Interactions	Interactions Over Date Range (% Interactions)	# Est. Comm' Members	Most Discussed In	Positive	Negative	Sentiment	Sentiment Impact	Change	Explore Further
1	Lf	4,044 (2% of total)		1,194		513 (33%)	88 (2%)	71	+1	↓	
2	Dracula	3,094 (2% of total)		1,780		512 (17%)	372 (12%)	16	0	-	
3	Bro	2,735 (1% of total)		979		187 (7%)	290 (11%)	-22	0	↑	
4	Na	1,872 (1% of total)		592		246 (13%)	92 (5%)	-46	0	↓	
5	Chill	1,810 (1% of total)		798		331 (18%)	109 (6%)	50	+1	↑	
6	18	1,730 (1% of total)		588		240 (14%)	33 (2%)	76	+1	↑	
7	Ur	1,514 (1% of total)		446		103 (7%)	186 (12%)	-29	0	-	
8	Eu	1,408 (1% of total)		459		114 (8%)	13 (1%)	80	0	-	
9	Wolf	1,172 (1% of total)		714		218 (19%)	200 (17%)	-4	0	↓	
10	Nemesis	1,144 (1% of total)		746		176 (15%)	155 (14%)	-6	0	↓	



COMMUNITY BREAKDOWN



Source	Growth	Loss	Change	Sentiment	Explore
Reddit	+5339	-4151	1188	-7	➔
Youtube	+3900	-5230	-1330	-1	➔
Discord	+2945	-2289	656	4	➔
TikTok	+1571	-494	1077	-32	➔
Twitter Replies	+1261	-631	630	-28	➔
Facebook	+1040	-1032	8	-44	➔
Youtube Official	+914	-264	650	7	➔
Steam	+727	-534	193	35	➔
Steam Discussion	+547	-316	231	-46	➔
Official Forums	+374	-152	222	-56	➔
Twitter Mentions	+412	-245	167	-17	➔
Xbox	+69	-43	26	-17	➔

COMMUNITY BREAKDOWN

Technical Issues and Gameplay Frustrations

Throughout the week, there was an overall decline in sentiment, dropping from a neutral score on August 25 to a low of -11 on August 29. The highest engagement took place on August 27 and August 28, correlating with peak interaction counts but also reflecting negative sentiment spikes. A notable trend is the largely consistent neutral to negative sentiment, indicating issues players might be experiencing despite increased engagement.

Engagement environments such as Discord also showed high activity, with overall interactions exceeding 148,805 and a slightly favourable sentiment score of 4, supporting a more interactive community discussion.

This analysis indicates that while there is consistent engagement, the sentiment suggests potential player dissatisfaction, which may need addressing to foster a more positive community interaction.

COMMUNITY ENGAGEMENT BREAKDOWN

Largest Segment

Discord dominated the interactions with a significant count of 148,805 comments, showcasing high engagement among community members.

Positive Sentiment

Reddit and Discord show impressive numbers of positive comments, with Reddit contributing 3,793 positive interactions.

Neutral Comments

A considerable percentage of interactions across all platforms were neutral, particularly in Discord and Reddit, indicating a lot of informational or casual comment exchanges.

Negative Feedback

Notably, platforms like Reddit and Facebook showed higher numbers of negative feedback, which could indicate areas for improvement or concern within the community.

CONTENT CREATORS

KEY HIGHLIGHTS

Mixed Feelings on New Content

Though many players are enthusiastic about the new characters and content, there’s also a call for better balance and suggestions on improvements. Common feedback revolves around the perceived power imbalance between killers and survivors, particularly regarding recent changes that favour killers.

Interest in Cosmetics and Features

Many comments express eagerness for additional cosmetics and features like maps themed around the Castlevania franchise. Suggestions for integrating characters from other popular horror realms have also surfaced.

Gameplay Mechanics Critiques

A noticeable portion of negative feedback revolves around bugs from the recent update, which some players feel detracts from their gaming experience. Players are voicing their frustrations regarding being unable to enjoy the game as intended due to these issues.

Community Sentiment

Comments reflect a desire for more connection and communication from developers regarding updates and changes, emphasising the community's wish for transparency.

TOP CONTENT CREATORS

Creator	# Videos	# Comments	# Positive	# Negative	# Community Members	Sentiment	Top Categories	
Scott Jund	4	832	100	202	617	-34	<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div>	→
DStrike	8	491	49	84	368	-26	<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div>	→
SpooknJukes	2	475	71	124	321	-27	<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div>	→
Hens	3	396	44	64	332	-19	<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div>	→
AZHYMOVS	1	324	31	26	257	9	<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div>	→
Mauvasa	6	296	38	37	238	1	<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div>	→
Zodiker	11	285	25	50	214	-33	<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div>	→
KindaSubpar	1	266	34	21	109	24	<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div>	→
TrU3Talent	22	257	36	45	174	-11	<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div>	→
Ayrun	2	249	43	23	222	30	<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div>	→

