



**UNITE**  
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# Big Android: Best Performance On The Most Devices

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# Android is big...

- Over 1 billion active users
- 93 million selfies a day
- 20 billion text messages a day
- 62% of tablets
- 236% increase in app installs since 2013

Android is a big and growing market.

It's important to reach the largest number of Android devices.

# Full support for x86 Android is coming soon

- Coming for free
- Unity is doing all the hard work (more platforms!!)
- By default, future versions of Unity will generate APKs that support ARMv7 and x86 devices

# Supporting native x86 gets the best performance



For Angry Bots:

	ARM version	x86 version	Diff
<b>FPS</b>	35	46	31%
<b>CPU Load</b>	25%	22.2%	12%
<b>Power</b>	1,000 mA	900 mA	11%

\*ran on the same device

Over 40 million Intel based tablets to ship this year!

# Square-Enix's experience with the Alpha



“We hoped it was just a single button click, and it was.”

# Live Demo

# Conclusion

Android is big.

It's important to reach as many of those Android users as possible.

1. Update to the latest version of Unity to get ready for x86 support.
2. Download Intel® Graphics Performance Analyzer:  
[intel.com/software/gpa](http://intel.com/software/gpa)
3. Optimize your apps to reach the widest range of devices.