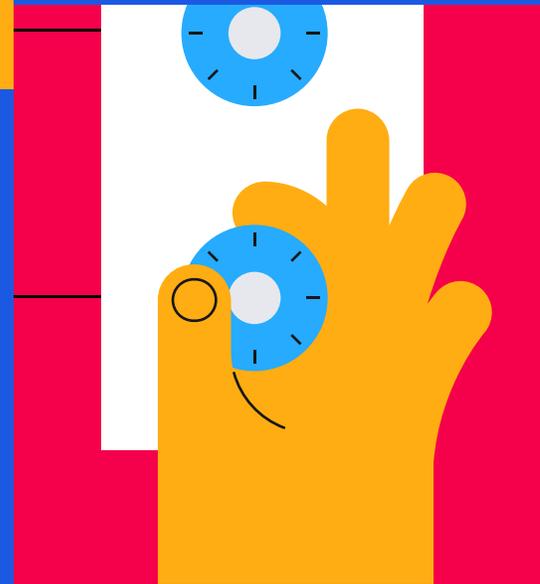
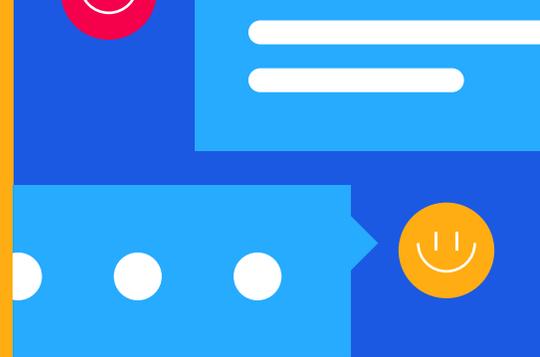
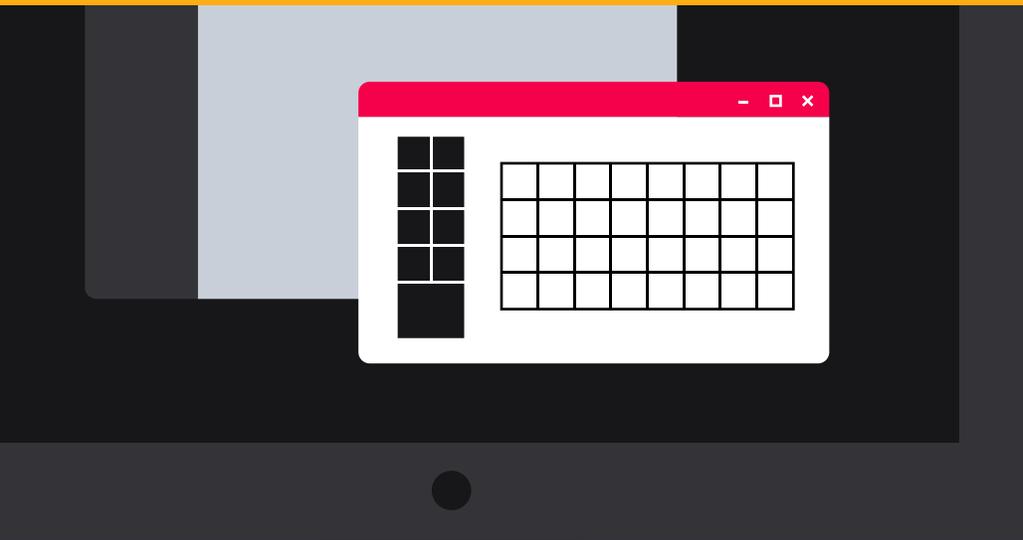
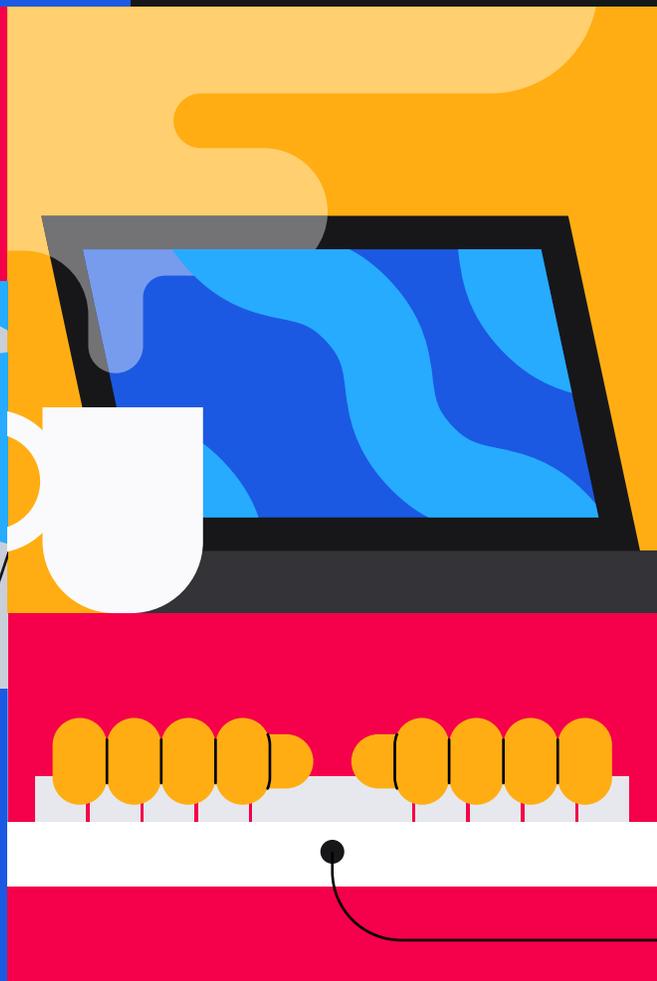


