

## Daydream: High Quality Mobile VR Platform

Google VR in 2017



Leon Zhao Business Development, Google Play

### Intros





\$15



\$79



\$500+











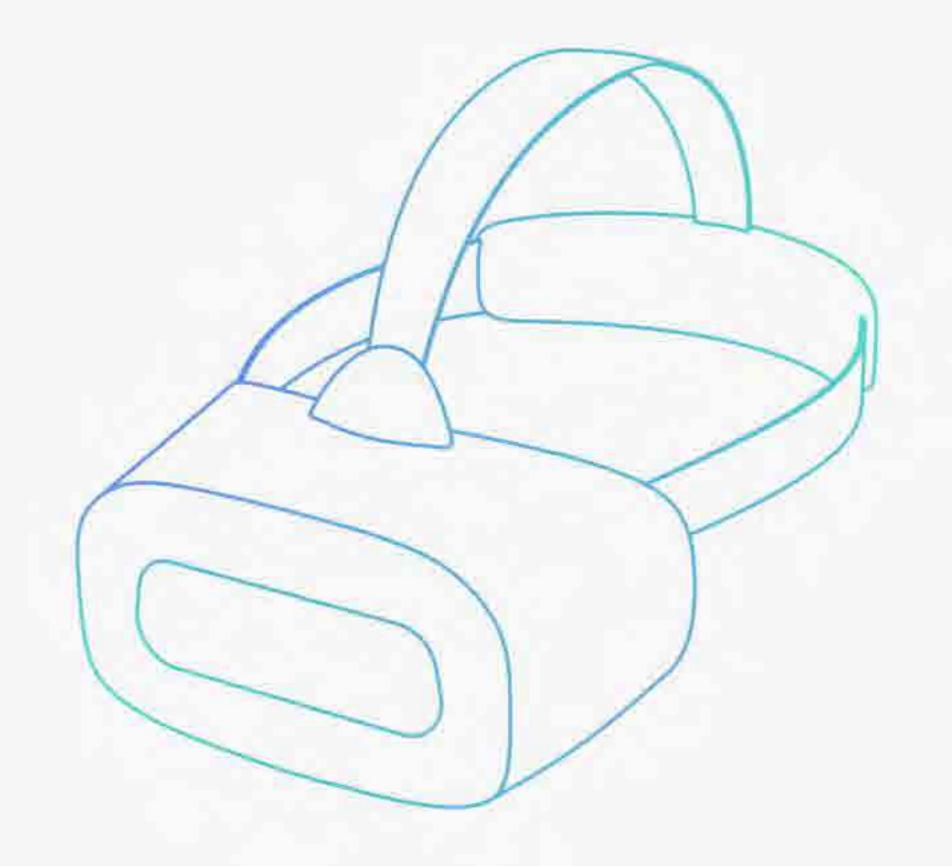


#### UPDATES



# 8 Daydreamready phones

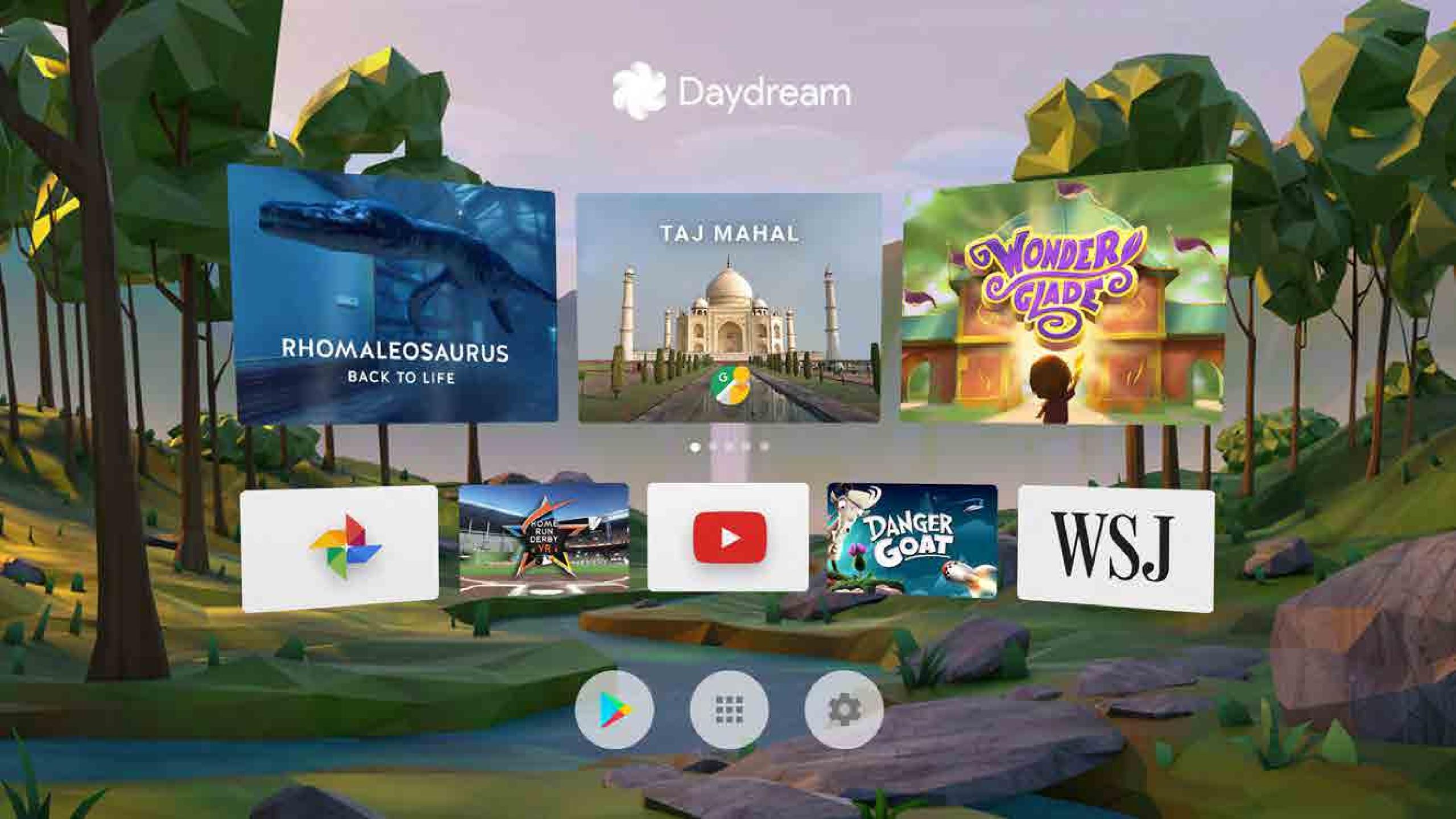
Standalone VR Headsets





### 5 INSIGHTS





Of all sessions begin with no specific intent

Of all sessions
include at least one
click on a "Discovery
Window"

Of all sessions
include a Play store
VR visit

Now is the time to create VR's "angry birds"





More buyers per active user relative to 2D apps

More spend per active user relative to 2D apps.