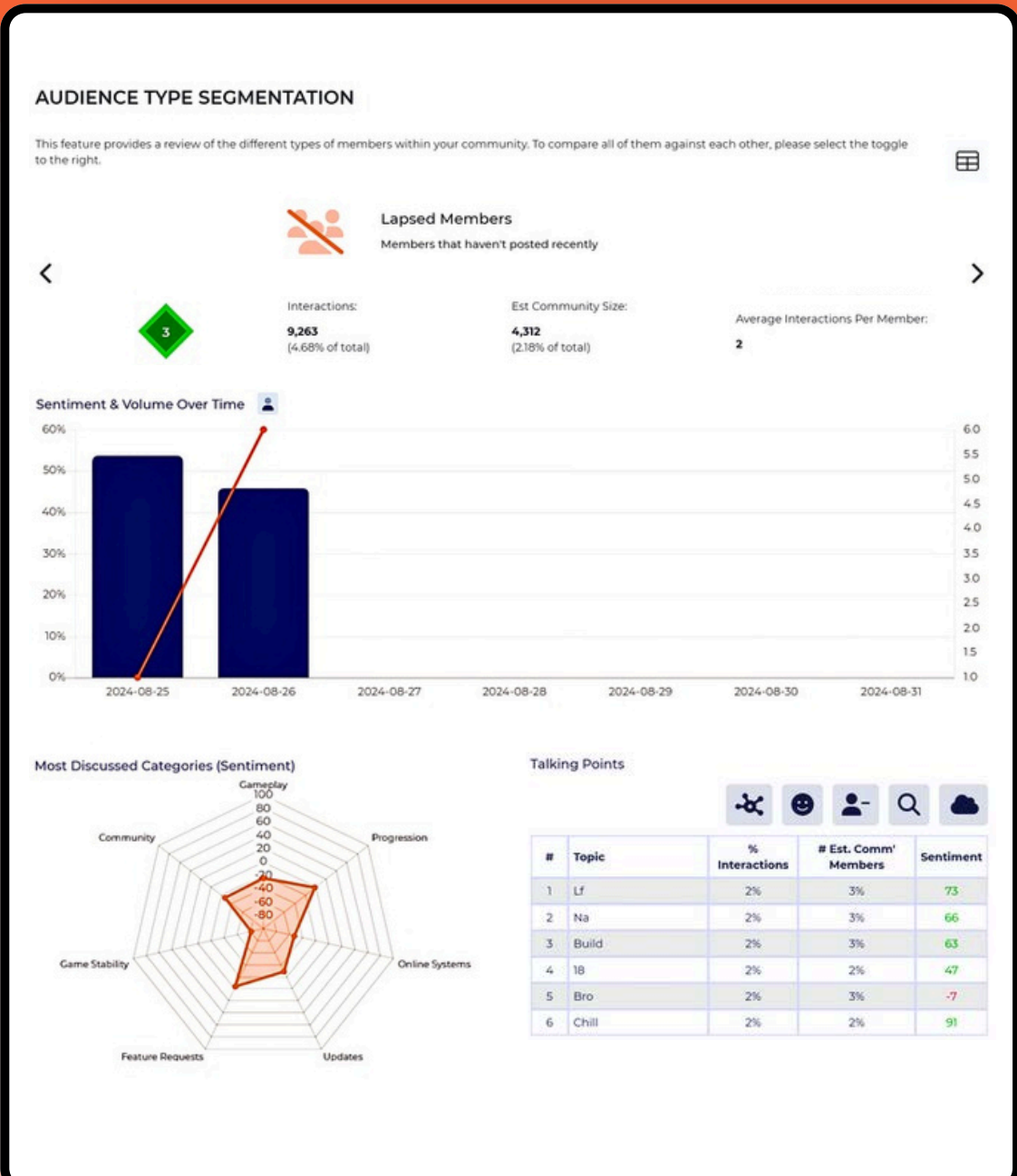
Conclusion

The discussions among Content Creators channels reveal an engaged community of "Dead By Daylight" players who are excited about the game's direction, particularly with the latest DLC. However, they also express a desire for balance and the fixing of ongoing issues, underscoring the need for developers to listen to community feedback actively. Overall, the last week of August showcases an eager player base, ready to embrace new challenges while asking for improvements to enhance their gaming experience!

