ACTIVISION.
TECH TALK

Want to learn how to "Predict Fun" in Video Games?

Come meet Dylan Rogerson, Lead Data Scientist at Activision, as he walks you through his teams analytical approach to assessing 'what leads to fun' in one of Activision's most famous franchises, Call of Duty. He will also dive deep into the major pillars of analytics in the video game industry and explain why it's so different and goes deeper than in other industries.

Event Date/Time: Wednesday January 30th at 6pm PST
Address: 375 LeConte Hall
Details: Dinner will be provided!

Event Contacts: Tiffy Tsay (tiffy@berkeley.edu) or Michael Fang (1michaelfang@gmail.com)

ABOUT ACTIVISION BLIZZARD

Activision Blizzard is the world's most successful standalone interactive entertainment company. Our portfolio includes some of the biggest franchises in all of entertainment, developed by the incredibly talented teams at Activision Publishing, Blizzard Entertainment, King Digital Entertainment, Activision Blizzard Studios, and Major League Gaming. One of Fortune's "100 Best Companies to Work for" in 2018, 2017, 2016, and 2015.

ACTIVISION

Headquartered in Santa Monica, CA, Activision operates at the intersection of technology, entertainment, e-sports, and consumer products. Activision is more than just the leading developer and publisher of video games, we are the creators of some of the world's biggest, most ground-breaking titles in the industry. Our portfolio includes Call of Duty®, Crash Bandicoot™, Spyro™, and Destiny.

CULTURE

Everything we do starts with our talent, inspired creativity, and commitment to excellence. We believe that creativity comes from great creative micro-cultures joined together by common values, not identical executions. We cultivate inspired talent by having an operating structure that encourages uniqueness. We legitimately love doing our jobs, and we're proud to offer you the opportunity to do the same.

OUR AUDIENCES

Nearly 500M monthly active users in 196 countries around the world, making us the largest gaming network in the world. Last year, 43 billion hours were spent playing or watching our content.