

An exciting day for REVE

There is a quite valid reason to say an exciting day for REVE. We have delivered successfully the CDR Analyzer System (CAS) to Bangladesh Telecommunication Regulatory Commission (BTRC) through ICX Forum of Bangladesh where country wide 25 ICX are connected. Provided CAS platform can mediated 250 Millions of CDR per day & able generate summary report from such big data within a sec. Heartiest thanks to Brig. Gen



Ahsan Habib Khan (Rtd.), Honourable Vice-Chairman, BTRC, Brig. Gen Iqbal Ahmed (PSC), Director General-E&O, BTRC, Saleh Ahmed Hakim, Commissioner-E&O, BTRC, Brig. Gen Md. Khurshid Alam (Rtd.), Director Corporate Affairs, Jibnonndhara Solution & Zian Shah Kabir, Deputy Director-E&O, BTRC who made time to join the occasion & added value. Never forget to say thanks Taif bhai, Mehruz bhai & Arif bhai from BTRC while Mahbub bhai-Jibonndhara, Romel Bhai-Agni, Sulayman bhai-ShebaICX & Rafiq bhai from New Generation ♦

Record \$19 billion set aside for science and technology research

A record \$19 billion has been budgeted for Singapore’s science and technology research for the next five years. This works out to about \$4 billion annually, equivalent to around 1 per cent of the nation’s gross domestic product.

Prime Minister Lee Hsien Loong revealed this on Friday when he announced the Research, Innovation and Enterprise (RIE) 2020 plan - Singapore’s sixth roadmap for research and development.

“RIE will continue to be important to secure our future,” said PM Lee, who chairs the Research, Innovation and Enterprise Council. “In the RIE2020 plan, we are making four major shifts to capture more value from our investments and research - to make research more effective and to get more results from them.”

The funding, which will be spread over 2016 to 2020, will focus on four core technological domains in which Singapore has a competitive advantage or meet national needs. These four are advanced manufacturing and engineering; health and biomedical sciences; services and digital economy; and urban solutions and sustainability.

The health and biomedical sciences sector gets the largest share of the pot with \$4 billion, or 21 per cent of the overall amount. Up next is advanced manufacturing and engineering at \$3.3 billion, followed by urban solutions and sustainability at \$0.9 billion and services and digital economy at \$0.4 billion.

Besides the four domains, funding will also be given to programmes that cut across all sectors. These include academic research, manpower, and innovation and enterprise funding, coming up to \$8 billion in total.

There will also be \$2.5 billion set aside for “white space” research, up from \$1.6 billion in RIE2015. This is funding dedicated to new or emerging areas of research that may arise in the next few years and is open to proposals from all agencies ♦

Mobile gaming market in India to cross \$571 million by 2016: Study

The Indian mobile gaming market, one of the fastest expanding markets in the world, is expected to grow to USD 571.6 million by 2016, said a research by Newzoo and OneSky.

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At this rate of growth, India will continue to be one of the world’s fastest growing mobile games markets in the world, is expected to grow to USD 571.6 million by 2016, said a research by Newzoo and OneSky.

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At this rate of growth, India will continue to be one of the world’s fastest growing mobile gaming markets, at least in the near future, it added.

“With an year-on-year growth of 132.2 per cent, revenues in India’s mobile gaming market have grown more quickly than those in any other BRIC country. In fact, that y-o-y growth is among the highest in the world,” the study said.

The market’s growth has been driven by a base of 131.7 million mobile (smartphones and tablets) gamers and with strong mobile infrastructure, it is expected to thrive in the future, it added. However, mobile video gamers in India are also less likely to pay for their gaming activities than their counterparts in other BRIC countries, it said.

Out of 131.7 million mobile gamers in India last year, just 23.7 million, or 18 per cent, paid for gaming content, the report said. This compares with 27.1 per cent of mobile gamers in Russia, 35.4 per cent in Brazil and 30.2 per cent in China who paid for content. The average revenue per user (ARPU) of mobile gamers is USD 0.78, far below the global average and again the lowest among BRIC markets.

“By 2016, India is projected to have 208.2 million mobile gamers, a 22.8 per cent CAGR from 2013. As the purchasing power of these gamers increases, the ARPU is expected to rise as well to USD 2.75. That is a modest number, but it represents an amazing 351 per cent growth from 2013,” it said. The report said connectivity and payment issues due to low penetration of credit cards could suppress revenue growth in the mobile gaming market ♦

What Western Publishers Need to Know About The ASIAN Mobile Market 2016

Asia has 1.2 billion mobile gamers and controls 55% of the \$24.9 billion in worldwide mobile games revenue. The “Big Three” of China, Japan and South Korea currently control 90% of the region’s mobile earnings. With lots of opportunity in the major markets and emerging regions, the question becomes “How can western publishers tackle the Asian mobile games market?”

Mobile gaming is especially prevalent in Asia and is responsible for 47% of the region’s digital gaming revenues versus 41% globally. SuperData’s report provides insights on the Big Three and the emerging markets of India, Indonesia, Malaysia, Vietnam, Hong Kong and Singapore. The report also highlights player preferences in India’s fast-growing mobile games market. Findings include that two thirds of mobile gamers play racing games, making them the country’s top mobile genre, and that only 3% of the country’s mobile gamers are age 45 or older ♦