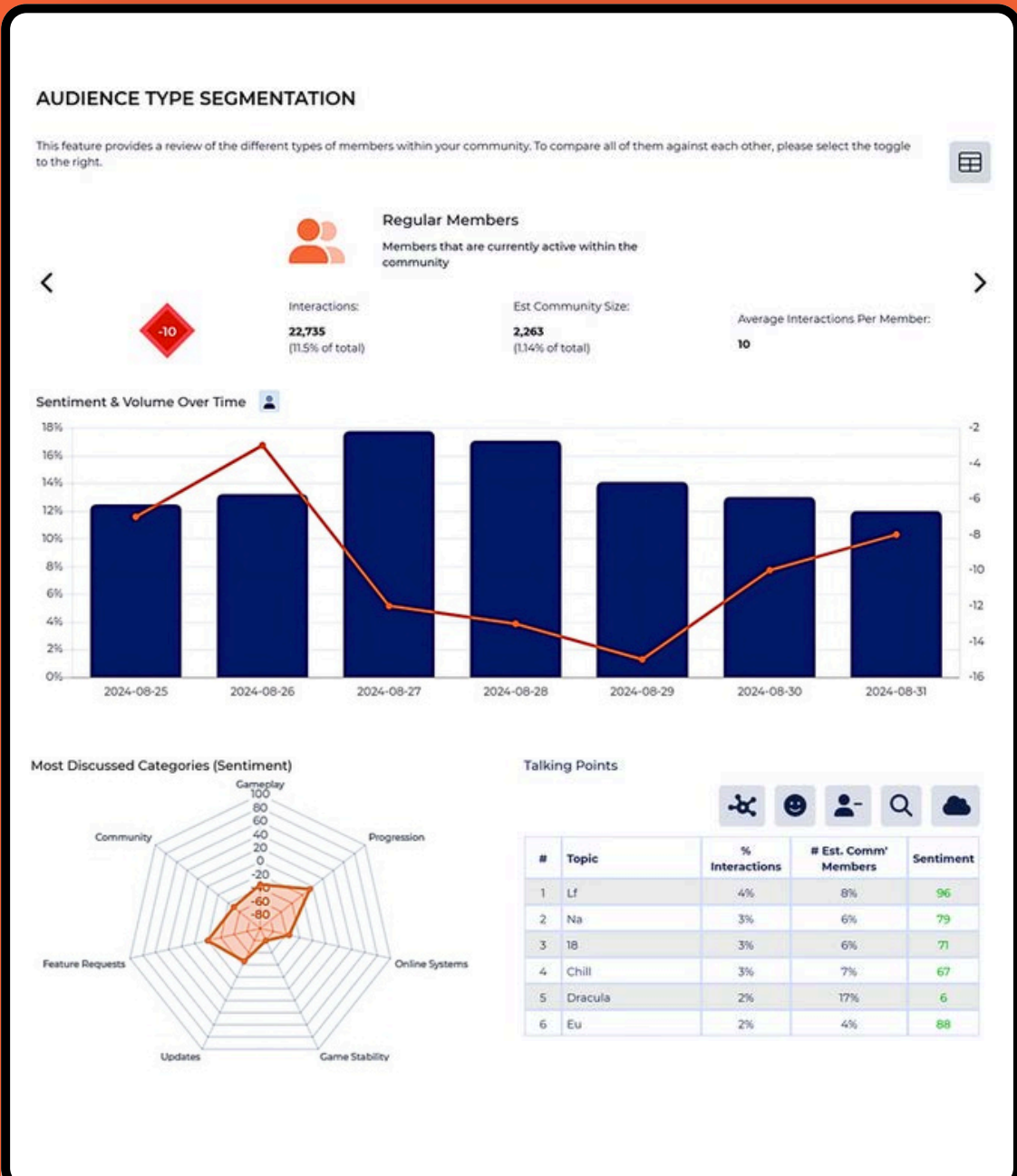
AUDIENCE TYPE SEGMENTATION

NEW MEMBERS, LAPSED MEMBERS, HARDCORE MEMBERS ANALYSIS

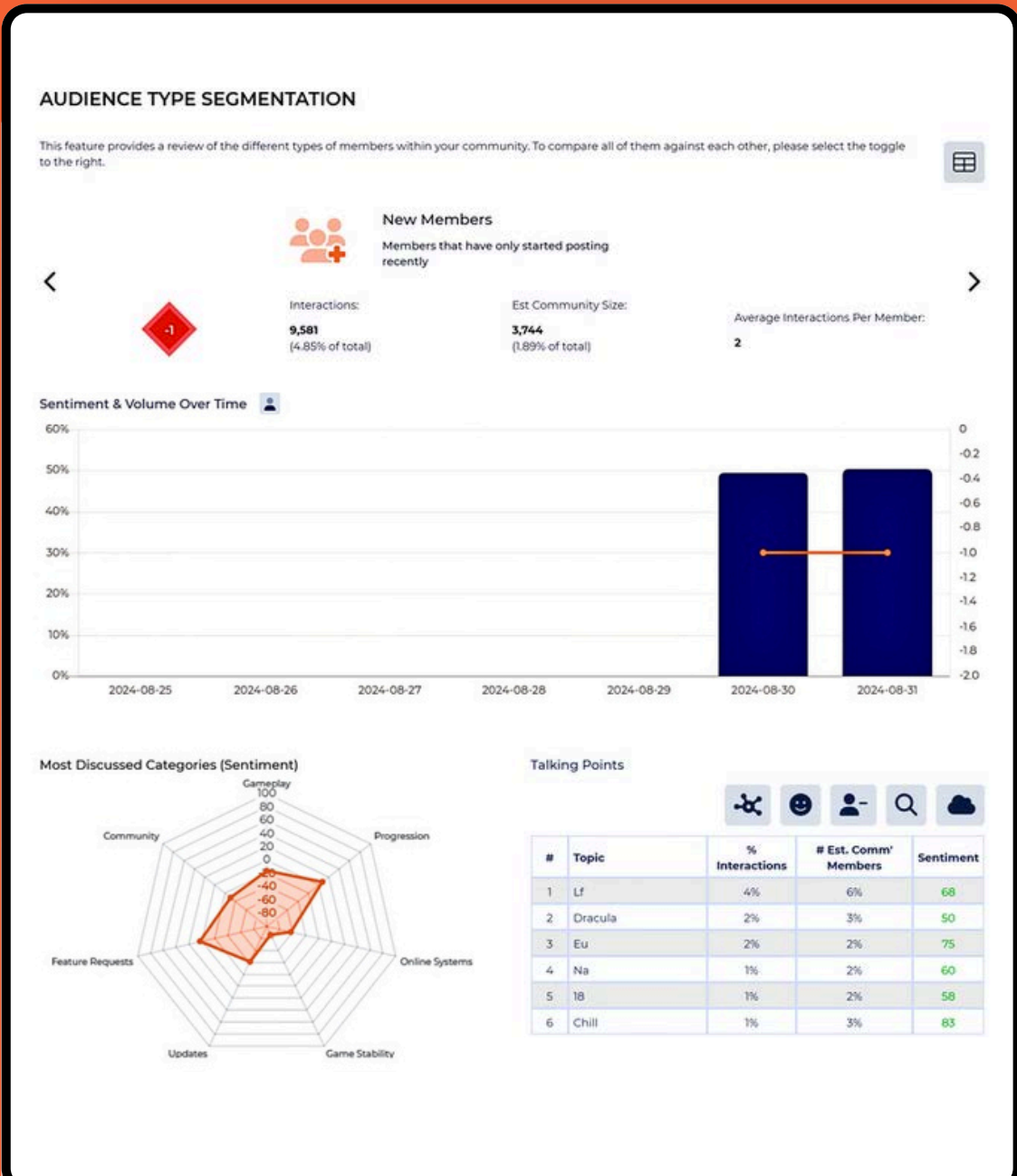
AUDIENCE SEGMENTATION | LAPSED MEMEBERS



AUDIENCE SEGMENTATION | REGULAR MEMEBERS



AUDIENCE SEGMENTATION | NEW MEMEBERS

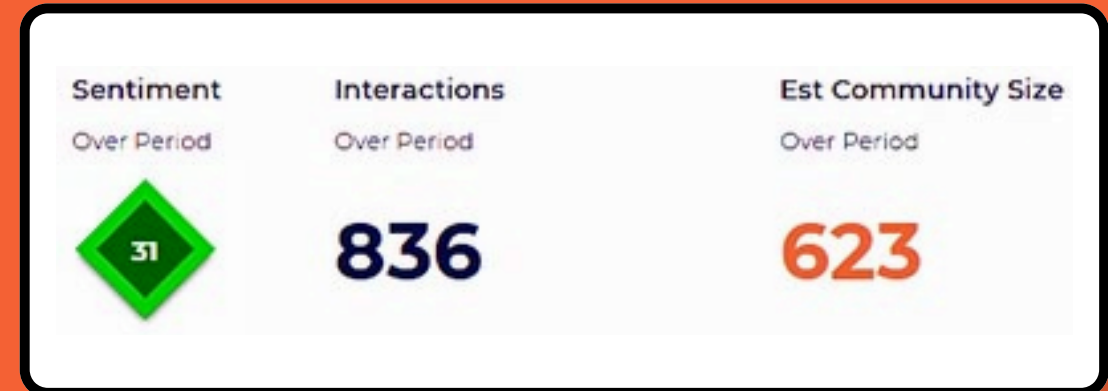


HIGHLIGHTED DLC TOPIC

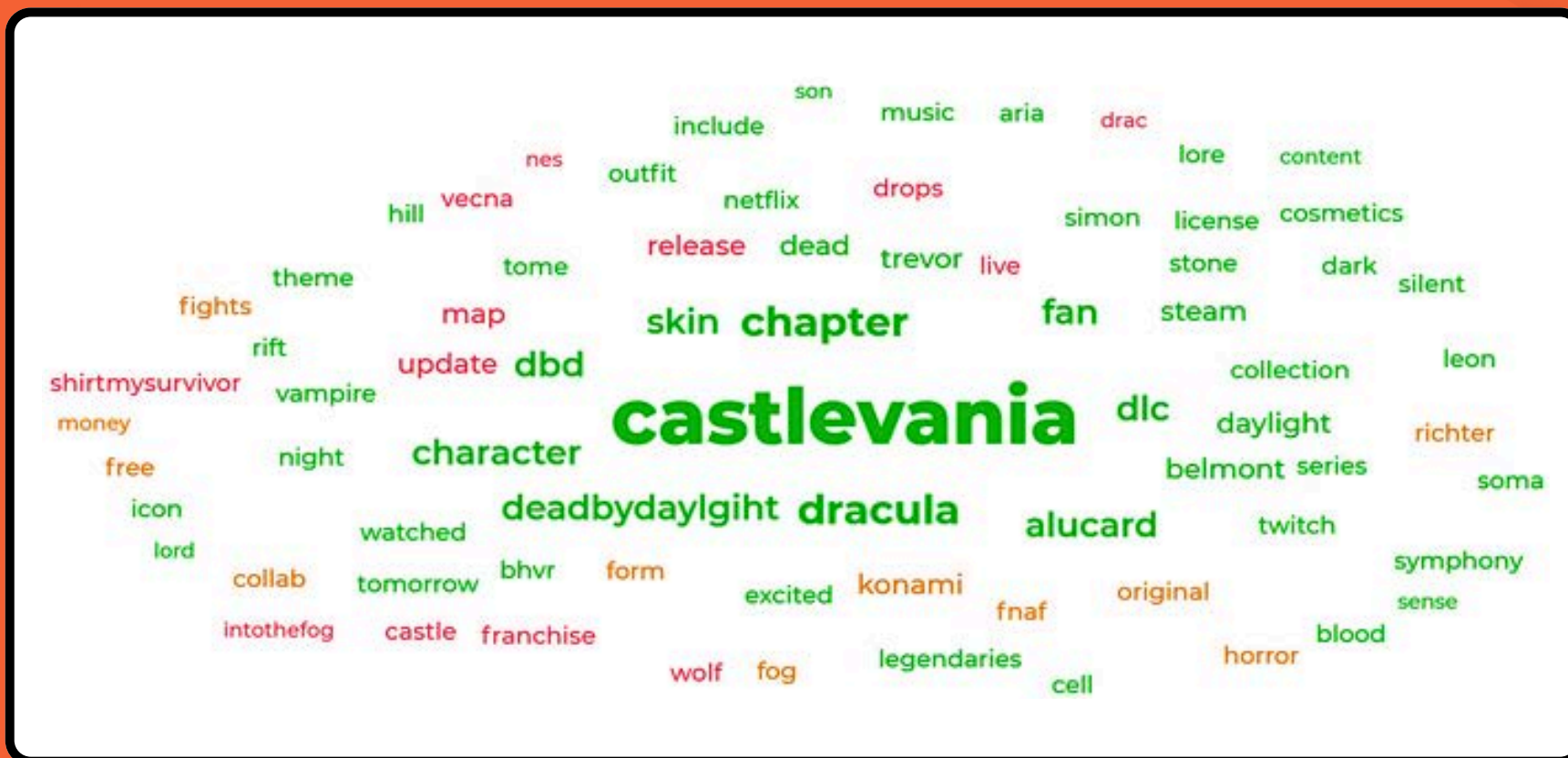
"CASTLEVANIA"

The topic of "Castlevania" in the context of Dead By Daylight during the last week of August 2024 