From: Joe Kreiner <■■■■■■■■■■■>
Sent: Tue, 20 Feb 2018 17:07:53 +0000 (UTC)
To: ■■■■■■■■
Cc: "Silva, Brian" <■■■■■■■>; "Corsi, Gio" <■■■■■■■>; "Perez, Julio" <■■■■■■■>; "Pattison, Michael" <■■■■■■■>
Subject: Re: Fortnite crossplay

Hey Phil.
Circling back on the outstanding policy issues. Any new information?

Also - Tim was suggesting we come out to your offices and say hello to John Kodera. Be good to form a relationship, and welcome him to games. We're available any time. Sound like a good idea?

Joe Kreiner
Business Development, Unreal Engine, Americas
Epic Games

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On Tue, Feb 6, 2018 at 10:42 AM, <■■■■■■■■■> wrote:

Hi Joe, I'll discuss this with Gio and the team. Also with the GTPR policy members.
Thanks, Phil

Philip Rosenberg - SIE
SVP, Head of Global Publisher and Developer Relations
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+1-■■■■■

On Feb 6, 2018, at 6:36 AM, Joe Kreiner <■■■■■■■■■> wrote:

Hey Phil.
As promised we pulled some data form our Fortnite player base in January. Keep in mind this is a small section of players (~2.5%) because we aren't publicly pushing the fact that PS4/PC crossplay even works.

For January, 2018

	Single Platform	Cross Players
D1 Retention	62%	69%
D7 Retention	38%	46%
Avg Games Played	105	192
# of Friends Played With	6	9
ARPU	$8.60	$19.9
% ARPU on Primary Platform	100%	~80%

As you can see, data is pretty similar to what we've seen with Paragon. Pressing issues at the moment:

1. crossplay/cross progression with mobile. We'd like to get the existing Paragon/Fortnite PC exceptions extended to iOS and Android quickly. We need to begin testing this for our launch.

2. voice comms across platforms. We'd like to enable this for better customer experience. We'll match PSN's privacy settings - block individuals, block all voice, mute. Once we have this - the player experience will be great and Epic will publicly push that we have crossplay PS4/PC.

Let me know what you think, and if you have any additional thoughts on the larger Epic plan.

Thanks for your time,
Joe Kreiner
Business Development, Unreal Engine, Americas
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