



REMEDY'S  
CAPITAL  
MARKETS  
DAY 2024



# MANAGING REMEDY'S PORTFOLIO AND PRODUCTION

MARKUS MÄKI  
CHIEF PRODUCT OFFICER &  
CHAIR OF THE BOARD OF DIRECTORS





# AGENDA





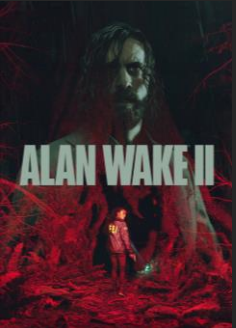

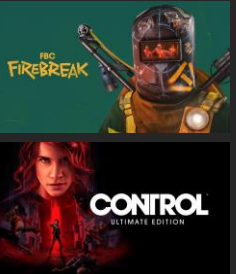
REMEDY PORTFOLIO &  
PRODUCTION MANAGEMENT:

ENABLING AN EFFICIENT  
MOVE TO SELF-PUBLISHING AND  
REGULAR GAME LAUNCHES



# 2019–2024 – SIGNIFICANT INCREASE IN PACE



2019	2020	2021	2022	2023	2024	2025
						
<ul style="list-style-type: none"> <li>– <b>Launch of Control</b></li> <li>– Additional Expeditions game mode released for Control post-launch</li> </ul>	<ul style="list-style-type: none"> <li>– <b>Launch of two Control expansions</b></li> <li>– Control Ultimate Edition for Steam</li> <li>– Anniversary Update for Control</li> <li>– Cloud version for Nintendo Switch and Amazon Luna</li> </ul>	<ul style="list-style-type: none"> <li>– <b>Launch of Alan Wake Remastered</b></li> <li>– Control Ultimate Edition for PS5 and Xbox Series</li> <li>– Cloud version for Google Stadia</li> </ul>	<ul style="list-style-type: none"> <li>– <b>Launch of CrossfireX</b></li> <li>– Alan Wake Remastered for Nintendo Switch</li> </ul>	<ul style="list-style-type: none"> <li>– Launch of Alan Wake 2</li> </ul>	<ul style="list-style-type: none"> <li>– Anniversary Update for Alan Wake 2</li> </ul>	<ul style="list-style-type: none"> <li>– FBC: Firebreak</li> <li>– Control Ultimate Edition for Mac</li> </ul>

# MULTI-PROJECT MODEL LEARNINGS



## WE HAVE LEARNED THAT

- Complex problem to **efficiently** run a multi-project studio
- Cross project **dependencies are high**
- Building leadership **teams that gel together** takes time
- Balancing **creative ambition**, team **capabilities** and business realities is hard



## WE MUST

- Spend the time **getting aligned early**
- Embrace proactive **information sharing and peer analysis**
- Go to the substance of the problems to **solve the problems fast**
- Grow the teams only after **scope, cost and schedule alignment**



