

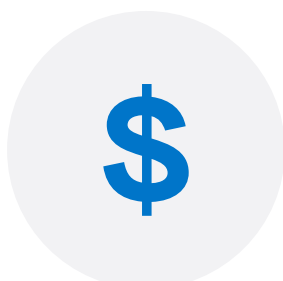
With our speed and capabilities, it's game on.

The gaming industry is booming. Gamers expect an increasingly immersive, connected experience — and one small lag can impact their game.



2.3 billion

The number of estimated gamers¹ in the world.



\$152.1 billion

The estimated value² of the global games market in 2020.



60%

Smartphone is the gaming device of choice for 60% of gamers.³

LumenSM network solutions can handle a solid content delivery platform that can handle traffic spikes, huge files and diverse geographies — giving your gamers a smooth, powerful experience.

8/10

Lumen serves 8 of the world's top 10 largest gaming companies, by 2019 revenue.

5/6

Lumen serves 5 of the worlds top 6 largest OTT Providers⁴ by 2019 viewership.

4/5

4 out of 5 of the top global sports leagues⁵ rely on Lumen to help power their game.

Keep the game going and your business growing.

LumenSM Content Delivery Network (CDN)

Achieve exceptional performance, scalability and security, along with an edge compute platform built for modern engineering teams virtually anywhere in the world.

LumenSM Dynamic Connections

Match your network and your cloud experience; quickly and securely create connections in real time for a fast, flexible network experience.

LumenSM Connected Security

See more to stop more with our global approach to network security that closely ties to your overall networking strategy.



Experience makes a world of difference.

Lumen is a proven global provider of video delivery, distribution, storage and delivery for large, innovative gaming, eSports and media companies worldwide. Unlike other providers, with Lumen you get an end-to-end solution that addresses your unique needs.

¹ <https://prnewswire.com/news-releases/global-gaming-market-anticipated-to-exceed-180-billion-by-2021-300927438.html>

² <https://newzoo.com/insights/articles/the-global-games-market-will-generate-152-1-billion-in-2019-as-the-u-s-overtakes-china-as-the-biggest-market/>

³ <https://mobilemarketer.com/news/mobile-games-sparked-60-of-2019-global-game-revenue-study-finds/569658/>

⁴ <https://forbes.com/sites/danafeldman/2019/08/21/netflix-is-expected-to-lose-us-share-as-rivals-gain/#5957964566d6>

⁵ <https://lwosports.com/2019/06/10/valuable-sports-leagues-world/>