Trials will further increase willingness to pay for content

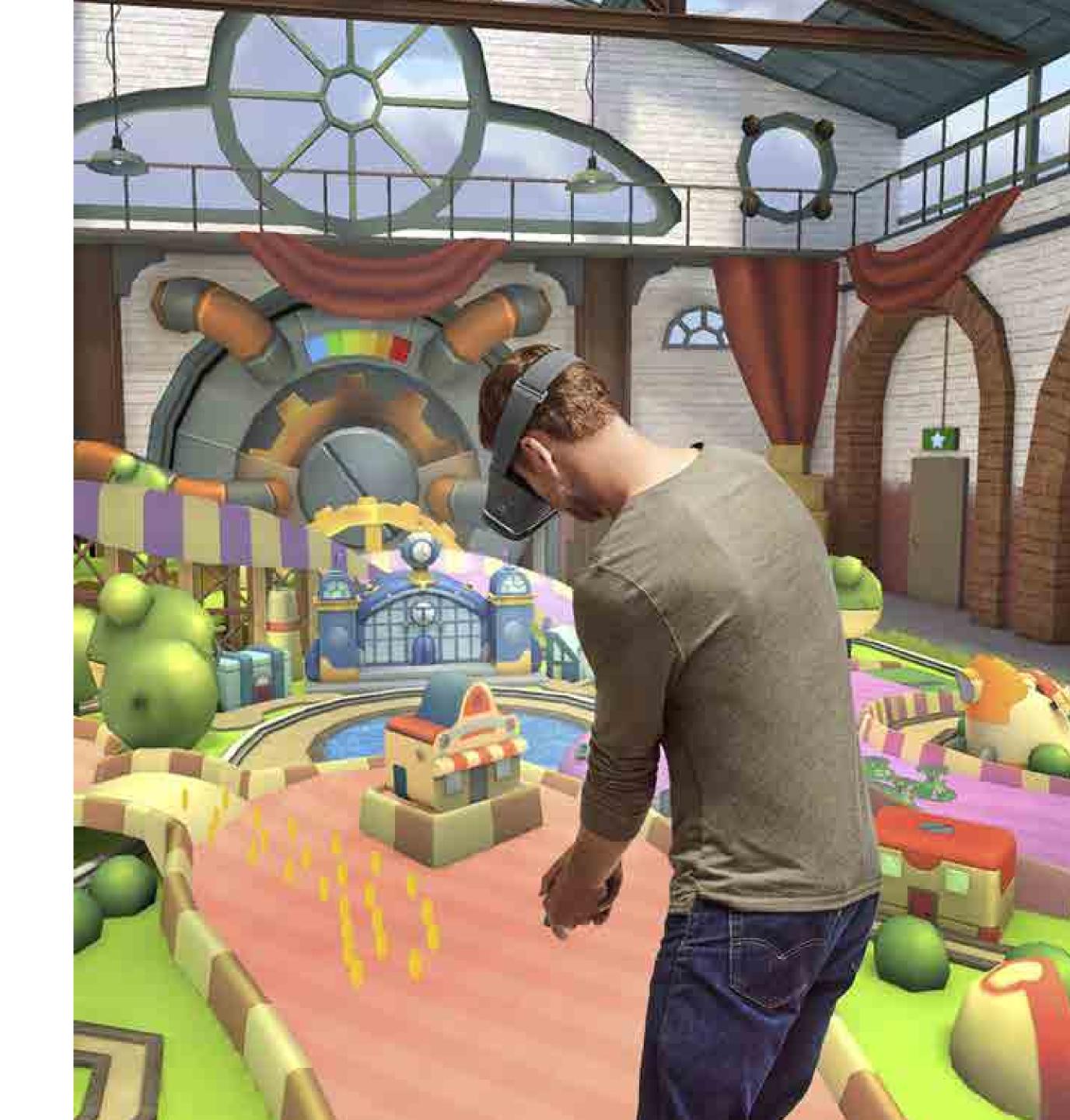


Look for ways to offer a trial of your experience



# 40 min

Average weekly time in Daydream



Think sit-down meal, not a snack.



