
From: Kevin Gammill </O=EXCHANGELABS/OU=EXCHANGE ADMINISTRATIVE GROUP (FYDIBOHF23SPDLT)/CN=RECIPIENTS/CN=MICROSOFT.ONMICROSOFT.COM-55760-KEVIN GAMMILL>
To: Stephanie Sevilla; Sarah Bond; Ashley McKissick; Dave McCarthy; Haiyan Zhang; Jerret West; Kareem Choudhry; Kenny Birge; Linda Norman (CELA); Liz Hamren; Matt Booty; Phil Spencer; Sharman Mailloux Sosa; Tim Stuart; Toni Philbrick; Lori Wright
CC: Kevin Gammill; Cynthia Williams; Logan Iyer; Chandler Holbrook; Angela Mills; Catherine Gluckstein; Alan Hartman; Juliana Tioanda; Jesse Janosov; Karl Stricker; Chris Charla; Jason Beaumont; Laurel Reitman; Pedro Fuentes; Jason Ronald; Paul Lee (XBOX); Jaclyn Chen (XBOX); Kevin Gammill
Sent: 2/2/2021 3:01:39 AM
Subject: RE: [Pre-Read] The Future of the Xbox Experience - Developer Ecosystem
Attachments: Developer Ecosystem - Final.pdf; FutureofXbox_DeveloperEcosystem_Feb2_slides_v3.pdf

All,

I look forward to our meeting tomorrow morning (10:00 AM PST) on the Developer Ecosystem as part of The Future of the Xbox Experience discussion.

Attached, please find the slides for our meeting. I know some more folks have been added to this discussion since we sent out the pre-read on Friday. As such, I am reattaching it to this email (Developer Ecosystem – final). If you only have time to read one of these, given we only have 60 minutes and quite a few folks in the room, please optimize for reading the Developer Ecosystem document so we can maximize our discussion time.

Looking forward to seeing all of you tomorrow (virtually of course)!

Thanks,
-Kevin

From: Sarah Bond <Sarah.Bond@microsoft.com>
Sent: Friday, January 29, 2021 4:40 PM
To: Stephanie Sevilla <steps@microsoft.com>; Sarah Bond <Sarah.Bond@microsoft.com>; Ashley McKissick <ashleysp@microsoft.com>; Dave McCarthy <Dave.McCarthy@microsoft.com>; Haiyan Zhang <Haiyan.Zhang@microsoft.com>; Jerret West <Jerret.West@microsoft.com>; Kareem Choudhry <kareemc@microsoft.com>; Kenny Birge <kennyb@microsoft.com>; Linda Norman (CELA) <lnorman@microsoft.com>; Liz Hamren <liz.hamren@microsoft.com>; Matt Booty <mbooty@microsoft.com>; Phil Spencer <philsp@microsoft.com>; Sharman Mailloux Sosa <sharmanm@microsoft.com>; Tim Stuart <timstu@microsoft.com>; Toni Philbrick <toniphil@microsoft.com>; Lori Wright <lwright@microsoft.com>
Cc: Kevin Gammill <kgammill@microsoft.com>; Cynthia Williams <Cynthia.Williams@microsoft.com>; Logan Iyer <logans@microsoft.com>; Chandler Holbrook <Chandler.Holbrook@microsoft.com>; Angela Mills <angelami@microsoft.com>
Subject: [Pre-Read] The Future of the Xbox Experience - Developer Ecosystem

All,

On Tuesday, we continue The Future of the Xbox Experience with our discussion on the Developer Ecosystem on February 2th, and will continue with Publisher and Store Ecosystem on March 2.

In preparation for the February 2 discussion on Developer, please find the attached pre-read.

[REDACTED]

[REDACTED]

[REDACTED]

Have a great weekend all!
Sarah

The Future of Xbox Experiences

Developer Ecosystem

February 2, 2021

Introduction

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In the business of gaming, content remains king. If the content any player wants to play is not available on our platform, even the best Xbox fans will use another platform to play those games. As a result, winning the hearts and minds of game creators (developers and publishers), enabling them to realize their dreams, is integral to Xbox's strategy and success.