Remote Work: Here to Stay



 **PARSEC FOR TEAMS**



Remote work isn't the new normal—it's the old normal

Over the last decade the number of people working remote at least once a week increased 400%.

COVID-19 changed so much about the way we live: How we shop, how we eat, how we spend time with our family and friends. And with 42% of Americans now working full time from home or another remote location, you might say that COVID-19 also changed the way we work. But among knowledge economy workers in creative, technology, and scientific fields, the pandemic only accelerated a trend that started 20+ years ago.

Remote Workers by Decade

At least one day per week

1997

2010

2020

9.2M

7% of workforce

Source: US Census

13.4M

9.5% of workforce

Source: US Census

+36%

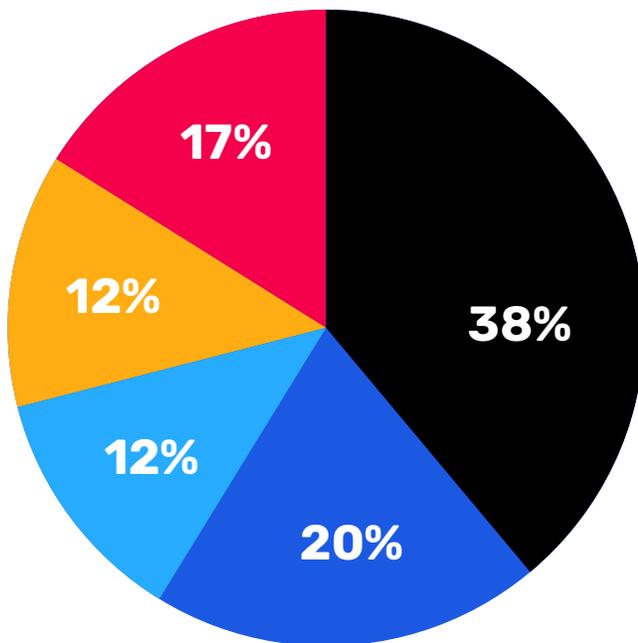
48.9M

36% of workforce

Source: GetApp

+400%

Percentage of workers who plan to work remotely after COVID-19



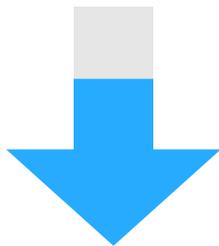
0-1 day per week
 1-2 days per week
 2-3 days per week
 3-4 days per week
 4-5 days per week

No one knows for certain what the workplace will look like in another 20 years, but COVID-19 has demonstrated that remote work and distributed teams just work. Before the pandemic, just 14% of companies said that their company could work remotely and keep the same level of productivity. Today that number is 39%. That's a 25 point jump in Q1 2020 alone. And 1 in 6 workers plan to continue working remotely 4-5 days a week, even after the pandemic subsides.

What's driving the transformation to distributed teams?

Technology, employee preference, and economics.

Until COVID-19, there was a myth that being in the same physical space increased collaboration and innovation. That myth helped shape the modern, open plan office. The problem was it didn't work. Packing more people into tighter spaces, created a noisy, distracting, and stressful environment that actually reduced overall productivity.



Face-to-face interactions dropped by roughly 70% after the firms transitioned to open offices, while electronic interactions increased to compensate.

At the same time, businesses adopted cloud-based productivity suites, storage, and remote access technology like Parsec. People could share and retrieve large files, stay connected with their team, and contribute to the same project simultaneously without ever taking off their noise cancelling headphones. Ironically, the closer that people were forced to sit physically, the further apart they became functionally.