nearly 50% of time in Daydream is spent in Video experiences























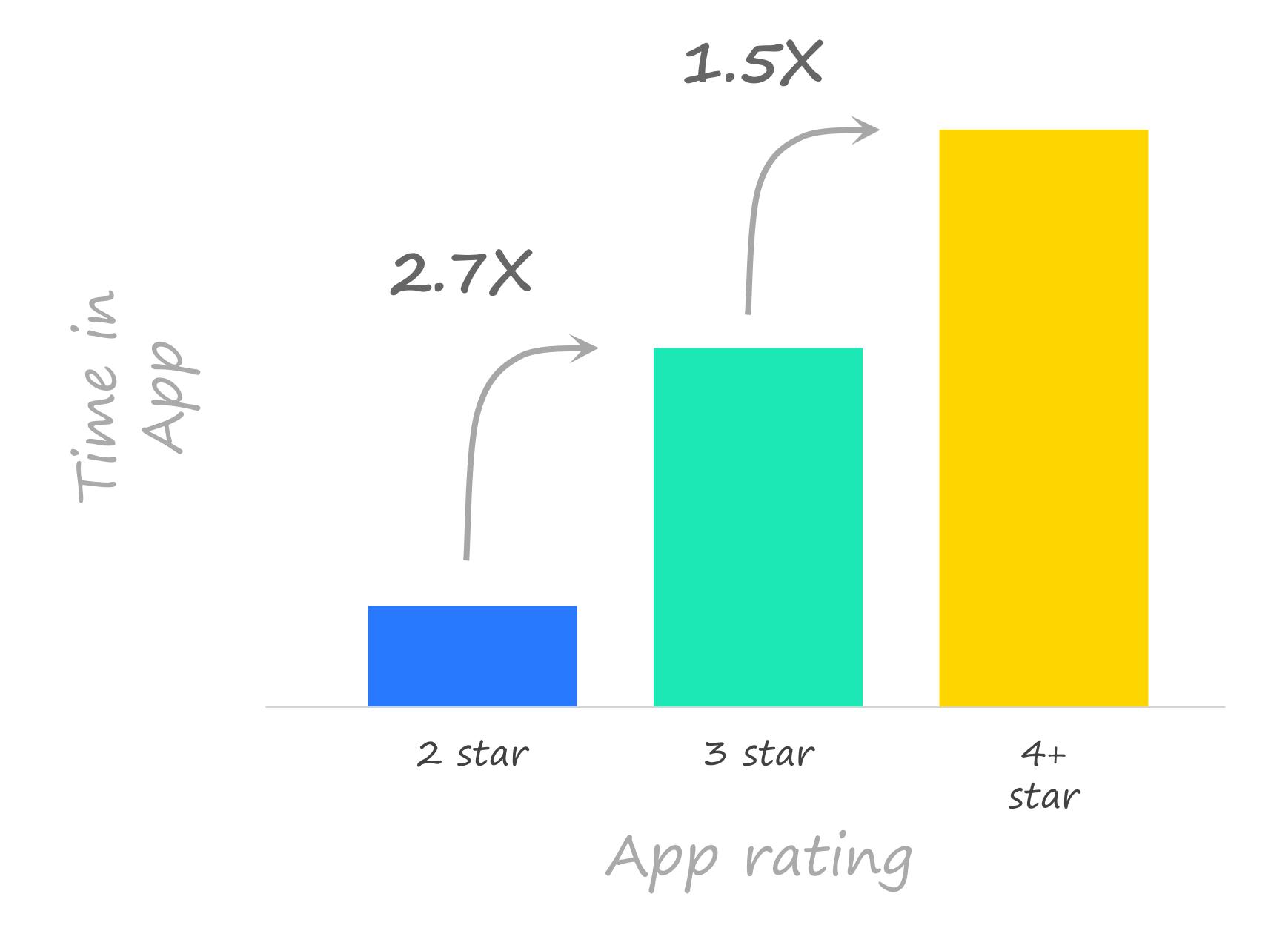






Video is a core use case of Mobile VR







Quality. Quality. Quality.



Now is the time to create VR's "angry birds"

Look for ways to offer a trial experience

Think sit-down meal, not a snack

Video is a core use case of Mobile VR

Quality. Quality. Quality.



### WHAT'S NEW



Daydream standalone headsets with WorldSense



# Daydream standalone headsets with WorldSense







The Guardian



Relax VR



Horizons



INVASIONI



Google Street View



NYT VR



Wall Street Journal Famastic Beasts



Twilight Pioneers



Moatboat



Sherlock VR



Archer E. Bowman



Google Arts & Culture



CNN



USA TODAY



Google Photos



Wanderglade



Virtual Rabbids



Danger Goat



Gunjack 2: End of Shift



YouTube



Hulo



Netflix



HSO Now



LEGOW BrickHeadz



EarthShape



Mekorama



Need for Speed



HBO GO VR



Google Play Movies



NextVR:



