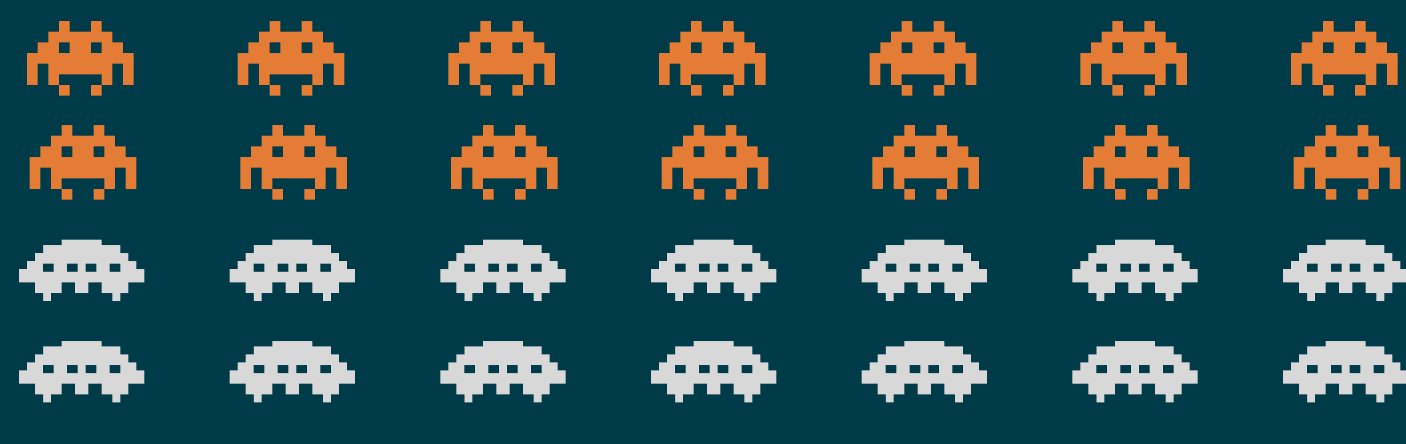


## WHY INVEST IN GAMES?

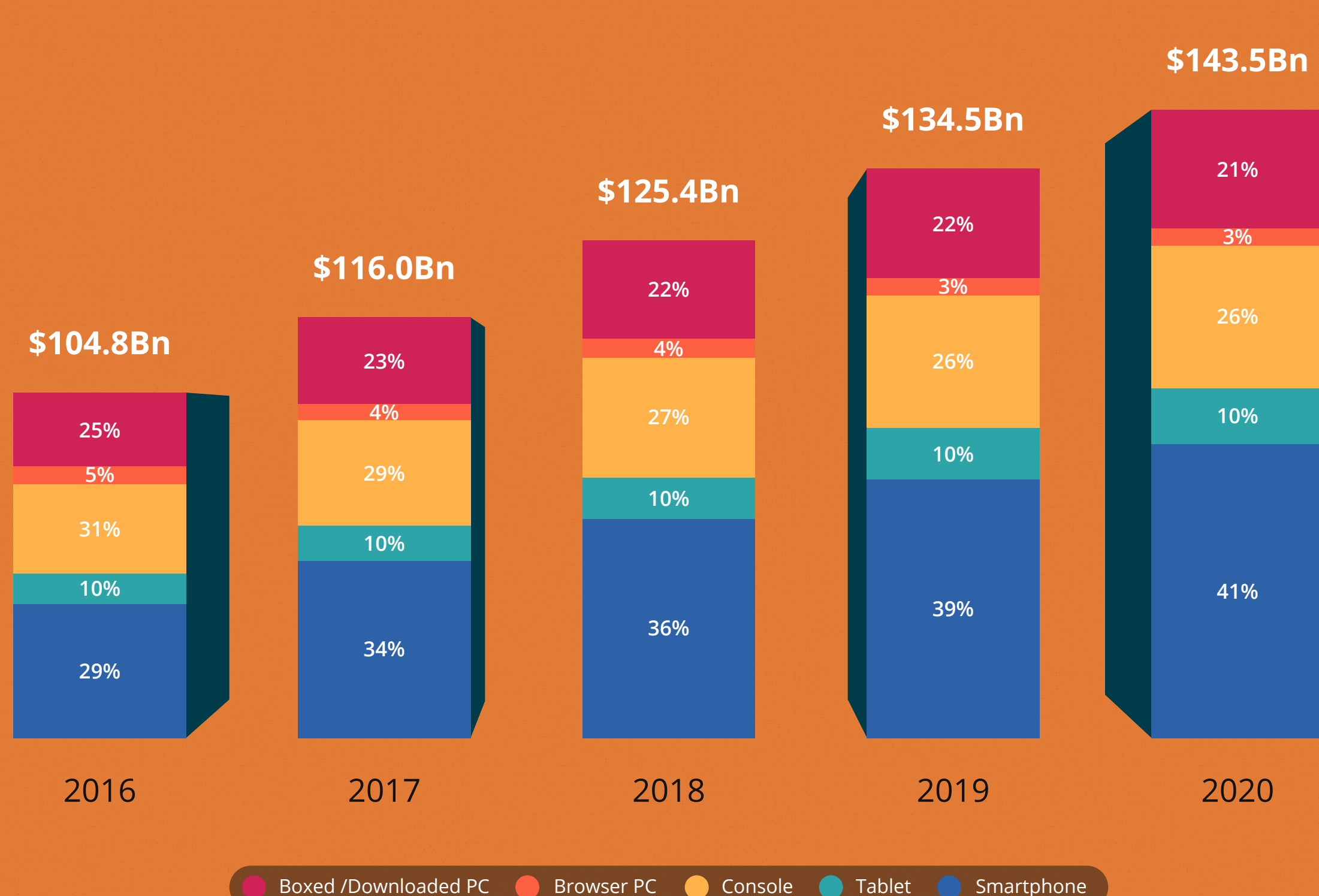
The global video game industry is a powerful and dynamic industry and has undergone significant changes from its early days, with global aggregate reaching the **USD 100 billion** milestone around 2015. The industry now covers multiple sectors and represents a significant share of global consumer discretionary spending, particularly within the leisure and entertainment category.



