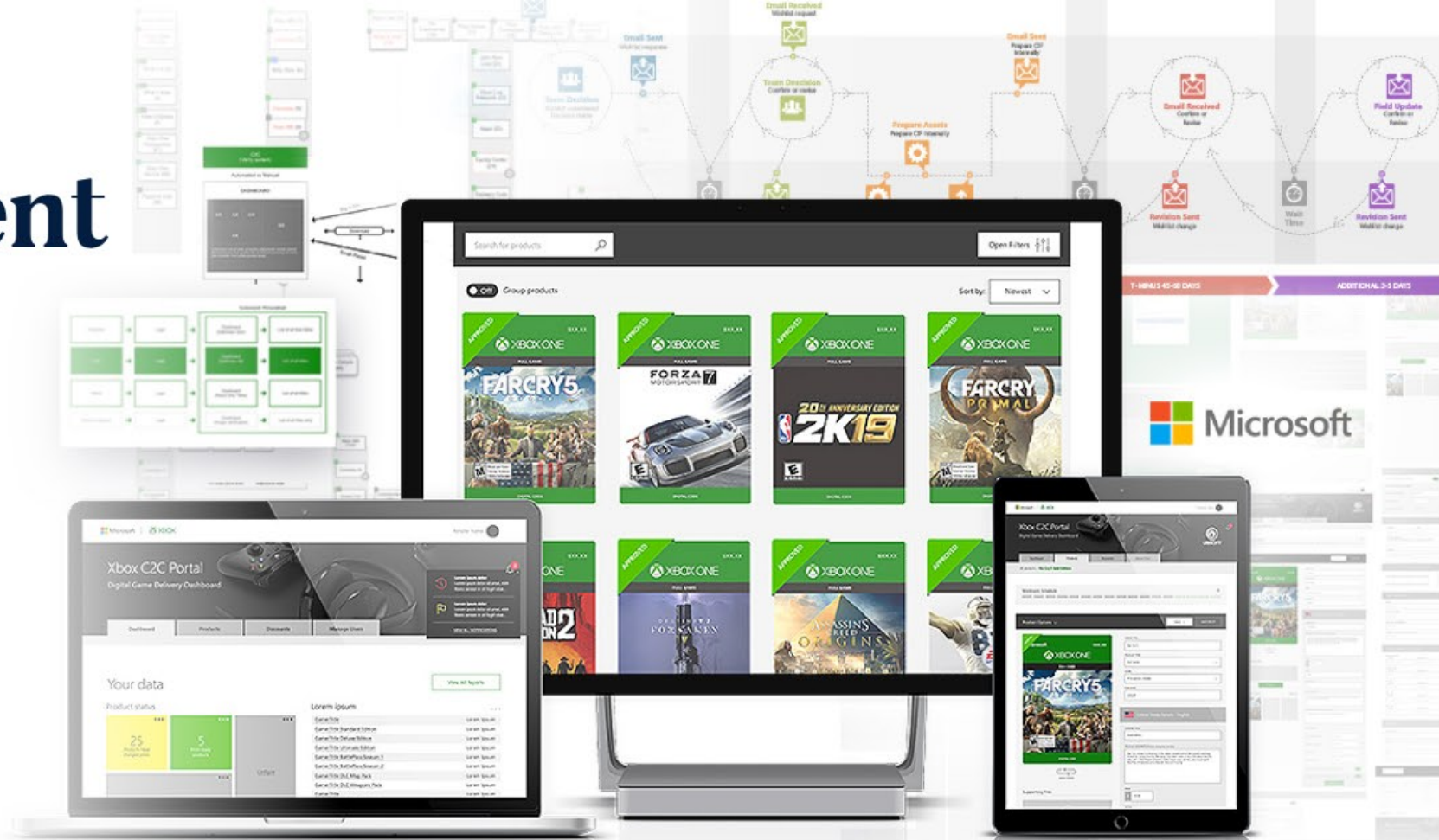


Xbox Code-to-Content

As business and channel models evolve in the market, the need for automation and prescriptive models will increase.

Continuous improvement and focus on business enablement and agility are the new imperatives for Xbox Code-to-Content (C2C).

Revel's task was to design a digital collaboration platform to support the C2C organization in its mission to offer game content to consumers through the acquisition, reselling, and distribution of assets between Xbox, Publishers, and Retailers.



EXPERIENCE

- ▶ Business and Functional Requirements
- ▶ Wireframes, User Flows, Visual Design

COMMERCE

- ▶ Technical Architecture
- ▶ SharePoint Business Continuance

R

OUTCOME & IMPACT

The new digital collaboration platform is designed to improve data quality, increase throughput, reduce costs and time to market, and drive transparency across C2C's global coverage.

5

PRODUCT
PLATFORMS

24

PUBLISHERS IN
OVER 24 GEOS

54

RETAIL
PARTNERS