

# Market statistics, video game developers

# Participants



BERTHEUSSEN IT

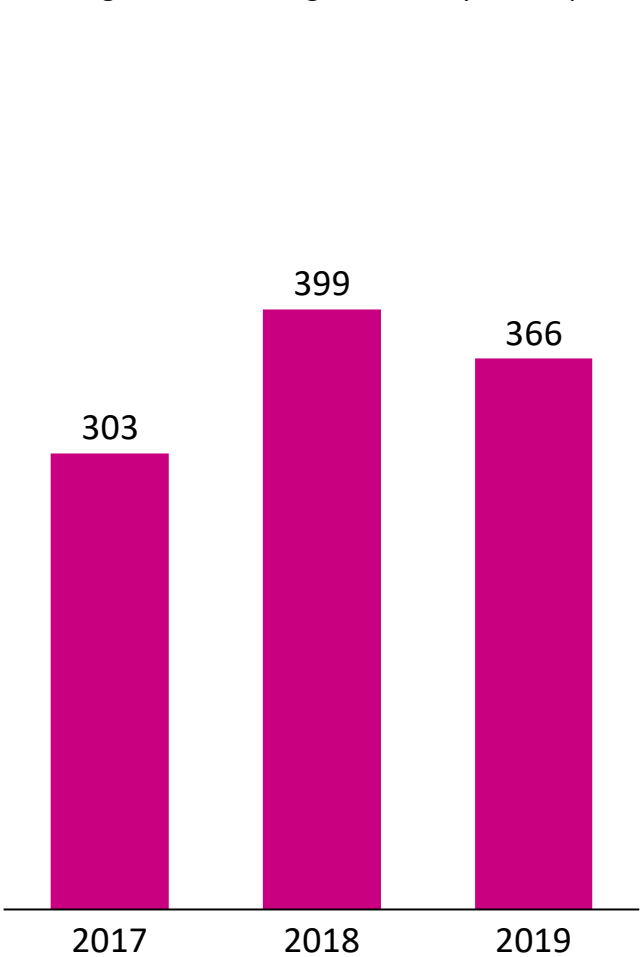


VIRKE

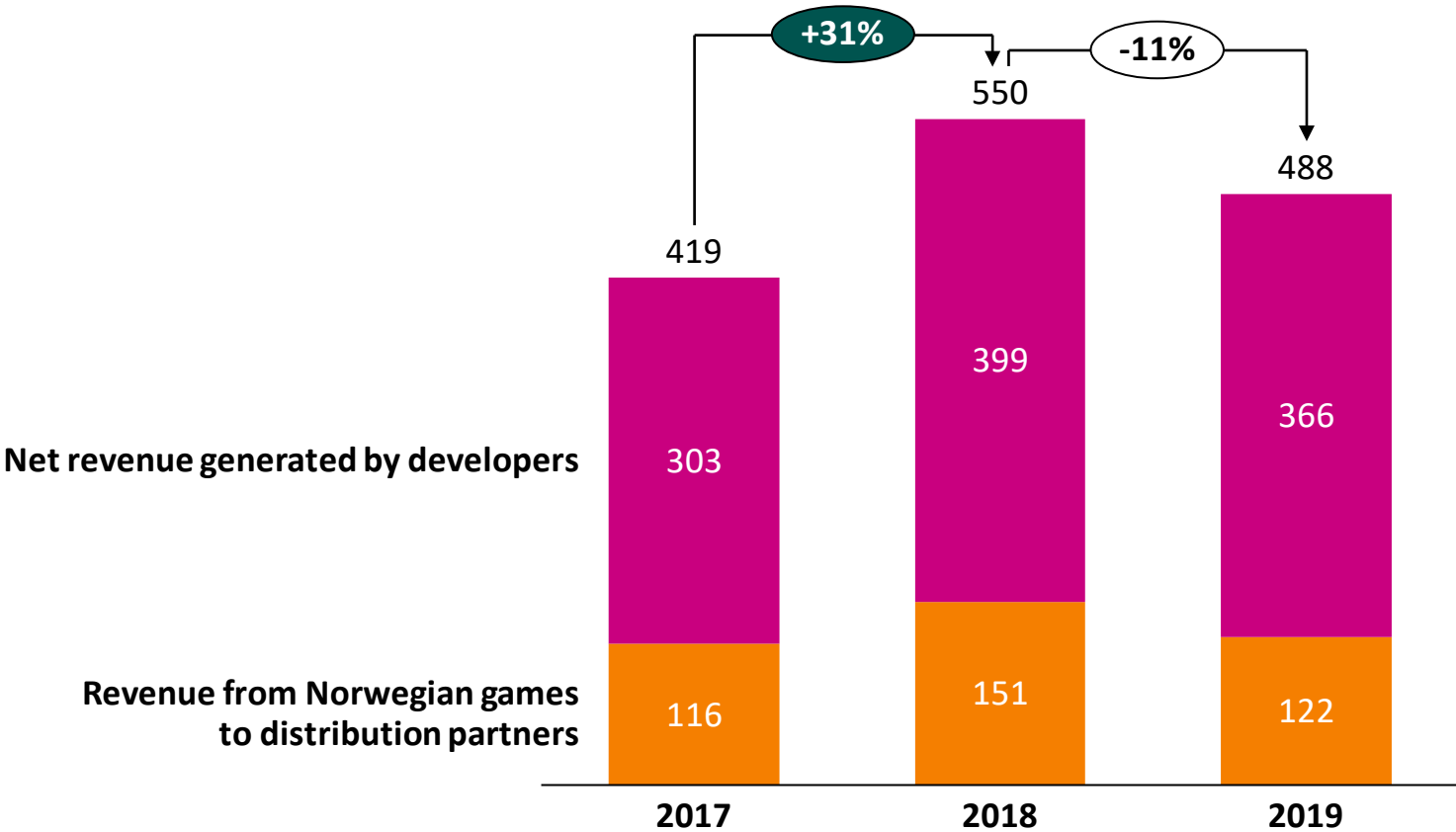


# Total games revenue generated by developers + Gross games revenue

Total games revenue generated by developers