has generated significant player engagement, especially surrounding the release of the new chapter featuring Dracula and Trevor Belmont.

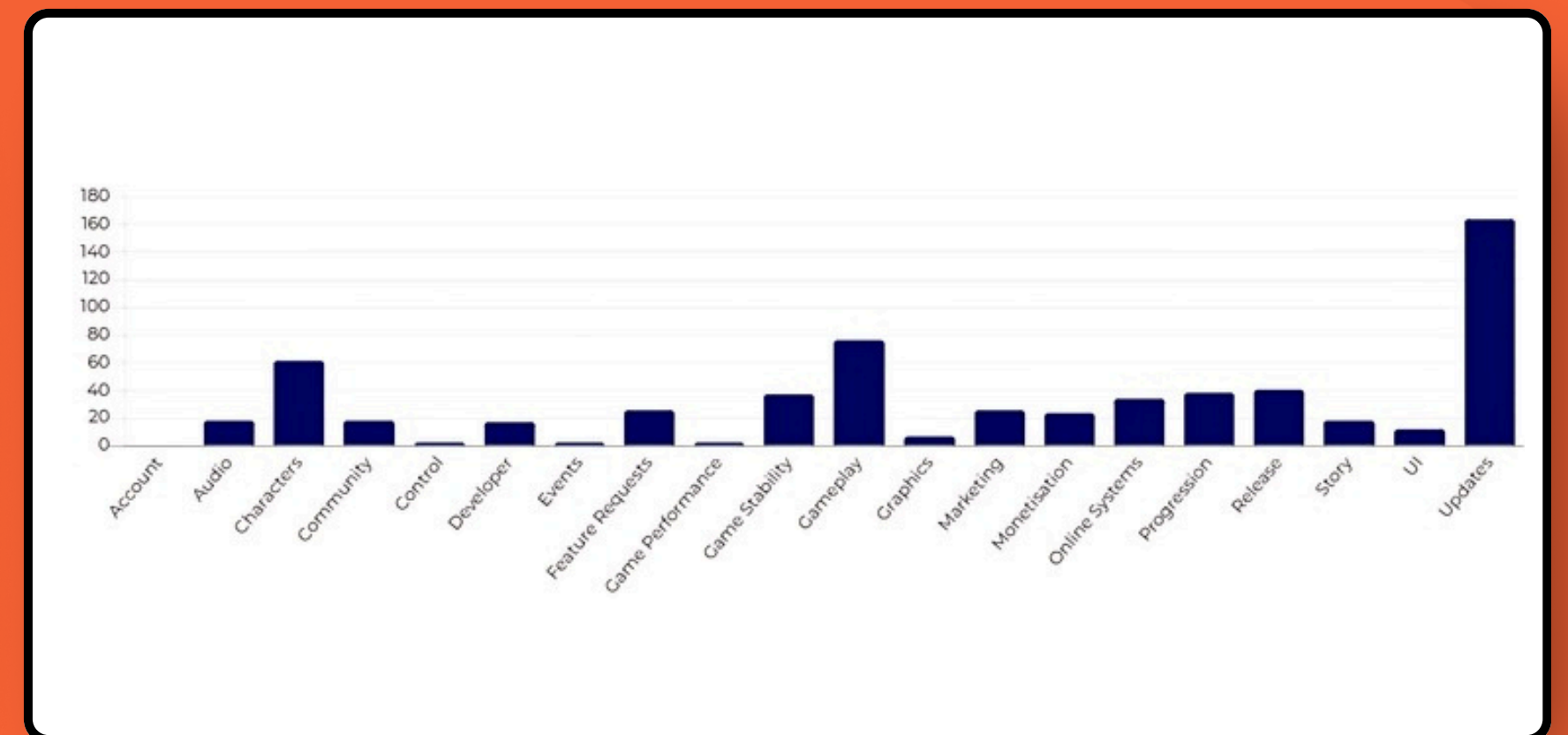
Overall, the response to the Castlevania update in Dead By Daylight over the last week of August has been marked by a mix of joy, nostalgia, and frustration prompted by technical issues. Players are eager to embrace the new content while also expressing a strong desire for improvements and adjustments in the gameplay experience.