But there's been a major exception to the remote work trend: Animators, game developers, video editors, scientists, and engineers—creative teams that depend on processing power, speciality hardware, and petabytes of local storage. Legacy remote-access technology simply couldn't handle their specialized needs, which meant that they needed to be on-site, with their team, to work and create.

Parsec changes all that.

Creative teams don't have to live in the studio anymore

Parsec lets creative teams access the specialized hardware they need wherever they happen to be.

Until recently if you worked with large, graphic-intensive files, you were tied to a studio that had the necessary storage capacity and processing power. And while you still need that hardware somewhere, using Parsec for remote access means you don't need to be anywhere near it.

For VFX artists, illustrators, and post-production designers that means the freedom to work wherever they feel most inspired—whether that's at home or halfway around the world. For engineering teams that means a more efficient allocation of processing power, and the ability to work on multiple projects simultaneously. In fact, 86% of creatives working through Parsec report saving time working remotely, and 57% are saving more than an hour every single day.

For the business, all that time means happier employees, lower turnover, and reduced overhead.

Parsec's features make it possible:



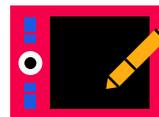
**60 FPS UHD
playback**



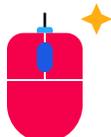
**4:4:4 chroma
sample encoding**



**Near-zero latency
sync between audio
and video**



**Pressure-sensitive
drawing tablet
+ pen support**



**Perfect absolute
and relative mouse
handling**

“It’s like sitting in front of your computer when your computer is kilometers away.”

Frederic, BHVR

Testing, user research, and QA can happen anywhere, with anyone.

User research and testing is never easy, no matter what industry you’re in, but COVID-19 has made it particularly difficult for game developers. Console games need to be tested on specialized dev kits to create a realistic experience—emulators just aren’t enough. And players need to be on-site with developers to ensure privacy and security for both the OEM and the game studio. With social distancing restrictions in place, game testing became functionally impossible without Parsec.

Game developers can host Parsec directly on development machines, allowing clients to stream the build from thousands of miles away without any loss in quality. Developers, players, and the media can watch the gameplay live from a third location or record the feed to review later.



Case Study: Ubisoft Forward

Parsec enabled 1,000 journalists to demo Ubisoft's latest releases across 5 continents

For game developers, E3 is one of the most important opportunities of the year to test new games and drum up excitement for upcoming releases. Typically, the computers, consoles, and games are all on-site at the LA Convention Center. The environment is tightly controlled to create the best experience for testers, press, and influencers—and to ensure IT security.

Unfortunately, the coronavirus had other plans for 2020. So Ubisoft used the Parsec SDK to create an in-person experience entirely online. Hundreds of people got to play Watch Dogs: Legion or Assassin's Creed Valhalla streaming from their homes without any lag, loss, or deterioration.

A Cinematic Set-up

Hosting machines were installed at Ubisoft offices around the world to run both titles. After installing the Parsec client on their home computers, socially-distanced testers could remote-in to the host machine from up to 1,200 miles away and play continuously for several hours at a time.

Gameplay

According to players and Ubisoft's guides, attendees couldn't tell the difference between playing a local build and streaming the game through their home computer. Demoists took players through their playthrough with interaction and gameplay that matched being in the same room.

