



RealNetworks – Corporate Milestones

1994

February 1994: Rob Glaser forms Progressive Networks in Seattle.

November 1994: Progressive Networks files initial patent for streaming audio on-demand.

1995

April 10, 1995: Progressive Networks introduces RealAudio 1.0, Web's first streaming audio format, and RealAudio Player.

October 1995: Progressive Networks releases RealAudio 2.0.

1996

August 1996: Progressive Networks introduces RealAudio Player Plus, a new version that includes premium features.

September 1996: Progressive Networks releases RealAudio 3.0.

1997-98

February 1997: Progressive Networks introduces beta version of RealVideo 1.0, web's first streaming video format.

June 1997: Progressive Networks releases RealPlayer 4.0, the first media player to play back both streaming audio and video, and the first RealPlayer for Mac users; Progressive Networks simultaneously releases RealAudio 4.0.

September 1997: Progressive Networks changes name to RealNetworks.

November 1997: RealNetworks holds its IPO, trading on the Nasdaq index as RNWK.

1999

May 1999: RealNetworks introduces RealJukebox.

2000

August 2000: RealNetworks introduces RealPlayer GoldPass, the market's first on-demand media subscription service.

2001

March 2001: RealNetworks introduces RealArcade, a PC based downloadable game service on the Internet.

December 2001: RealNetworks introduces RealOne Player & launches the MusicNet service as RealOne Music.

2002

March 2002: RealNetworks re-christens the RealOne service as RealOne SuperPass.

June 2002: RealNetworks launches GamePass for RealArcade, an innovative new subscription with valuable benefits for casual games players -- including one full-version downloadable game each month of membership – all for one low monthly price.

July 2002: RealNetworks releases its Helix server technology, which enables companies to



distribute audio and video in a range of formats, including Microsoft's proprietary Windows Media format.

August 2002: Real launches RadioPass Internet radio subscription service.

2003

April 2003: [Real announces plan to acquire the Rhapsody online music service and Listen.com; the companies complete the transaction in August.](#)

2004

January 2004: [Real launches RealPlayer 10 and RealPlayer Music Store.](#)

January 2004: [Real acquires GameHouse Studios, the leading developer and publisher of casual games.](#)

July 2004: [RealNetworks releases RealPlayer 10.5, an updated version that includes Real's new Harmony technology, which enables consumers to move music they have purchased via the RealPlayer Music Store to virtually any portable music player, including all versions of the iPod.](#)

2005

February 2005: [Nokia and RealNetworks extend collaboration to bring audio and video to the mobile masses worldwide. The companies expand their long-term relationship to enable Nokia to ship RealAudio®, RealVideo® and the Helix™ DNA powered RealPlayer® on a wide variety of Nokia mobile devices.](#)

April 2005: Real launches Rhapsody 3.0; this new version includes new subscription tiers Rhapsody 25 and Rhapsody To Go, and re-christens Rhapsody as "Rhapsody Unlimited."

April 2005: Real expands leadership in online music with more than 1 million subscribers.

May 2005: [Real enter mobile games market: acquires casual games developer and publisher Mr.Goodliving based in Helsinki, Finland.](#)

September 2005: [RealArcade launches with cingular: leading PC-based service goes mobile for the first time in US](#)

September 2005: [RealNetworks to launch helix OnlineTV for mobile carriers with Cingular](#)

December 2005: [Real launches Rhapsody.com, a web-based version of the award-winning Rhapsody service for PC, Mac and Linux users.](#)

2006

February 2006: [Real acquires European casual games developer and publisher Zylom to create Europe's leading casual games company.](#)

September 2006: [Real announces a partnership with Sandisk to offer Rhapsody optimized MP3 players.](#)

October 2006: [Best Buy Teams with RealNetworks' Rhapsody and SanDisk to Launch the Best Buy Digital Music Store](#)

October 2006: [Real acquires WiderThan Co, Ltd, a leading provider of mobile ring back tones](#)



2007

January 2007: [Real receives The Emmy Award for Streaming Media Architectures and Components](#)

February 2007: [Real buys Atrativa, a Brazilian gaming firm, capping banner year in casual games leadership.](#)

May 2007: [Real acquires Sony Net Services, a mobile music platform developer and announces European music services agreement with Vodafone.](#)

May 2007: [Real announces breakthrough new RealPlayer 11. RealPlayer 11 is the first major market player to download almost all types of video \(unprotected\) formats from the web.](#)