SUMMARY



TALKING POINTS | WORD CLOUD



CATEGORY BREAKDOWN



HIGHLIGHTED DLC TOPIC

"CASTLEVANIA"

KEY INSIGHTS

01. Release Excitement

There was a significant buzz leading up to and following the release of the Castlevania chapter on August 27. Players expressed enthusiasm, with many looking forward to the addition of Dracula and Trevor as playable characters, as well as the new game mechanics associated with them.

02. Positive Interaction

Many players shared positive experiences with Dracula's gameplay, stating that while he initially seemed challenging to play, mastering him was an enjoyable experience. Comments reflected a sense of satisfaction and excitement about the character's unique abilities.

03. Gameplay Dynamics

Interactions highlighted the new gameplay elements that came with Dracula, such as forms that allow him to transform, which has led to both enjoyment and some critiques about visibility during gameplay. The wolf transformation, in particular, received mixed feedback; some found it fun, while others felt the animations hindered the gameplay somewhat.

04. Community Events and Streaming

Twitch and social media streams exploded with content creators showcasing the new chapter, often accompanied by giveaways. Several players mentioned live-streaming their first experiences with the new characters, creating a communal atmosphere for sharing gameplay.

05. Sentiment Analysis

The sentiment scores during this period fluctuated, reflecting mixed responses. After the initial excitement on the day of the launch, there was a downturn as some players experienced technical issues and frustrations related to gameplay mechanics, notably the disconnect penalty and matchmaking problems.

06. Player Challenges and Technical Issues

Some users voiced frustrations with bugs that arose post-update, including issues with gameplay performance and character interactions, indicating that not all players had a smooth experience with the new DLC. The need for patches was a recurring theme in player feedback, signaling that while the content was well-received, the execution had its hurdles.

07. Cultural Impact

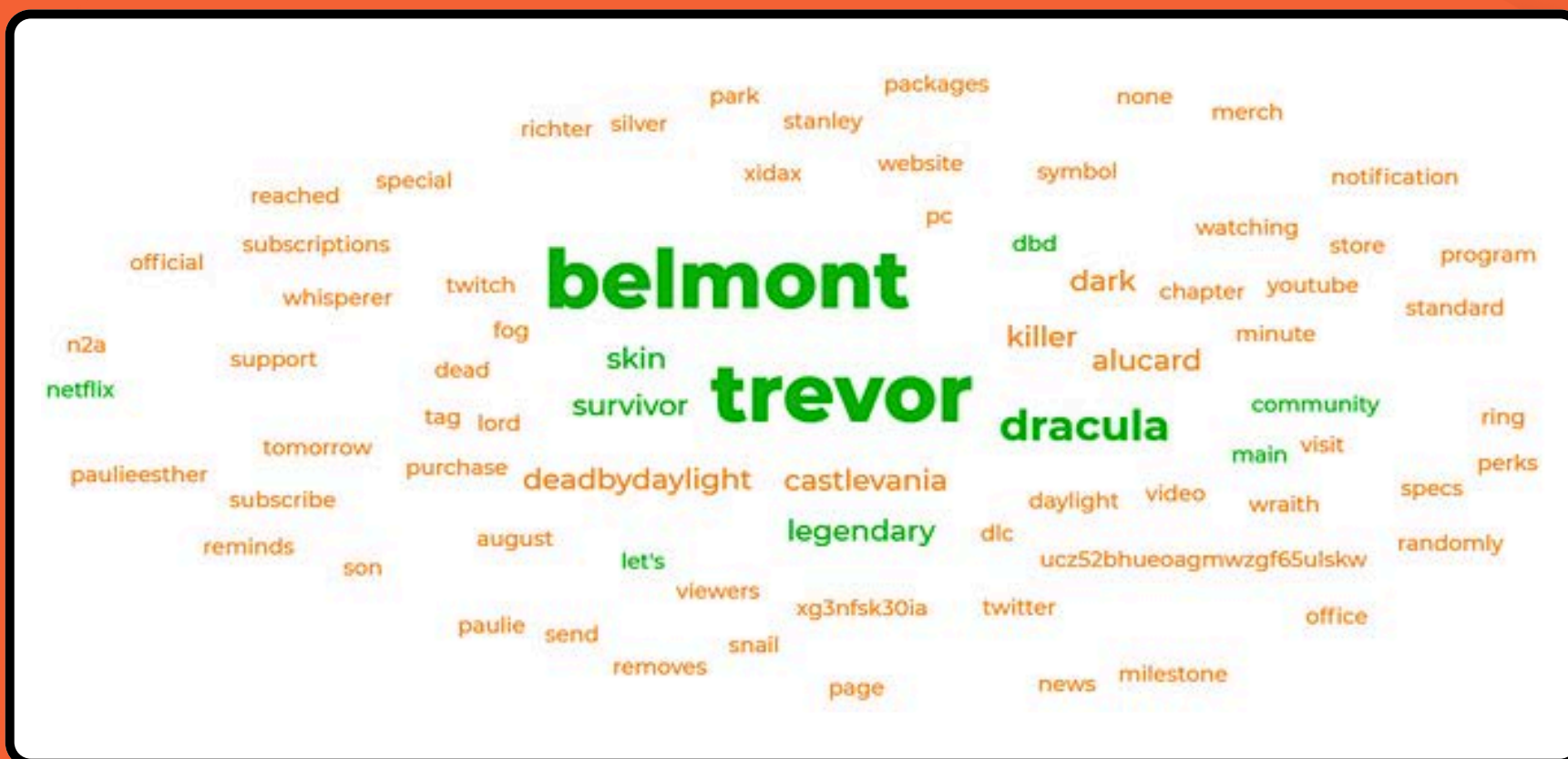
The integration of Castlevania has ignited discussions about collaboration potential with other classic horror and fantasy characters, showcasing players' desire for ongoing connections to beloved franchises.