## PORTFOLIO FOCUS

with more aligned projects

## HIGH QUALITY LEADERSHIP AND PLANNING

on all levels of project work

## PROJECT STEERING

to maintain alignment and fulfil  
self-publishing needs

## CONTINUOUS IMPROVEMENT

via better processes, data and tools

# PORTFOLIO FOCUS







4

MAIN GAMES

n<sup>o</sup>rthlight

IN-HOUSE ENGINE

# FOCUSED PRODUCTIONS

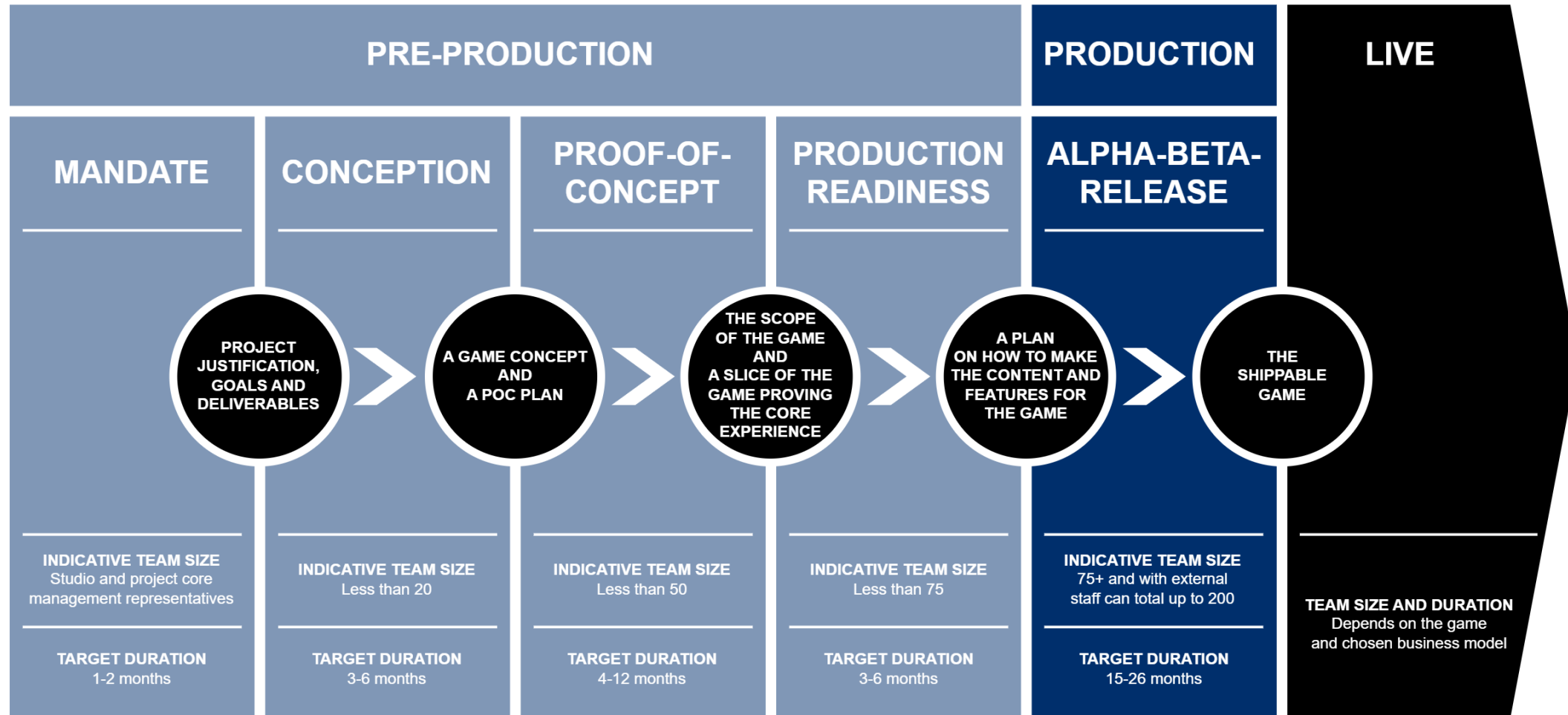
365 Remedy Talent and 250+ External Talent  
Representing 4 departments (+ supporting units)



# PROJECT STEERING



# WE STEER THAT TEAM SIZE SCALES UP ONLY AFTER SCOPE, COST AND SCHEDULE ALIGNMENT



The process and its duration and indicative team size for service-based games or games based on partner IPs may differ from this description.



# STAGE MEASUREMENT SHARED VISION OF THE GAME



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# HIGH QUALITY LEADERSHIP AND PLANNING





# LEADERSHIP AND PLANNING



# CONTINUOUS IMPROVEMENT





PORTFOLIO SCENARIOS, REPORTING AND COMMUNICATION

TALENT PLANNING

TALENT NEEDS WITH  
PROJECTS

TALENT AVAILABILITY  
AND DEVELOPMENT

PROJECT MANAGEMENT TOOLS DEVELOPMENT AND PORTFOLIO MANAGEMENT TOOLING

STAGE GATE PROCESS

STUDIO IMPROVEMENT INITIATIVES



PORTFOLIO FOCUS  
PROJECT STEERING  
LEADERSHIP AND PLANNING  
CONTINUOUS IMPROVEMENT

ENABLING AN EFFICIENT MOVE  
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