Within



Hunters Gate



Action Bowling



VR Karts Sprint



The Arcslinger



Jaunt

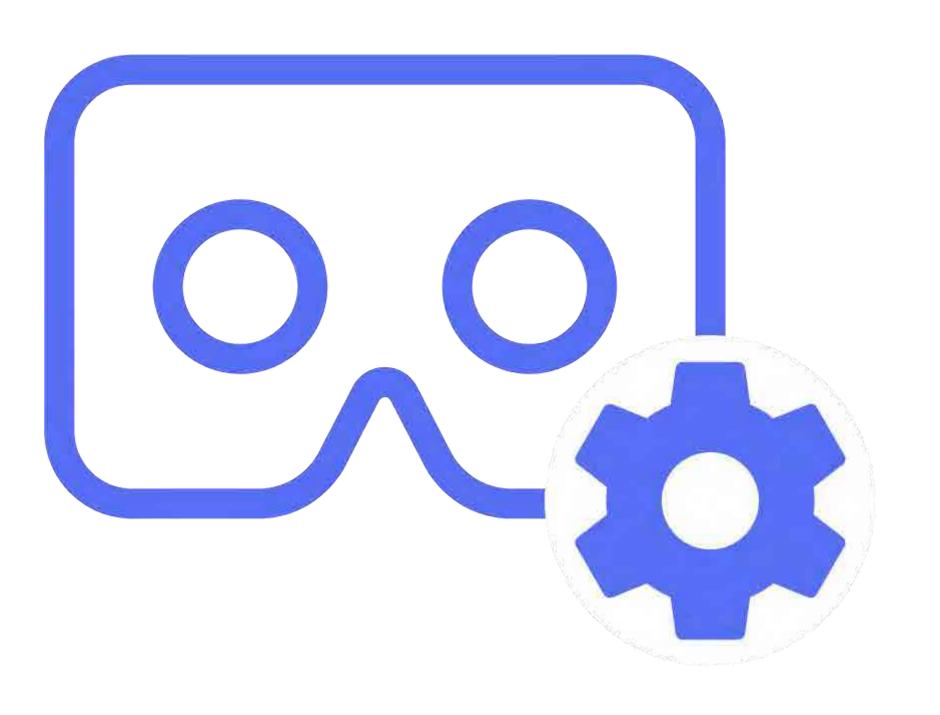


Littistar VR Cinema





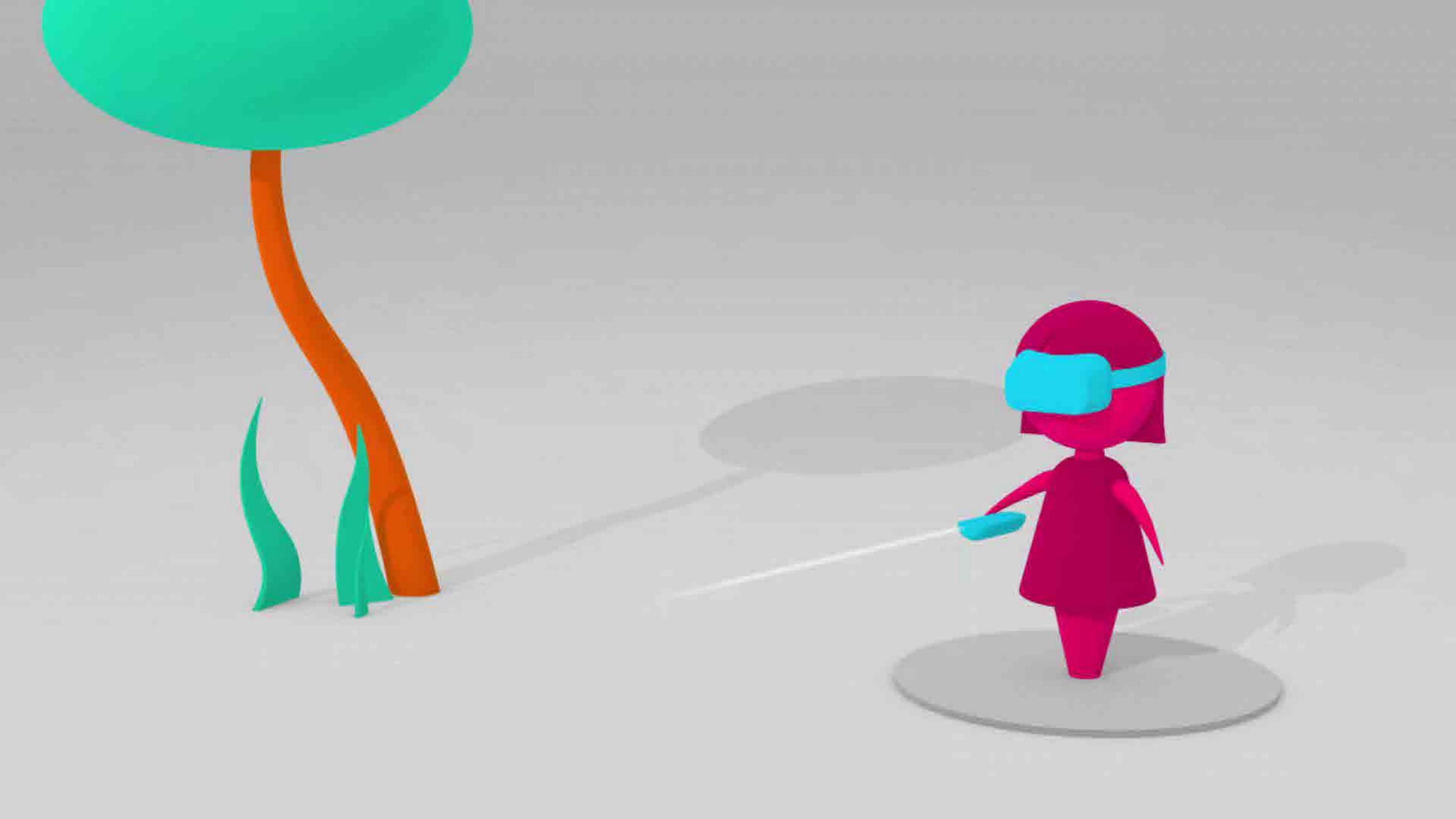
NBA VR