LEVEL 01

## 2016 - 2020 GLOBAL GAMES MARKET

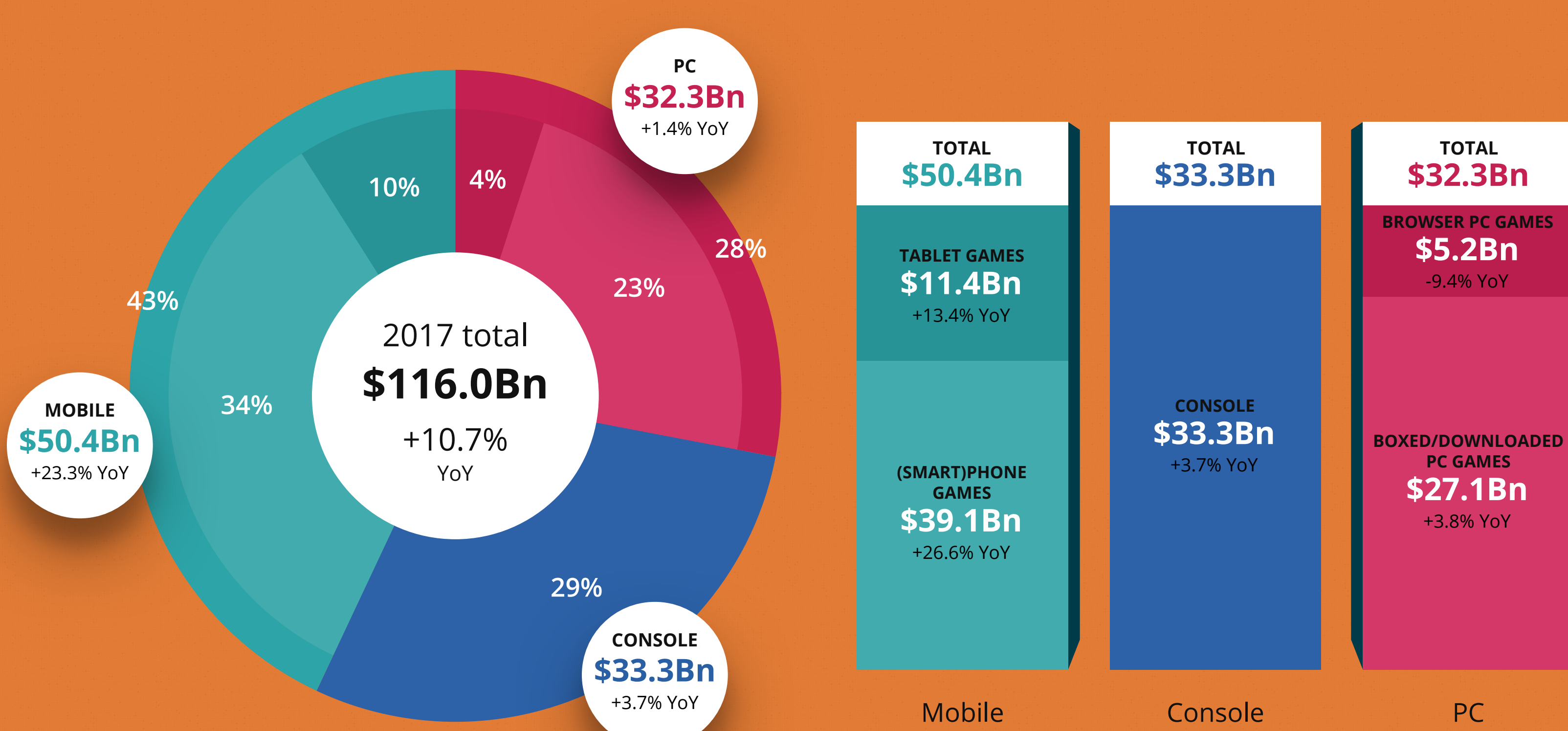
Forecast per segment toward 2020



IN 2018, PC GAMES WILL GENERATE \$32.3 BILLION OR 28% OF THE GLOBAL MARKET

## 2017 GLOBAL GAMES MARKET

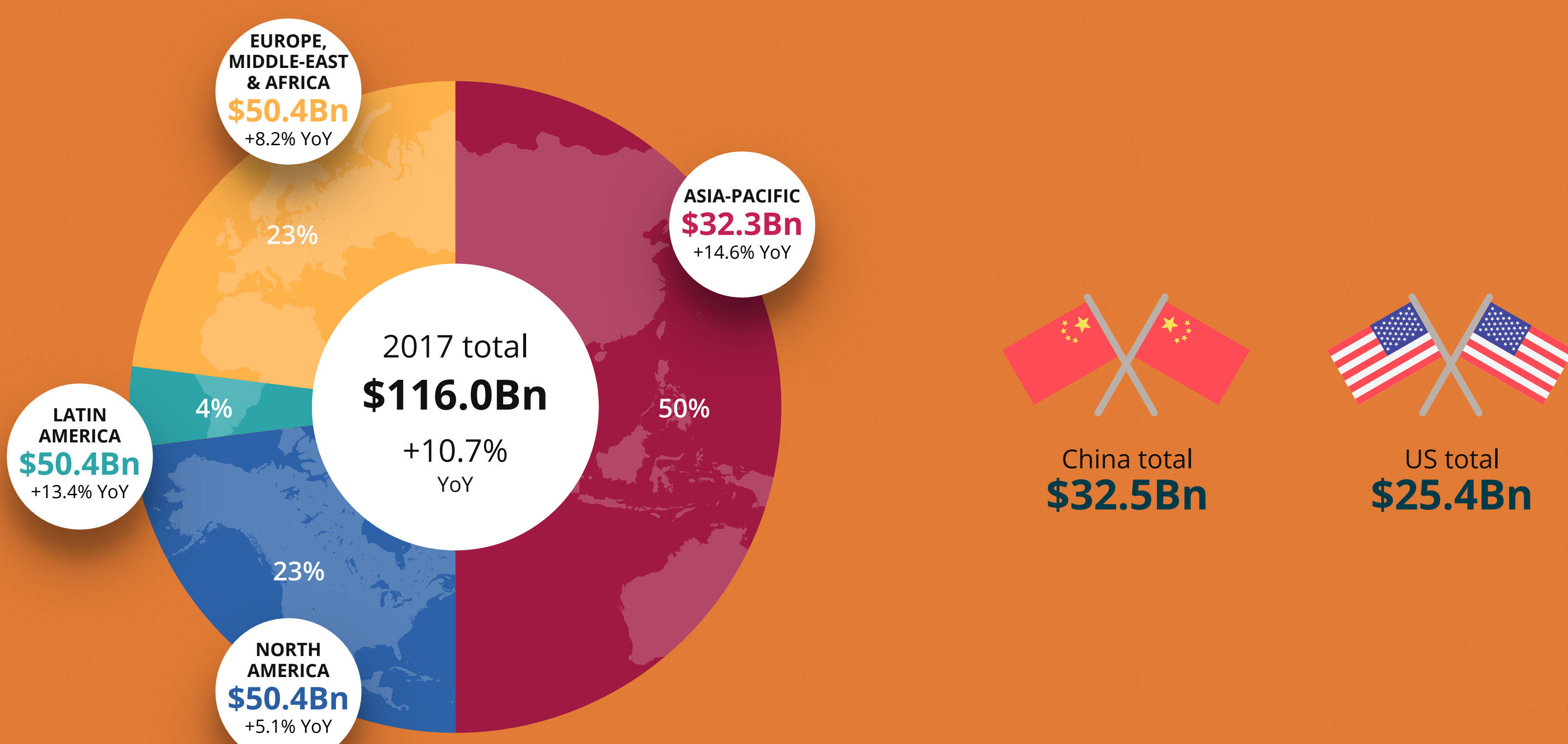
Per device & segment with year-on-year growth rates



IN 2017, 50% OF ALL CONSUMER SPEND ON GAMES WILL COME FROM THE APAC REGION

## 2017 GLOBAL GAMES MARKET

Per region with year-on-year growth rates



MEER OVER GOOD SHEPHERD

BEZOEK DE WEBSITE →