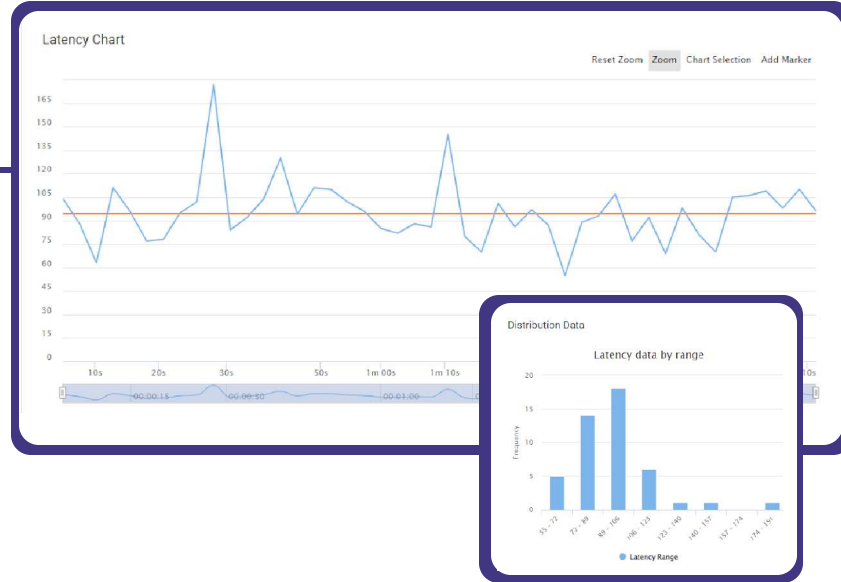


Pioneering performance management in gaming since 2013.
Trusted by market leaders to deliver the metrics that matter.

GAMEBENCH PRONET

Networks have now unquestionably moved to the heart of gamer experience. While cloud gaming's immense potential is still unfolding, hugely popular online multiplayer games are already pushing ISPs and mobile operators to the edges of their current capabilities.

GameBench supports many of the world's leading network providers, as they get to grips with these critical new challenges. This unrivalled insight has informed the development of the dedicated ProNet tool for network game performance analysis.



SNAPSHOT

Automated, cross-platform network testing and analysis of:

- Real-world, end-to-end user latency;
- Comparative network performance;
- Quantitative measurement of user experience;
- Game streaming performance.

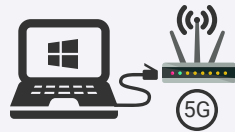
ProNet Windows Use Case A:

Testing gaming on home network



ProNet Windows Use Case B:

Testing mobile network in the lab



ProNet Android Use Case C:

Testing mobile network in the field



ProNet ChromeBook Use Case D:

Testing both home and mobile networks



ProNet iOS* Use Case E:

Alpha planned for Q1 2023.



BENEFITS

One complete, integrated solution for all game performance metrics:

- Input latency
- Frame rendering
- Memory usage
- CPU usage
- GPU usage
- Network usage
- Battery usage

Profile network performance for streaming games:

- Collect large data sets of key gaming metrics;
- Obtain quantitative measurements of gamer experience;
- Correlate user experience data with network performance data.

Easy install, test and report:

- Simple software install, no extra hardware required;
- Analyse, compare and share performance across streaming platforms, networks and devices;
- Web dashboard provides a single place to view all performance data.