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Broadmedia Corporation Broadmedia GC Corporation

Adoption of G-cluster Cloud Game Service in COCORO GAME, an Al Cloud Service provided by Sharp for AloT LCD TV AQUOS 4K

Broadmedia GC Corporation (head office: Minato-ku, Tokyo; Taro Hashimoto, CEO; hereinafter, the "Company"), a subsidiary of Broadmedia Corporation, on November 11, 2017, will begin to provide G-cluster^{*1}, a cloud game service, to COCORO GAME for AQUOS 4K, an AloT (AloT = AI × IoT) LCD (liquid crystal display) TV compatible with COCORO VISION^{*2} provided by Sharp Corporation (head office: Sakai-shi, Osaka; J.W. Tai, President & CEO; hereinafter, "Sharp"), in which AI learns the television viewing patterns of a user and informs them of a recommended program by voice message.





G-cluster, a cloud game service operated by the Company, has been branded as COCORO GAME. Users can easily enjoy casual games to big RPG titles (role-playing games) with beautiful graphics using only a TV. In addition, AI (artificial intelligence) functions learn the game-selection pattern of a user each time they play a game, and begin to inform them of relevant game content.

Moving forward, we will continue to improve and develop our services so that customers can comfortably enjoy gaming.

*1: What is G-cluster?

G-cluster is a cloud gaming service that uses cloud-based delivery technology. It provides interactive content to various devices without the need to install a special program. G-cluster processes data on the server side and delivers content by video streaming via broadband. The device is mostly used for decoding processing, so it can provide stable, high-quality services with high responsivity regardless of the device's performance.

*2: What is COCORO VISION?

COCORO VISION is Sharp's unique AloT cloud service in which AI learns user preferences from TV viewing patterns, finding relevant recommended content from TV programs and online streaming programs, and informs the user with a voice message.

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