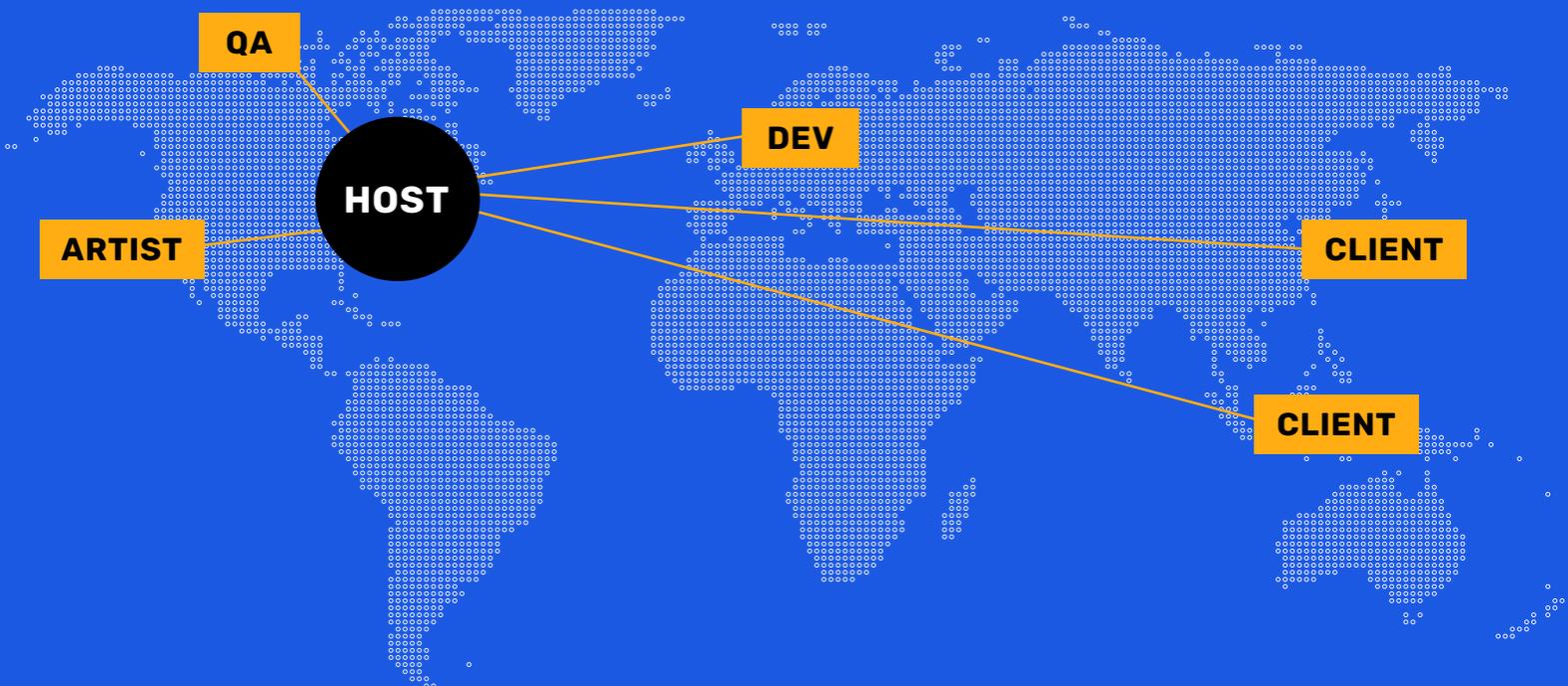
Leveling Up

Parsec helped Ubisoft demo their games with players and press, more than doubling the number of demos that could have taken place at E3. But there was a bigger breakthrough: By streaming gameplay through Parsec directly to people's homes, players with disabilities were able to use their own accessible controllers to play through Watch Dogs: Legion.

Leave large files where they are and avoid versioning conflicts.

One of the biggest friction points dealing with large files like game builds and VFX renders is the simple act of sharing the file among team members. Uploading and downloading to a shared drive from a local machine can take hours, even with a fast connection. And maintaining local copies is a recipe for version conflicts that have to be manually resolved.

With Parsec, teams can all share access to the same remote machine or render farm, which eliminates the need to move files between workstations and ensures that the master file stays clean. 28% of Parsec for Teams users report saving significant amounts of time in avoiding these idle upload, download, and rendering times.



Creative firms see the benefits and potential of distributed teams



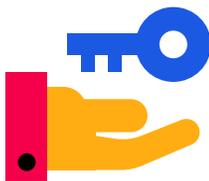
More efficient teams

Distributed teams that can access their equipment through Parsec can work on multiple projects asynchronously, allowing the same developer, colorist, or sound engineer to work on multiple projects simultaneously—or on 24 hour rotation.



Reduced real estate costs

Industry research firm Gartner estimates that remote work will allow organizations to hire and support 40% more people in the same amount of office space. Parsec also allows companies that depend on render farms to move that storage off-site into lower cost space away from the main office. 53% of Parsec for Teams admins are already reducing office space to support long term remote work.



Access to talent

Remote work boosts employee satisfaction, with 37% of employees saying they'd change jobs to one that allows remote work some or all of the time. Businesses that build distributed teams also benefit from a larger talent pool offshore, where labor costs are less than half what they are in the United States. And 73% of Parsec for Teams administrators report having already started diversifying their talent.

“Being in a more familiar medium and lacking distractions from the office have improved my efficiency and increased the time I’m able to work before feeling fatigued, both physically and mentally.”

A Parsec for Teams customer

Parsec for your Teams

It’s clear that the creative industries are forever changed by their newfound ability to operate remote. As the world transitions to this reality of flexible workplaces, remote first cultures, and unlocked efficiencies, Parsec is committed to connecting teams to each other and their work.

To discuss how Parsec can enable your company to make the transition, get in touch. We’re here to help.

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