

# THE LATVERIAN TIMES



**DAU'S ARE UP BY 11%**

As are **Peak CCU's** (+11%)  
and **Maximum DAU's** (16%)

**93 SDK INTEGRATIONS**

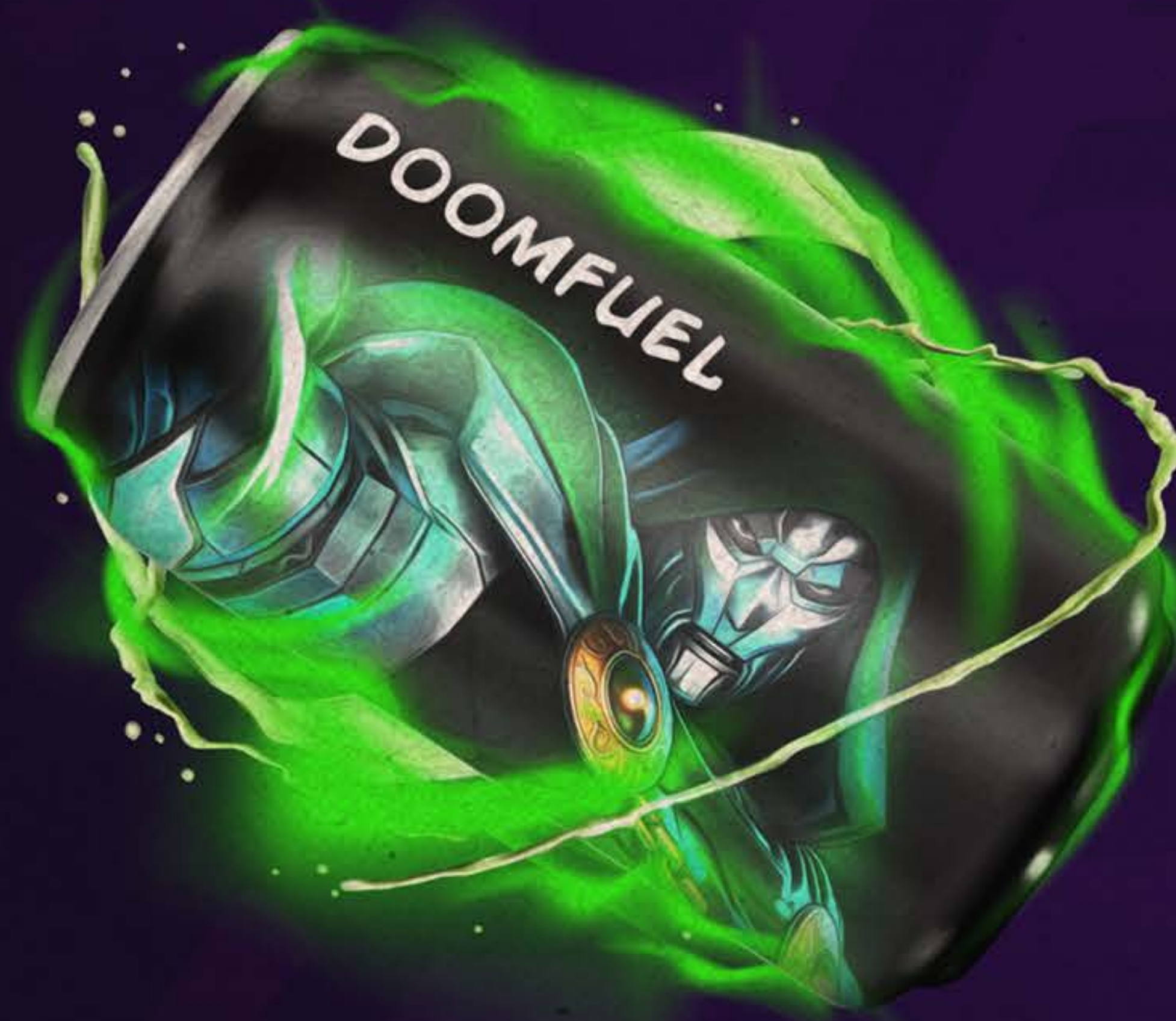
**62** games, **1** commercial, **5** educational  
and **25** non-conclusive!



Latverians, Doom requires your attention.  
This month's Latverian Times™ is sponsored by:

# DOOMFUEL™

THE OFFICIAL ENERGY DRINK  
OF LATVERIAN ESPORTS TEAMS.



## SUMMARY

Strong product month, driven by LIV V2.0 with integrated **stream chat, alerts and notifications**, massive performance upgrades, secondary Avatar camera and scaffolding for **SDK V1.5**.

VP of Product, **Chris Mansfield** has officially joined and started driving results. He's a former AAA product guy with **15 year work experience in AAA gaming** (Rockstar Games), **VR/AR** and **AI-powered** digital fitness, and LIV is incredibly lucky to have him.

## PRODUCT

LIV SDK V1.5 is now in developers hands, and early results are exciting -- integration is seamless, cross platform support works flawlessly, and **performance is great**.