"TREVOR BELMONT"

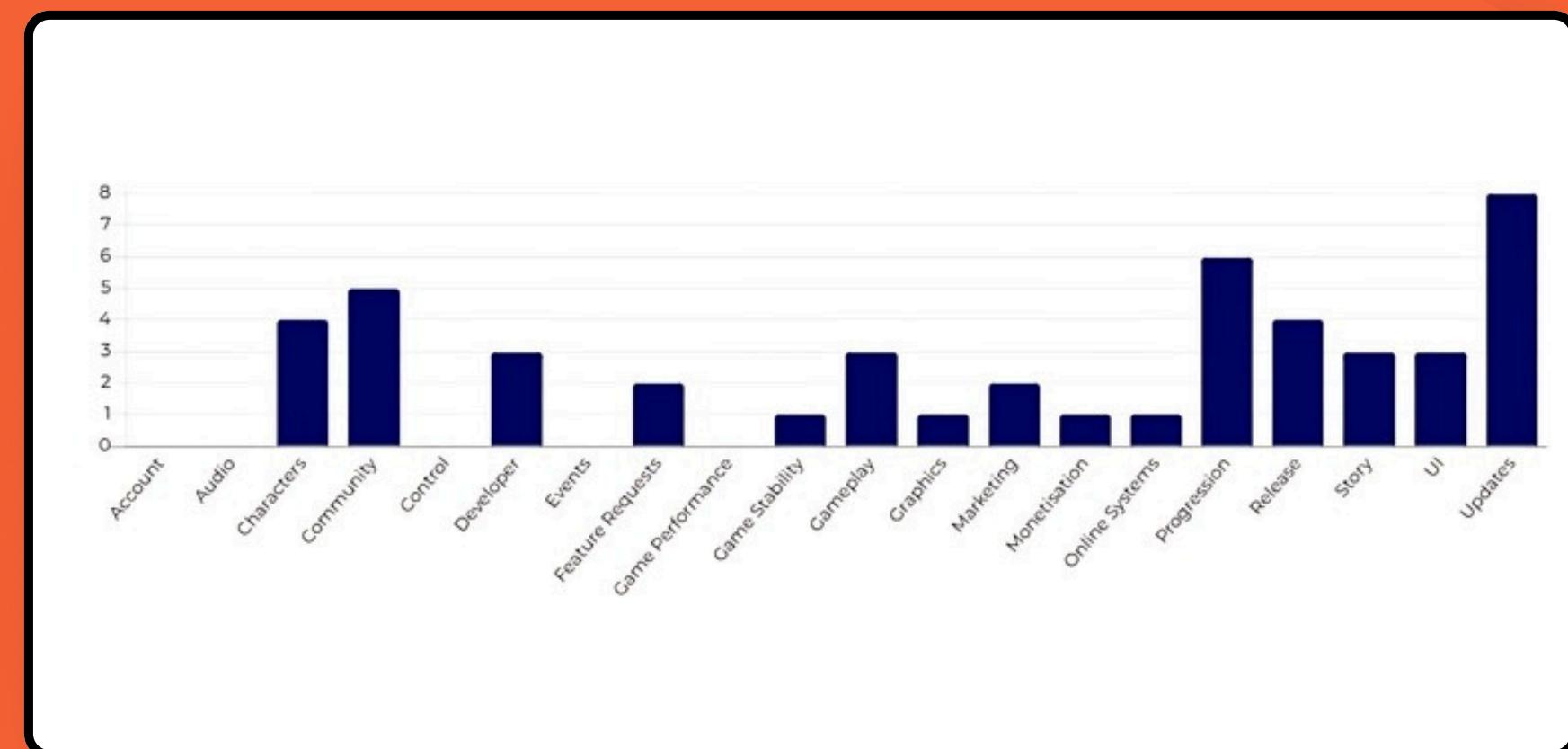
During the last week of August 2024, the discussions around Trevor Belmont in "Dead By Daylight" reflected excitement and anticipation for the new chapter releasing on August 27, which features both Dracula and Trevor Belmont as pivotal characters from the Castlevania franchise.



SUMMARY



TALKING POINTS | WORD CLOUD



CATEGORY BREAKDOWN



HIGHLIGHTED DLC TOPIC

"TREVOR BELMONT"

KEY INSIGHTS

01.

Anticipation for Release
Players are incredibly excited for the release of Trevor Belmont, who is set to arrive as a survivor in a new chapter alongside Dracula as the killer. Many interactions express eagerness for the new content, highlighting how the Castlevania theme revitalizes interest in the game.
02.

Game Mechanics Discussions
With the addition of Trevor, there have been numerous comments related to balance and gameplay mechanics. Players are concerned about how a character like Trevor will fit into the existing meta and whether he will be overpowered compared to other survivors. The community has even discussed potential abilities that he could have, drawing parallels to his capabilities from the original games.
03.

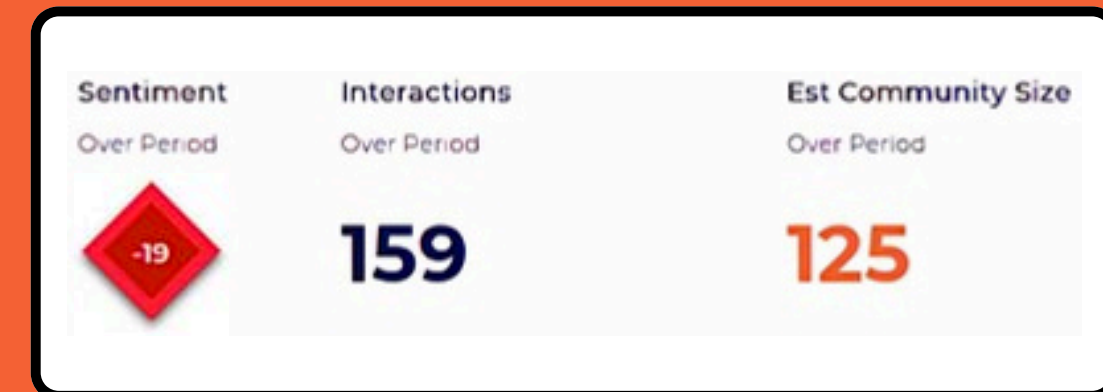
Cosmetic Concerns
There's notable discussion around the nature of Trevor's skins, with players questioning if they would receive legendary skins for other Belmonts, particularly Alucard and Simon, and whether they will have distinct appearances or just standard gear.
04.

Lore and Background
Commenters also dive deep into the lore, showcasing their understanding of the Castlevania universe and their hopes for how Trevor's and Dracula's abilities might be integrated into the gameplay. Several have speculated about Trevor's role in the game and how his background as a vampire hunter will interact with the other characters.
05.