[REDACTED]

Today, the position of being the preferred platform for developers is enjoyed by Sony on Console and Steam on PC. [REDACTED]

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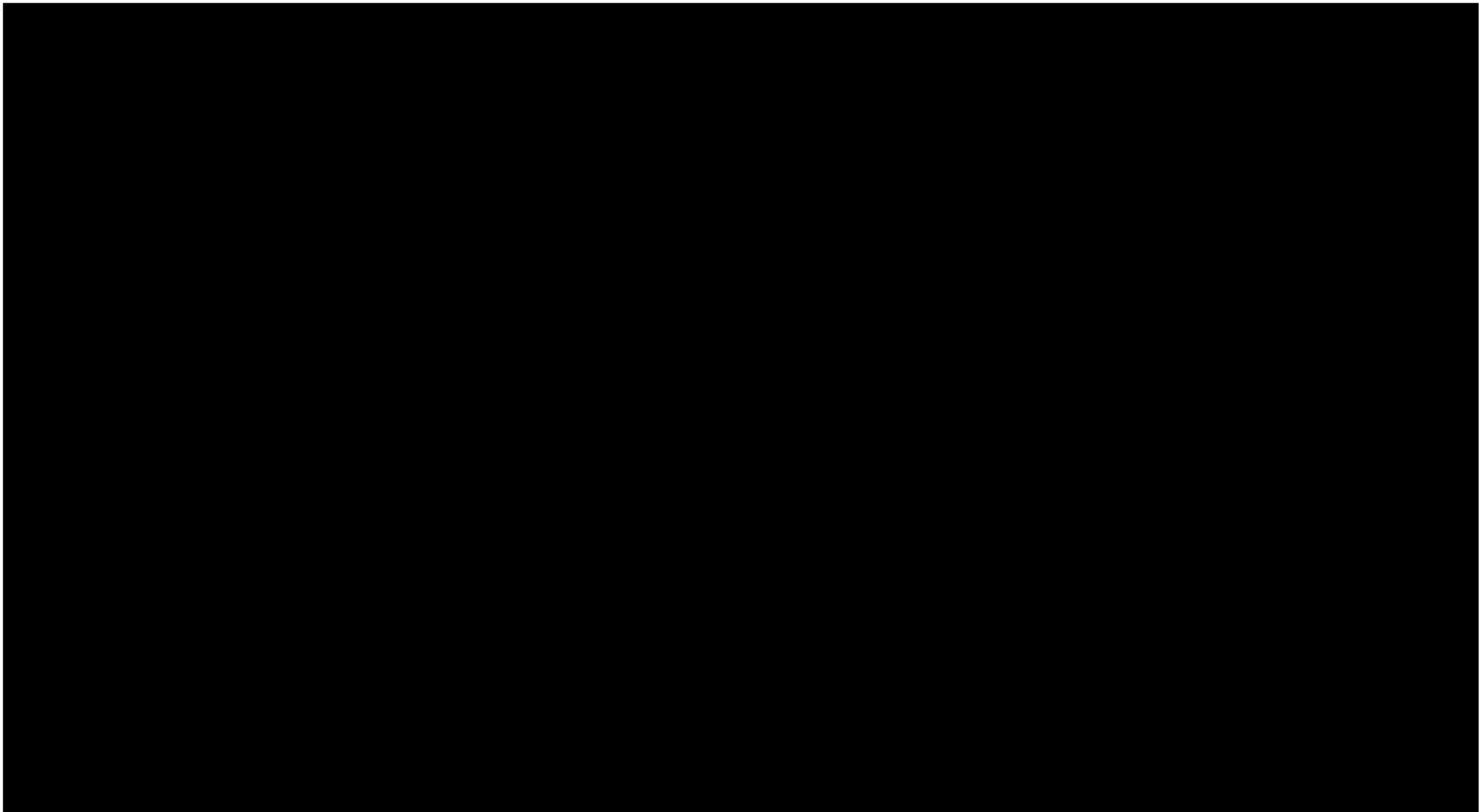
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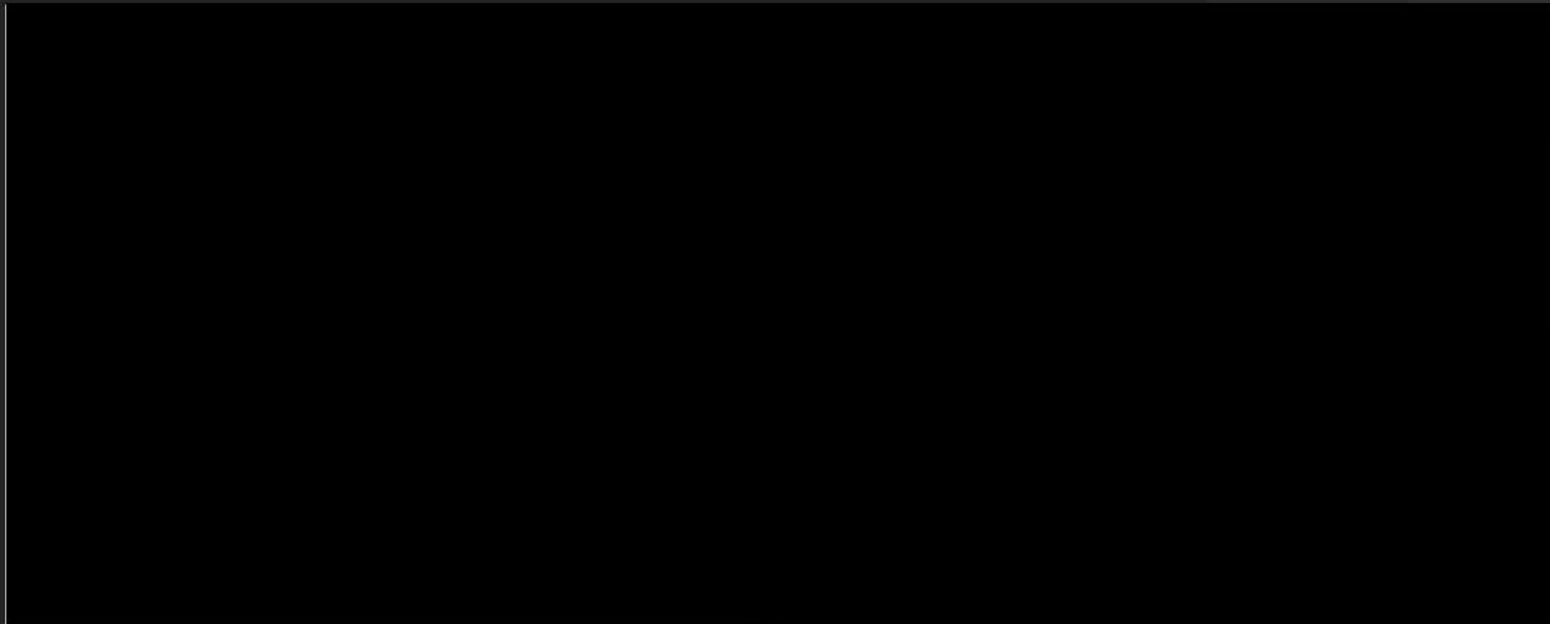
Future of Xbox Discussion: Developer Ecosystem