We have **exciting integrations coming up** with some of the most anticipated games in VR, and look forward to sharing more news with you soon.

## ASK

We're still looking for **two mobile developers**, Android and iOS, to join LIV and help us build out our mobile offering. We're grateful for any leads.

Job descriptions are **here**.







## DEVELOPER INTEGRATIONS: 93

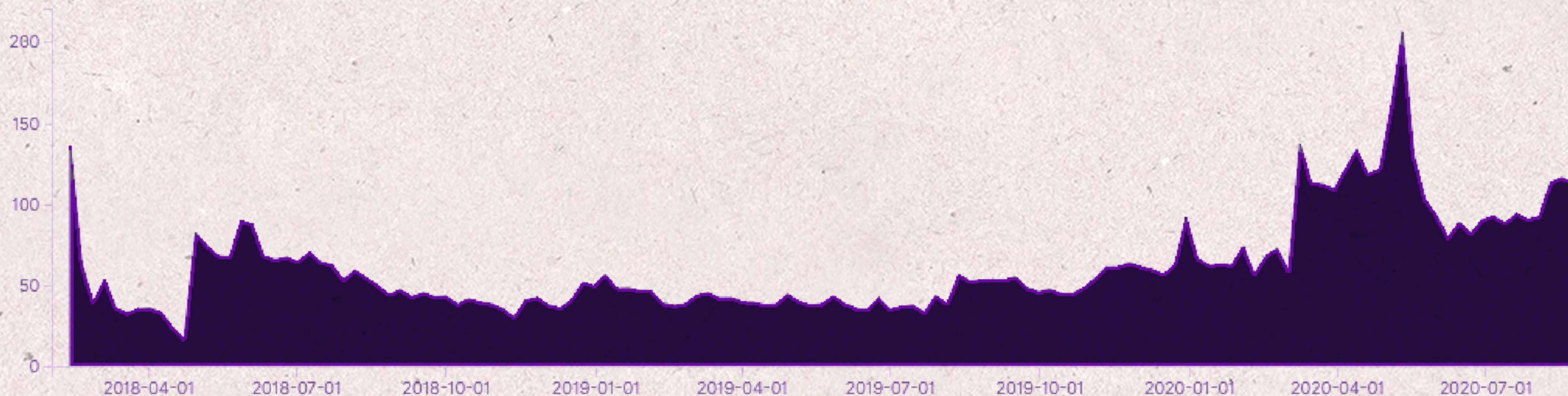
- 62 GAMES:
- 1 COMMERCIAL APPS
- 5 EDUCATIONAL/RESEARCH APPS
- 25 NON-CONCLUSIVE SUBMISSIONS

**TOTAL DOWNLOADS: 4071 +13%** (VS. PREVIOUS 31 DAY PERIOD)

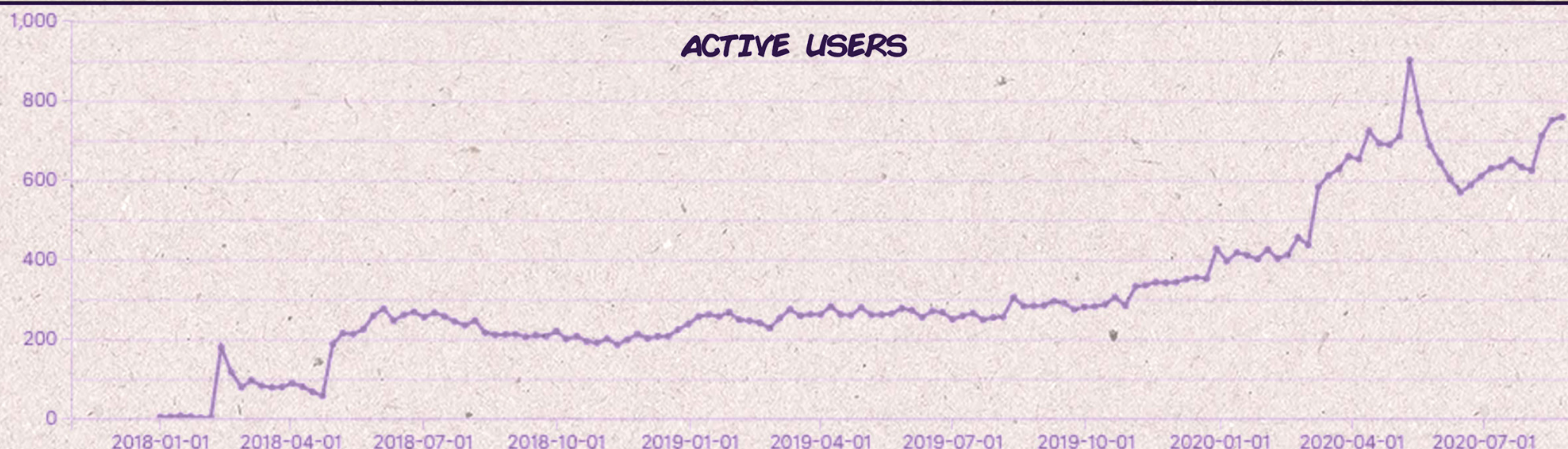
\*WHO HAVE SPENT >1HR IN-APP.

