



Sony Standardizes on Shunra to Deliver An Optimum Internet Gaming Experience for PlayStation 2 Games



Sony Computer Entertainment Europe (SCEE) uses Shunra PerformanceSuite to proactively ensure that multi-player PlayStation® 2 games are optimized for network gaming. One of the latest advances of PlayStation 2, network

gaming allows players to interact over the Internet. SCEE uses Shunra PerformanceSuite to test network performance for popular titles such as SOCOM II: Navy Seals™, and WRC 4™.

“Shunra PerformanceSuite enables SCEE and the PlayStation 2 game developer community as a whole to catch network-related performance problems early in the lifecycle, and release complete and stable products for network gaming,” said Mike Kavallierou, Manager of Applied Technologies for Sony Computer Entertainment Europe’s Technology Group. “PerformanceSuite helps ensure a smoother, faster and more accurate and efficient quality assurance process, enabling us to deliver our products on schedule.”

SCEE uses Shunra PerformanceSuite to test its own PlayStation 2 games as well as those of licensed independent PlayStation 2 game developers. PerformanceSuite emulates a typical Internet environment, including the real-world network and remote-end-user conditions, particularly upstream bandwidth limitations and irregular periods of high latency. Games are then played in this environment to test functionality, performance and scalability. Through these tests developers can quickly and easily isolate and resolve any network related problems in games’ code well before retail release, and assess the quality of the users’ experience under real Internet conditions.

Challenge

Sony Computer Entertainment Europe (SCEE) needed to ensure that multi-player PlayStation® 2 games are optimized for network gaming.

Solution

SCEE uses Shunra PerformanceSuite to test its own PlayStation 2 games as well as those of licensed independent PlayStation 2 game developers. PerformanceSuite emulates a typical Internet environment, including the real-world network and remote end user conditions, particularly upstream bandwidth limitations and irregular periods of high latency. Games are then played in this environment to test functionality, performance and scalability. Through these tests, developers can quickly and easily isolate and resolve any network-related problems in game code well before retail release, and assess the quality of the users’ experience under real Internet conditions.

"We found Shunra PerformanceSuite to be the best and most flexible solution to test the PlayStation 2 games under real life network conditions, and to help us optimize performance for our end users. Plus, its set-up was very easy, the user interface very complete and understandable, and the emulation technology very accurate," said Kavallierou.

Through its PlayStation 2 Developer Network, SCEE has created a knowledge-sharing user forum for network gaming testing. The purpose of the forum is to help developers test their network games more accurately, and expedite the testing process. It provides expert advice, testing procedures, and access to PerformanceSuite's network scenario files collated by SCEE, which developers can use during their own development and testing cycle. Additionally, the forum allows developers to download and use Shunra's NetworkCatcher recording technology to capture their own network scenarios directly from actual end-users. These network scenario files are shared with other developers and integrated into SCEE's own tests. Through this collaborative testing process, SCEE and the game development community can ensure that PlayStation 2 games are tested under the most accurate and true-to-life conditions possible, and deliver high quality games that are optimized for network play well before titles are released onto the market.

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Mike Kavallierou

Manager of Applied Technologies

Sony Computer Entertainment Europe's Technology Group.

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