GLT REVIEW

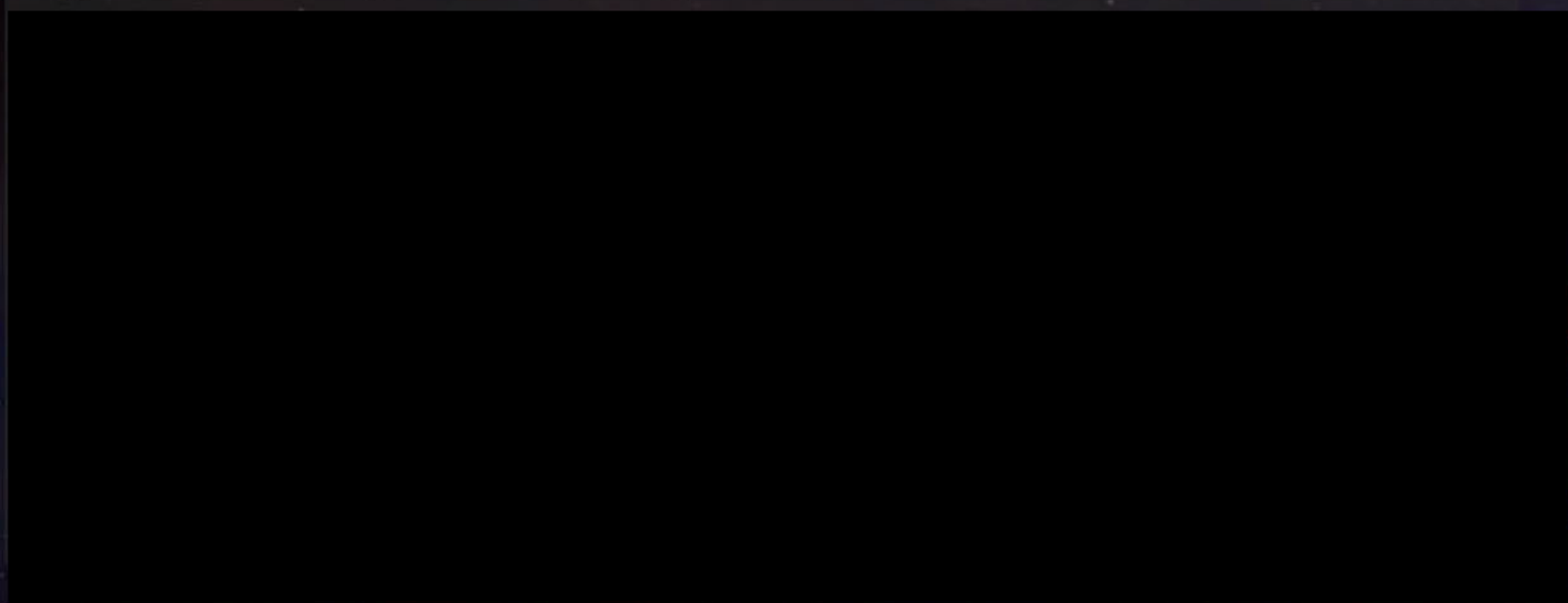
February 2, 2021

DEVELOPER ECOSYSTEM

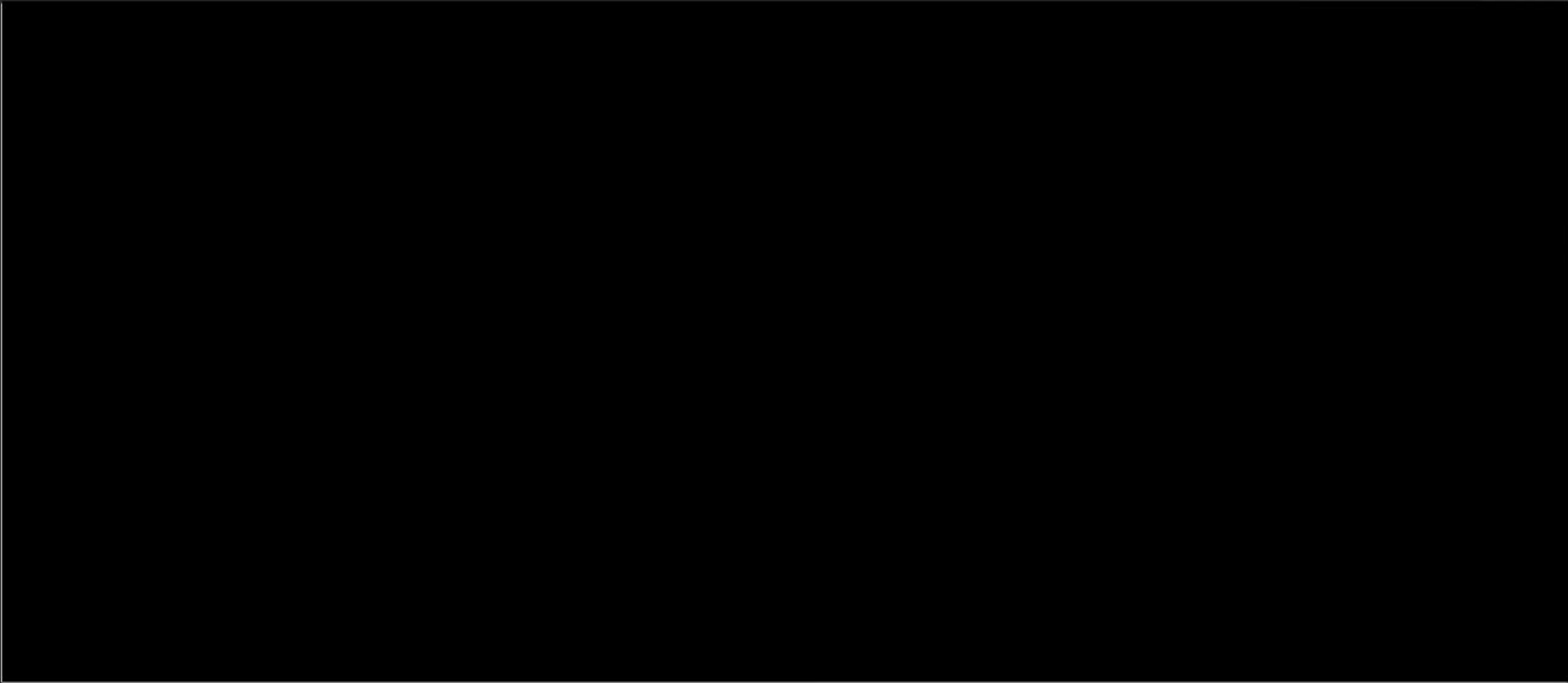
