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{music and video playing}

RUTH BRAM: We have come a long way since Rift launch. In just two and a half years you've given us over 1100 Rift titles. And we're already working with developers on games launching well into 2020. The market is growing and with touch being the standard for 6DOF gaming, there are more opportunities for people to compete, conquer and connect in your games. Just look at Orbus VR. One of VR's first and most successful MMOs where players have spent over 440,000 hours since the game's launch in December. Even more remarkable is that this game was built by a team of two working remotely. With a growing community and eager fans wanting more, Orbus VR is launching a massive expansion early next year with beautiful new visuals, highly customizable avatars and much more. I'd also like to give a shout out to Space Bullet creators of Vox Machinae, join up to 16 players as you pilot a giant robot in the super Mech simulator and lead your team to victory. The team of three behind this game received one of the first Oculus grants we ever gave in 2014, and they've come a long way. So we're excited to announce that they are launching today. Congrats to the team.