USERS AVERAGE/MAXIMUM	MOST RECENT 31 DAYS	CHANGE VS PREVIOUS	PREVIOUS 31 DAYS
Peak Concurrent Users Average daily	47	+11%	43
Peak Concurrent Users Maximum daily	55	+10%	50
Active Users Average daily	707	+11%	634
Active Users Maximum daily	834	+16%	718

DAILY DOWNLOADS



ACTIVE USERS



As always, all our growth to date is 100% organic as a result of our flywheel:

**More game integrations** ⇨ **More streamers** ⇨ **Bigger audiences** ⇨ **More game integrations**



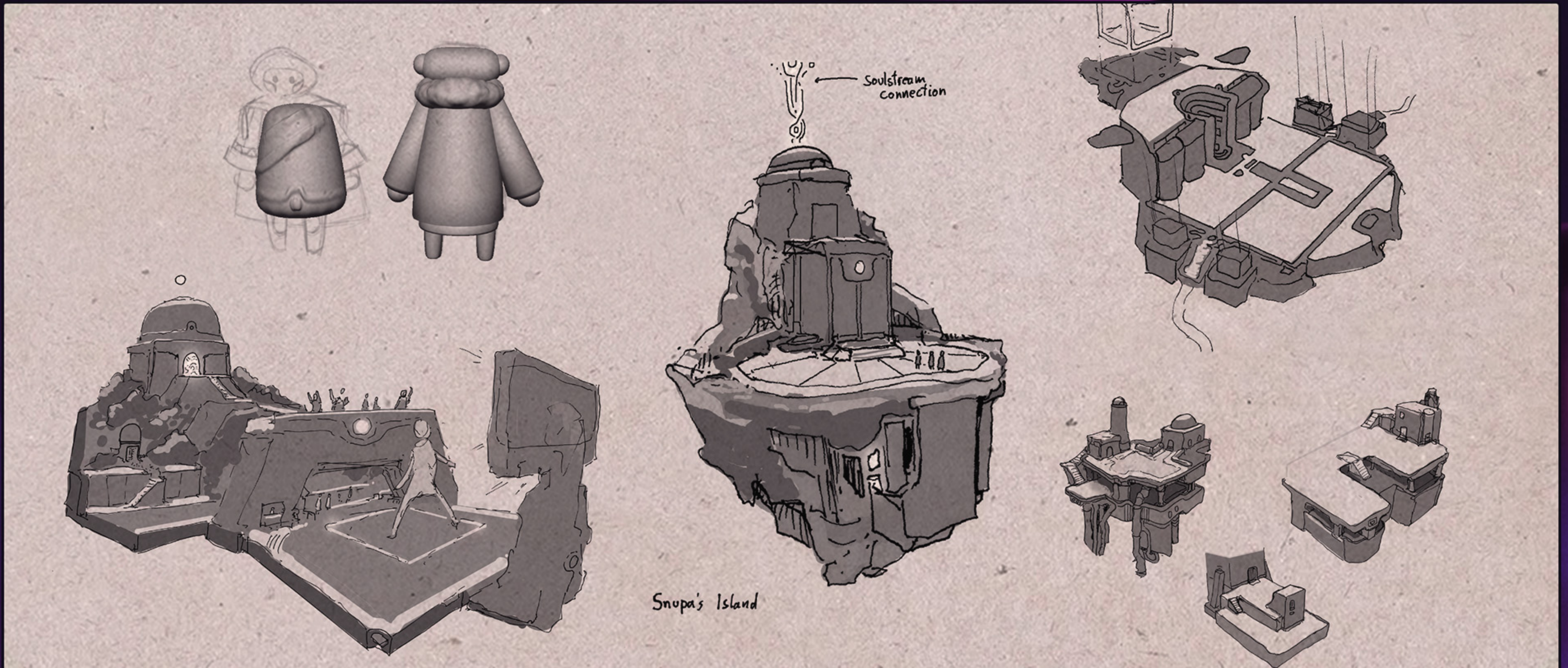
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## HIGHLIGHT OF THE MONTH

We secured an integration with one of the most highly anticipated, and critically important game for VR live streaming and content creation, and will be pushing a major marketing campaign with them.

## KEEP YOUR EYES PEELED!

## BEHIND THE SCREENS



# LIV

**LIV** is on a mission to empower VR content creators and developers to grow, and interact with their audiences in real-time. We are obsessed with driving fun, intimate and juicy interactions between our users and their viewers, and are transforming the live gaming video consumption experience.

**LIV** is in >40% of the **Top 30 SteamVR** games and we've driven over **1.5 billion** views to our creators videos to date. If you are creating content in **VR**, you are using **LIV**. We're finding ourselves building the Holodeck of our times, and that is an incredible journey to be on. **Join us!**