Objectives of Today's Discussion



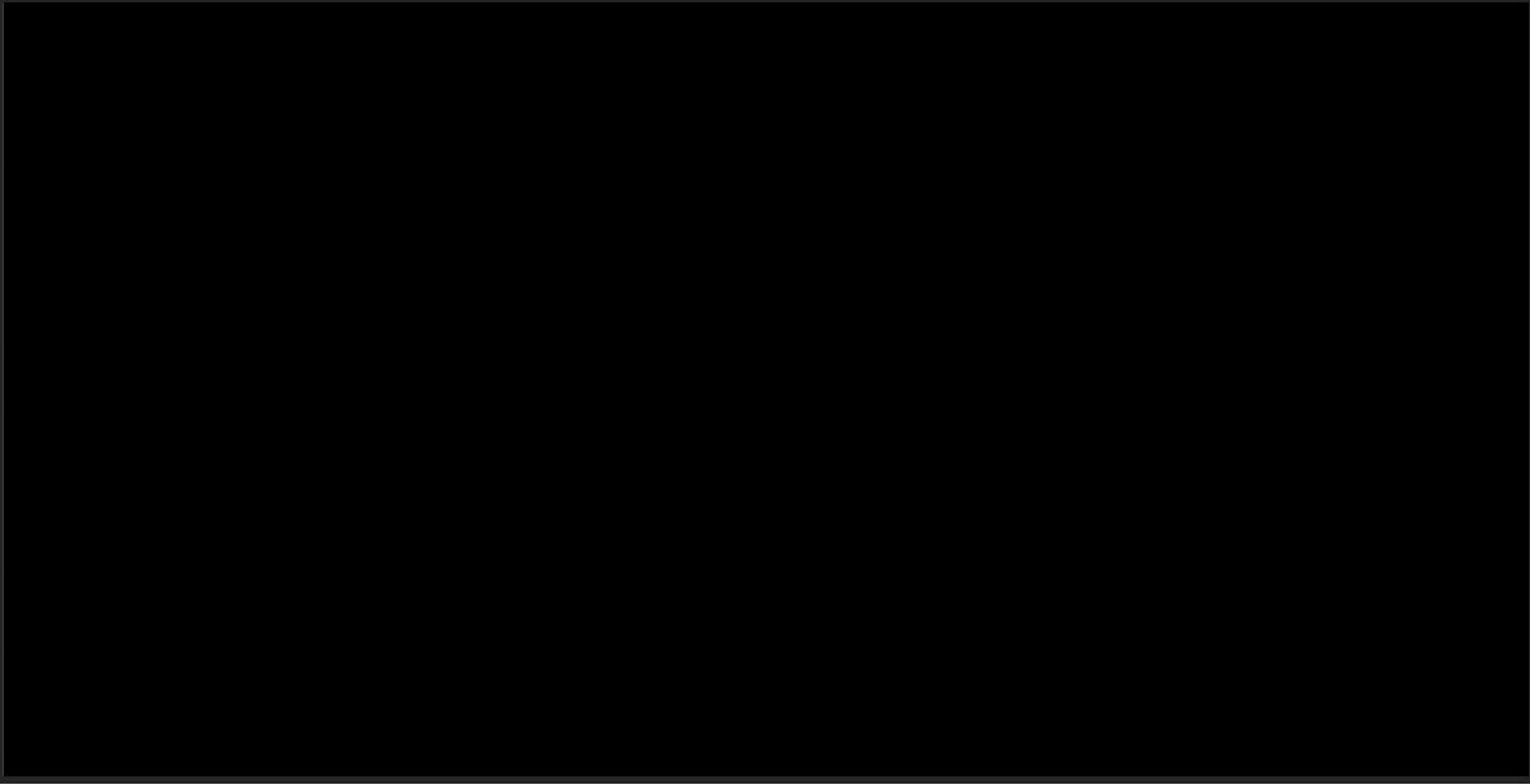
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