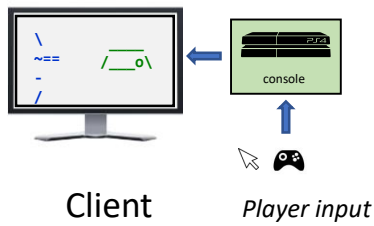
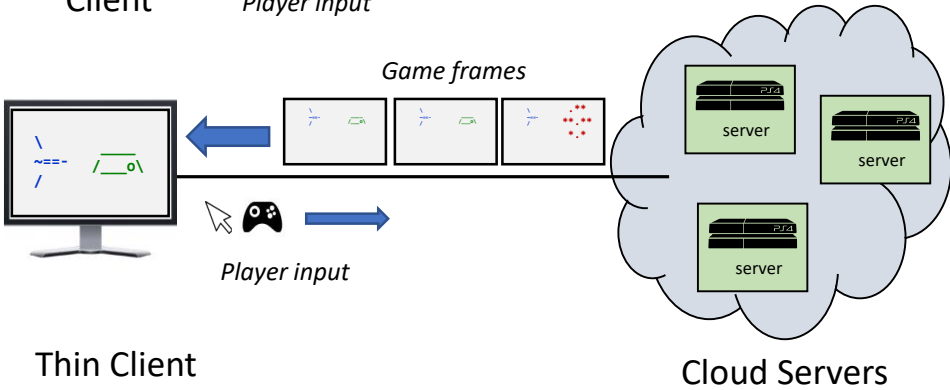


Traditional

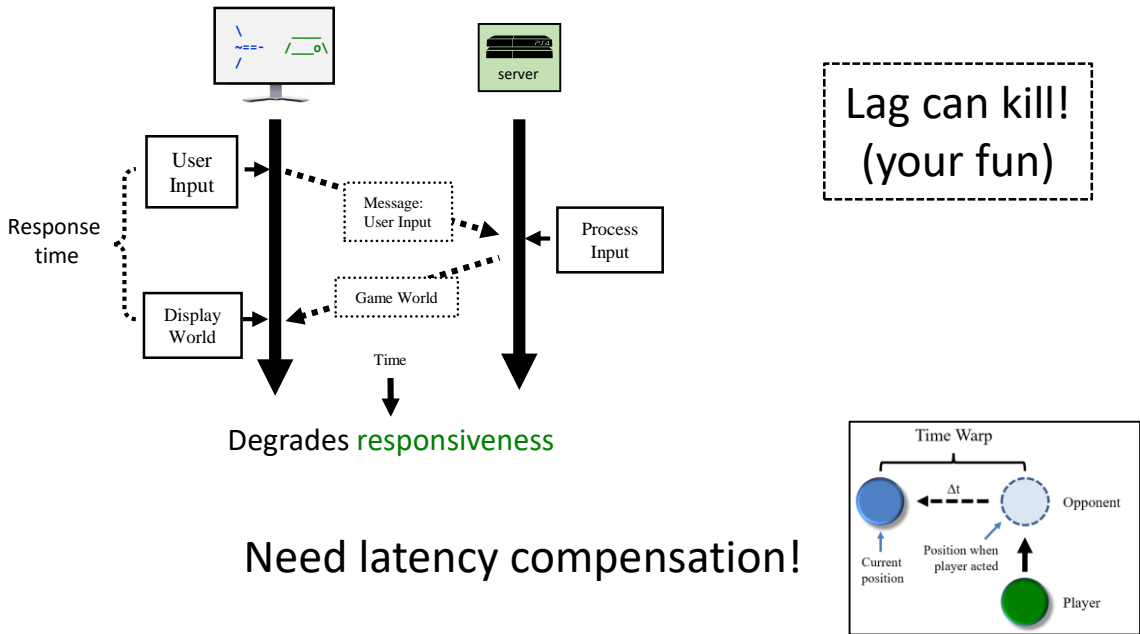


Cloud-based



# Methodology

- Do experiments
  - ✓ Measure needed world adjustments
- Build latency compensation in **UE4**
- Provide API for game developers
- Build game to demonstrate
- Deploy to **Google Stadia cloud!**



Thin clients



Cloud games

## Network Games

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