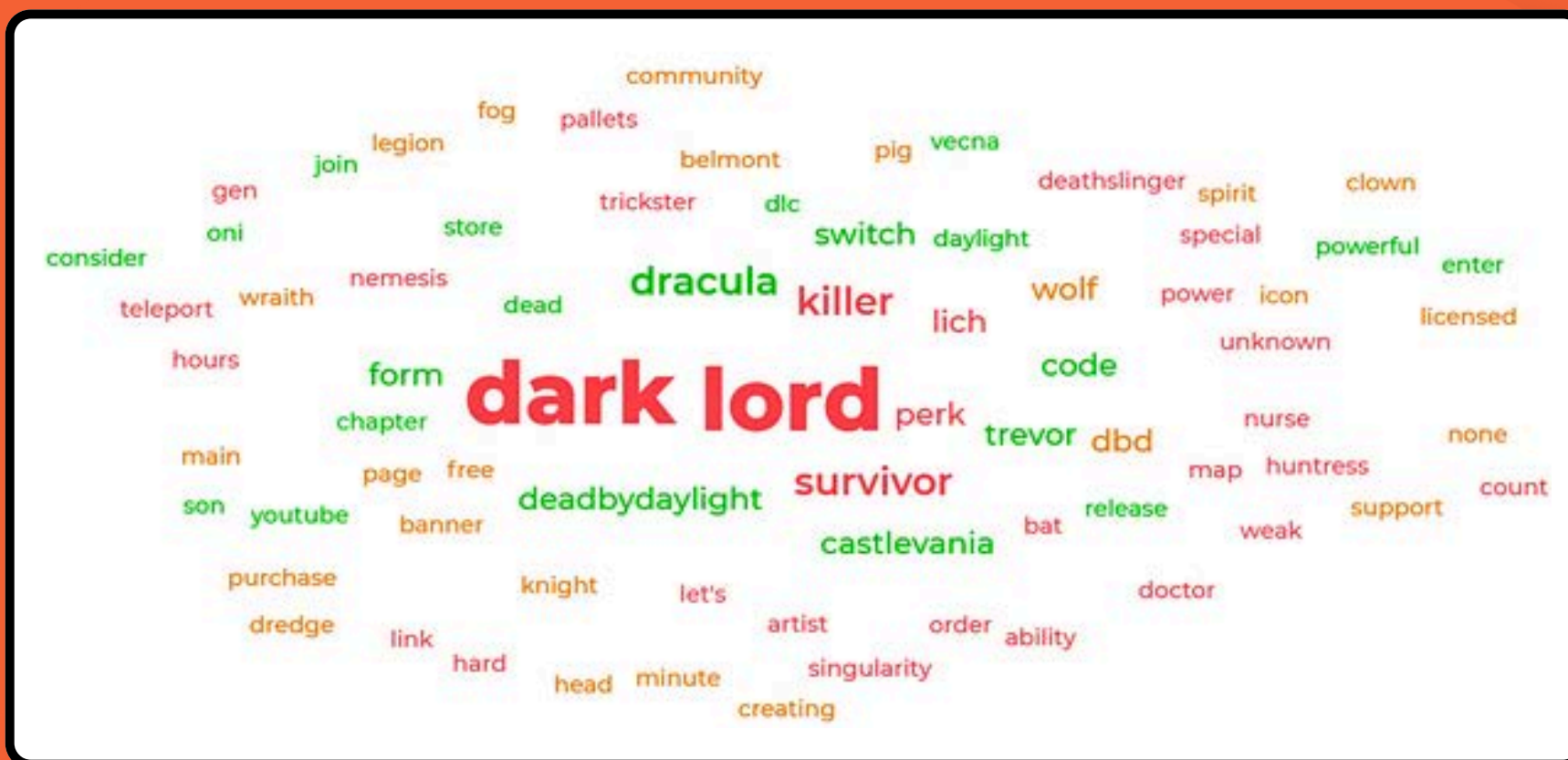
Community Reactions
Community Reactions: A significant number of comments reflect a desire to see more Belmont characters in the game, specifically Richter Belmont. There's a mix of anticipation and disappointment that other iconic characters are not included. The community seems eager for additional skins and lore related to the Belmont family.
06.

Influence on Content Creation
There's mention of content creators preparing to showcase Trevor on platforms like Twitch, boosting excitement further.

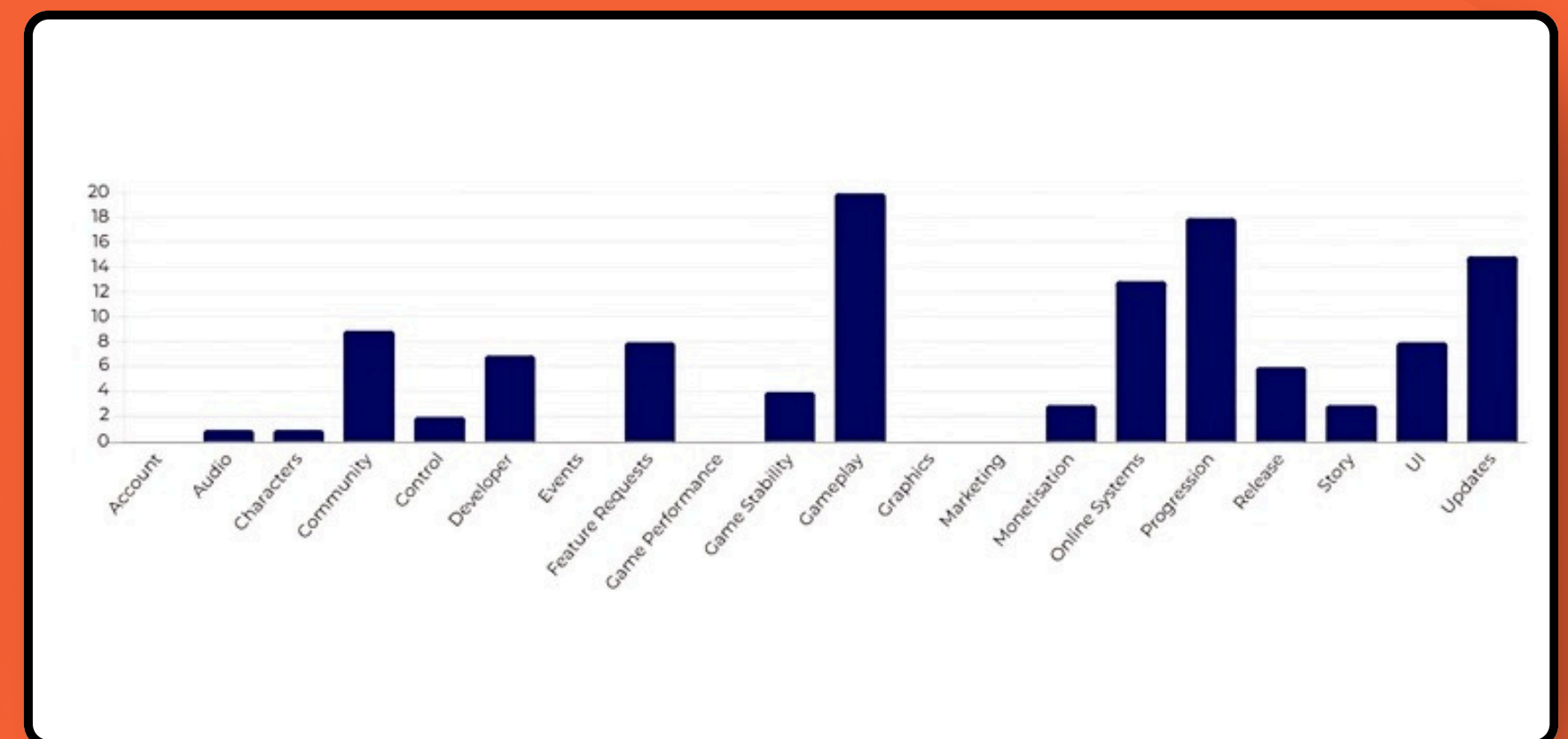
"DARK LORD"