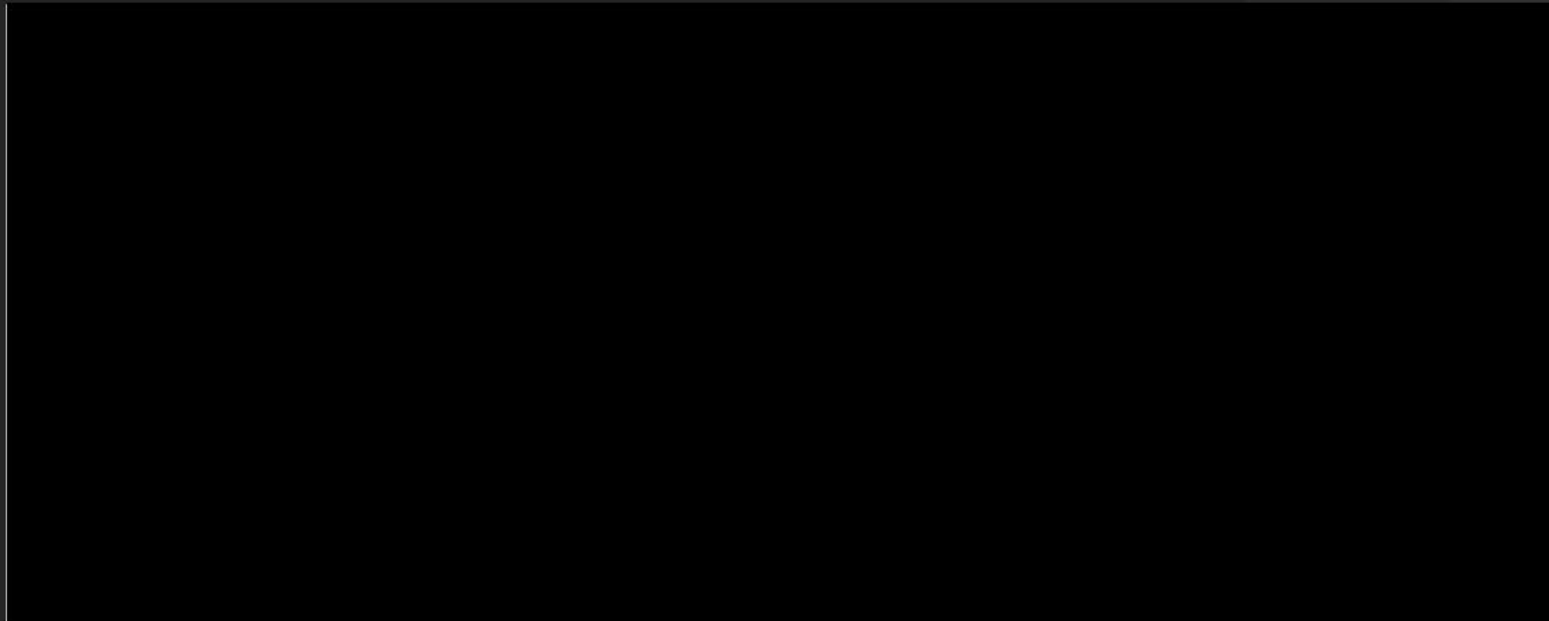
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Objectives of Today's Discussion





