



3.25 games per core
 achieved with optimization
 efforts without sacrificing
 player experience.¹

“Working with Intel on your critical workloads can deliver big performance returns. Many of the returns can be realized without massive changes to your software’s architecture. Intel can help you best understand how your software is interacting with a variety of Intel® technologies, so reach out.”

Brent Randall, Staff Software Engineer, Riot Games

Performance Optimization Powers Elevated Gaming Experience for Players

Riot Games looked to longtime partner Intel to help it raise the bar again for the release of its new first-person-shooter title, VALORANT. Riot Games engaged Intel to help it optimize its game server performance on Intel® Xeon® Scalable processors to meet its ambitious player experience targets and host the desired number of games on its infrastructure in an economically viable way. Riot Games and Intel engineers addressed challenges related to the workload, power and performance tuning, optimal hardware and software configuration and settings and to Riot Games’ key project goal: games per core. At the same time, it remained critical that player experience metrics were met, including ensuring latency and frame drops stayed within acceptable limits.

Products and Solutions

[Intel® Xeon® Scalable processors](#)

[Intel® SSD D3-S4610 Series](#)

[Intel® Ethernet 700 Series Network Adapters](#)

Industry
 Gaming

Organization Size
 1,001-5,000

Country
 United States

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[Case Study](#)

¹ For more complete information about performance and benchmark results, visit <https://www.intel.com/content/www/us/en/customer-spotlight/stories/riot-games-valorant-customer-story.html>