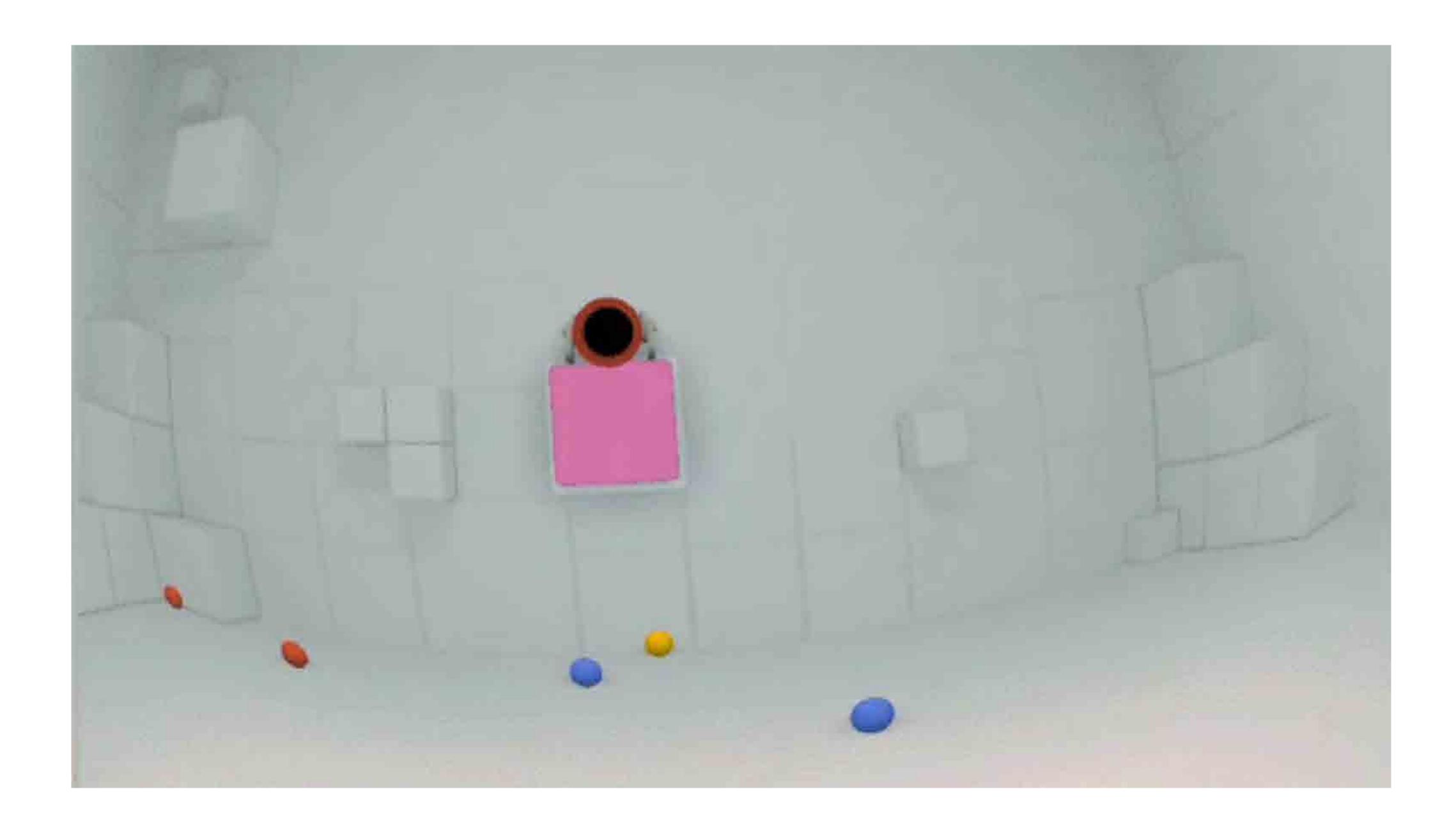




Daydream standalone headsets with **WorldSense** 







# Staying safe

Encourage looking around and leaning in any direction, but not walking around





Daydream 2.0 Euphrates: User Experience