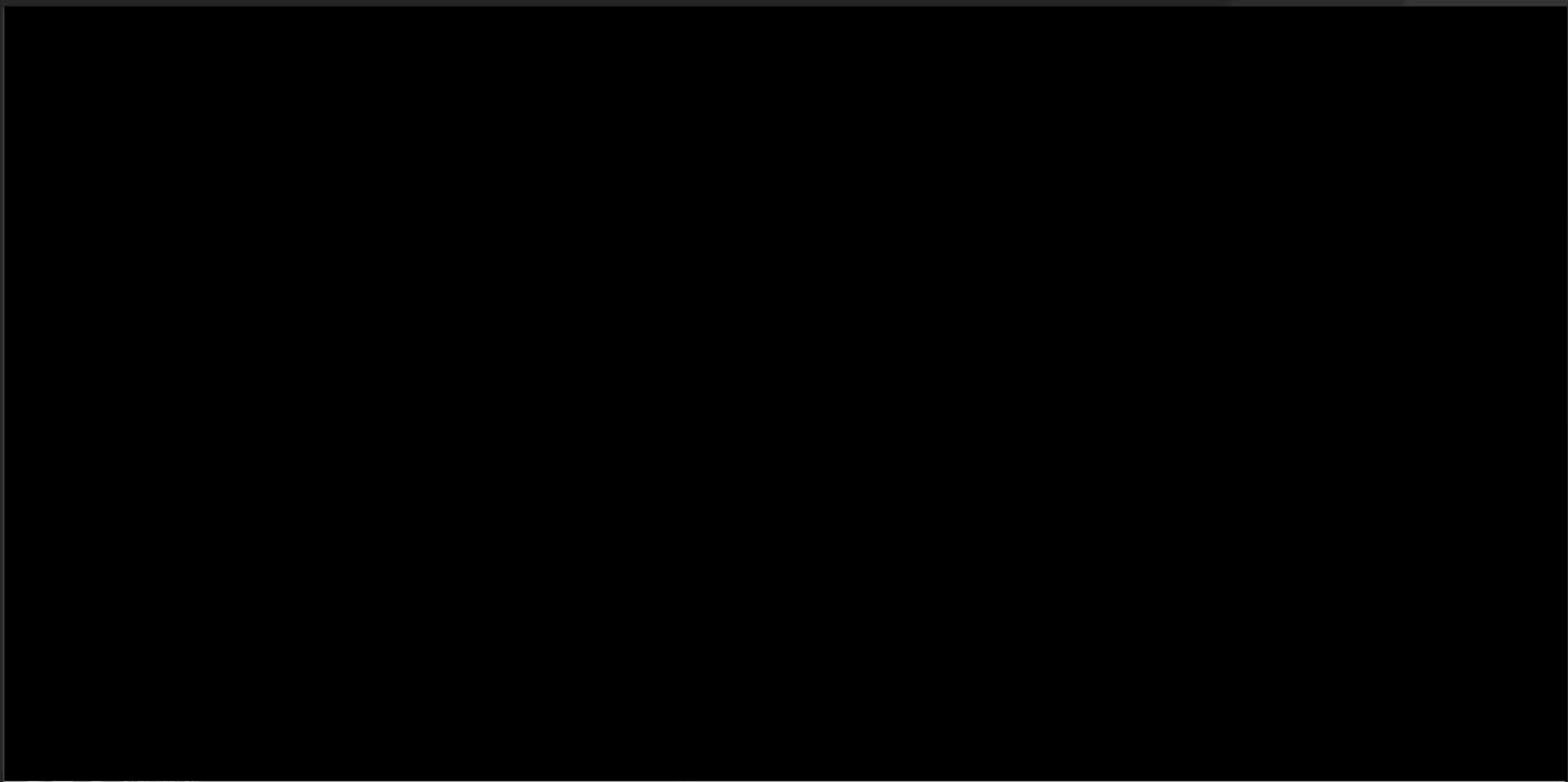
Thank you

Appendix





ELIMINATE KEY DEVELOPER FRICTION POINTS



2 BUILD AND SCALE A CLOUD NATIVE DEVELOPMENT PLATFORM

3 EXTEND GEOGRAPHIC AND CULTURAL RELEVANCE OF XBOX CONTENT