SUMMARY



TALKING POINTS | WORD CLOUD



CATEGORY BREAKDOWN



HIGHLIGHTED DLC TOPIC

"DARK LORD"

KEY INSIGHTS

01. Positive Feedback

Many players expressed excitement about the new abilities and aesthetic of Dracula. Players commented on how the new character models for the Castlevania DLC were impressive and fun to engage with. There were user interactions celebrating achieving high ranks and milestones as Dracula, like reaching a Prestige 100 (p100).

02. Criticism

Some interactions were critical of the gameplay mechanics associated with The Dark Lord. Players questioned his balance in matches, with comments suggesting that he might be overpowered or that certain bugs affected gameplay negatively. There was a discussion of his ability to dominate during matches, with some players feeling the character was too strong or unbalanced compared to other killers.

03. Gameplay Experience

Players shared their experiences either playing as or against The Dark Lord. Feedback included strategies for using his unique mechanics and abilities effectively. There were also comments reflecting on the challenges in learning to play as him, indicating that while he had potential, mastering his abilities required practice.

04. Community Events

Several community events were mentioned, such as giveaways related to The Dark Lord and discussions about strategies for maximising gameplay with him. This indicates a strong community engagement surrounding the new character.

05. Gameplay Bugs

Community Reactions: A significant number of comments reflect a desire to see more Belmont characters in the game, specifically Richter Belmont. There's a mix of anticipation and disappointment that other iconic characters are not included. The community seems eager for additional skins and lore related to the Belmont family.

SUGGESTIONS AND ACTION POINTS

To improve community sentiment for Dead by Daylight, Behaviour Interactive (BHVR) can take several actionable steps based on player suggestions and current concerns highlighted within the community interactions. Here are some potential next steps:

01. Address Game Stability and Performance Concerns

Players have raised concerns about a few recurring issues:

- **Disconnect Penalties**
Many players express frustration with the disconnect penalty system, especially when it feels undeserved due to server issues or bugs. A quick fix here could include revising how disconnection penalties are applied, particularly when lag spikes or server crashes occur.
- **Game Stability and Performance**
Bugs related to characters, low frame rates, and crashes on various platforms (especially after recent updates) have been frequently mentioned. Prioritising bug fixes and stability improvements could alleviate many player frustrations.
- **Bardic Inspiration and Other Bugs**
The ongoing issue with the Bardic Inspiration perk not functioning properly has been highlighted repeatedly. A focused patch to address this specific issue can help regain player trust.

02. Increase Communication with Player Community

- **Regular Updates on Bug Fixes**
Players want transparency regarding ongoing issues and expected timelines for fixes. Setting up a dedicated communication line (like a "Known Issues" or "Dev Blog" page) where updates are posted regularly would keep the community informed and engaged.

03. Address Balance Concerns

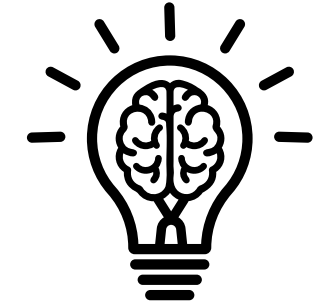
- **Survivor and Killer Adjustments**
Many players feel that current balancing weighs too heavily in favour of certain perks or characters, creating an unbalanced experience. Taking time to reevaluate these can help ease frustrations, particularly for those feeling overwhelmed or underpowered.

04. Implement Player-Requested Features

- **Returning Prestige Levels in Lobbies**
Players have requested the return of visible prestige levels for survivors in the lobby. This small user interface tweak could enhance player satisfaction and engagement.
- **Colour Blind and Accessibility Features**
Expanding accessibility options, particularly for colour blindness and more comprehensive graphical settings, would show an investment in all parts of the player base.

05. Quick Fixes for Common Complaints

- **Improvement of Matchmaking and Connection Issues**
Adjustments to the matchmaking system to moderate connection quality could significantly enhance player experiences. Addressing known issues with Easy Anti-Cheat and overall server stability should be prioritised, especially when players are reporting ongoing problems.



CONCLUSION

In the future, prioritising these steps—particularly in terms of communication and swift fixes—could revitalise player sentiment towards Dead by Daylight. Engaging directly with community feedback through patches and updates that focus on identified pain points will likely yield the best results in player satisfaction and a stronger community around the game. By responding to a mix of requests and issues, BHVR can foster a more positive gaming environment and encourage continued player engagement.



Behaviour is a leading game development studio renowned for creating immersive and engaging experiences that resonate with players worldwide. With a portfolio that includes some of the most celebrated titles in the industry, we pride ourselves on our ability to deliver innovative, high-quality games that captivate diverse audiences. At the heart of our success is a commitment to fostering vibrant player communities, where creativity, connection, and engagement flourish. Our passion for storytelling and gameplay drives us to push boundaries, ensuring our games leave a lasting impression and build loyal, thriving fanbases.



Find out more here:

www.bhvr.com 



PlayerXP is committed to delivering timely and effective insights that empower your team to make informed decisions and drive player satisfaction. We pride ourselves on building strong partnerships with our clients, fostering collaboration, growth, and innovation. If you have additional questions, need clarification, or would like to arrange a call or demo, please don't hesitate to reach out—our team is here to support you every step of the way.

CONTACT DETAILS

CEO and Co-Founder Christopher Weavill



Chris@playerxp.io

Find out more here:

www.playerxp.io 

