

IBM will be showcasing how gaming companies use Informix Dynamics Server (IDS) to build online games during the Game Developers Conference in San Francisco from March 5-9. Leading game companies such as World Winner and IMPIRE have found the speed, reliability, availability, and top-notch performance of IDS the perfect platform for game development.

World Winner, the maker of such skill-based online games as Bejeweled 2, Zuma, and Scrabble Cube, has used IDS since 2001. In fact, the speed and availability surrounding IDS make it possible for World Winner to host 600,000 games a day – a 100-percent increase from just one year ago.

Joe Bai, the chief information officer of World Winner, attributes much success to IBM's IDS.

“Informix Dynamic Server has helped make us the predominant site on the Internet for skill-based game tournaments,” said Bai. “We're seeing such extreme performance improvements that our speeds are now serving as a benchmark in the industry.”

IMPIRE, a German-based company, makes a game called Fussball Manager, allowing gamers to create and manage their own sports teams. IDS allows IMPIRE to produce real-world sports statistics quickly and reliably, keeping up with customer demand.

Christian Holzer, chief operating officer of IMPIRE, sees a bright future for online games built on IDS.

“Our plan,” said Holzer, “is to continue to expand our web-based businesses.”