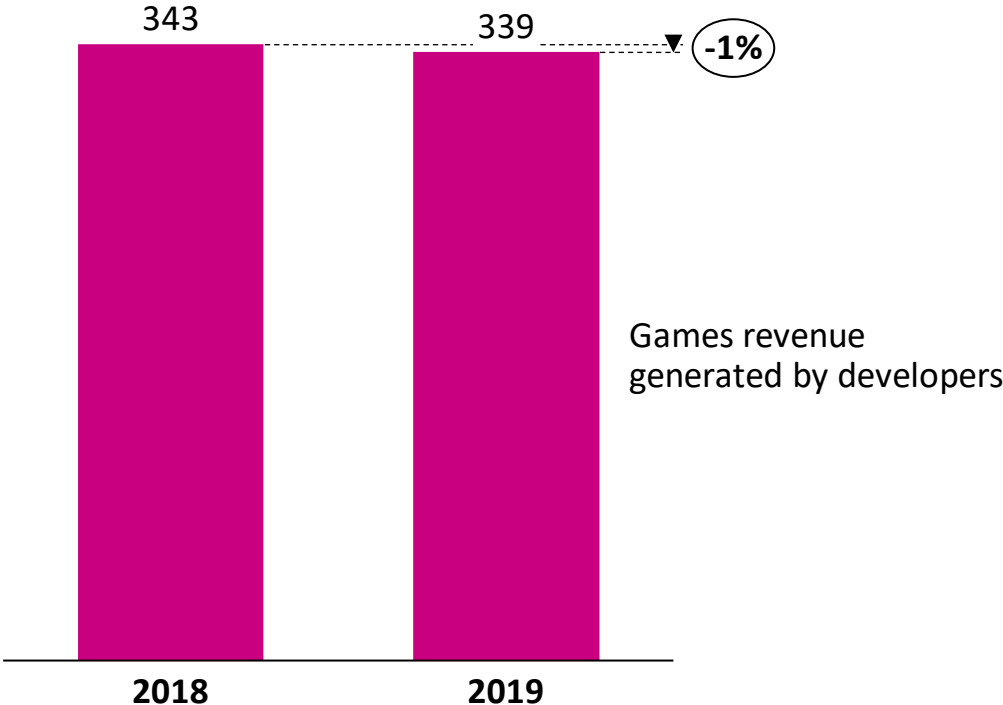
Gross games revenue



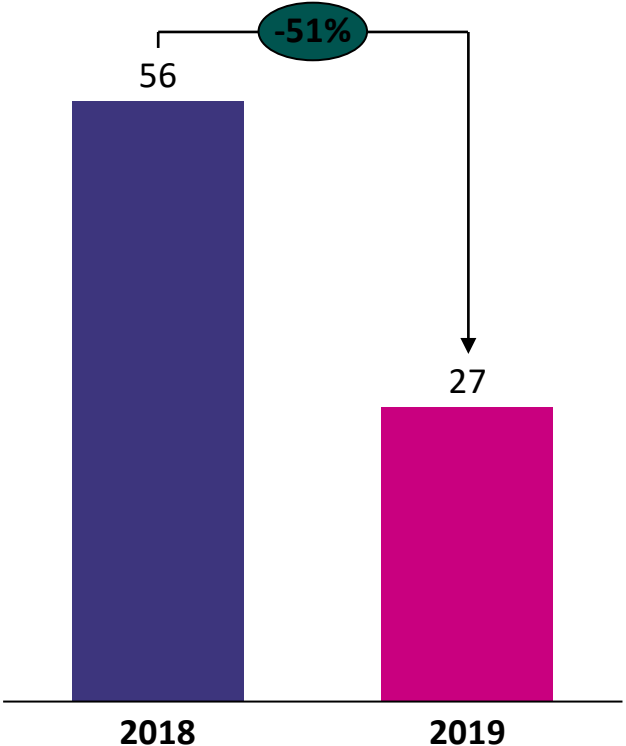
Source: Analysis and market statistics by Virke Norwegian Producers Association

# Games revenue generated by developers

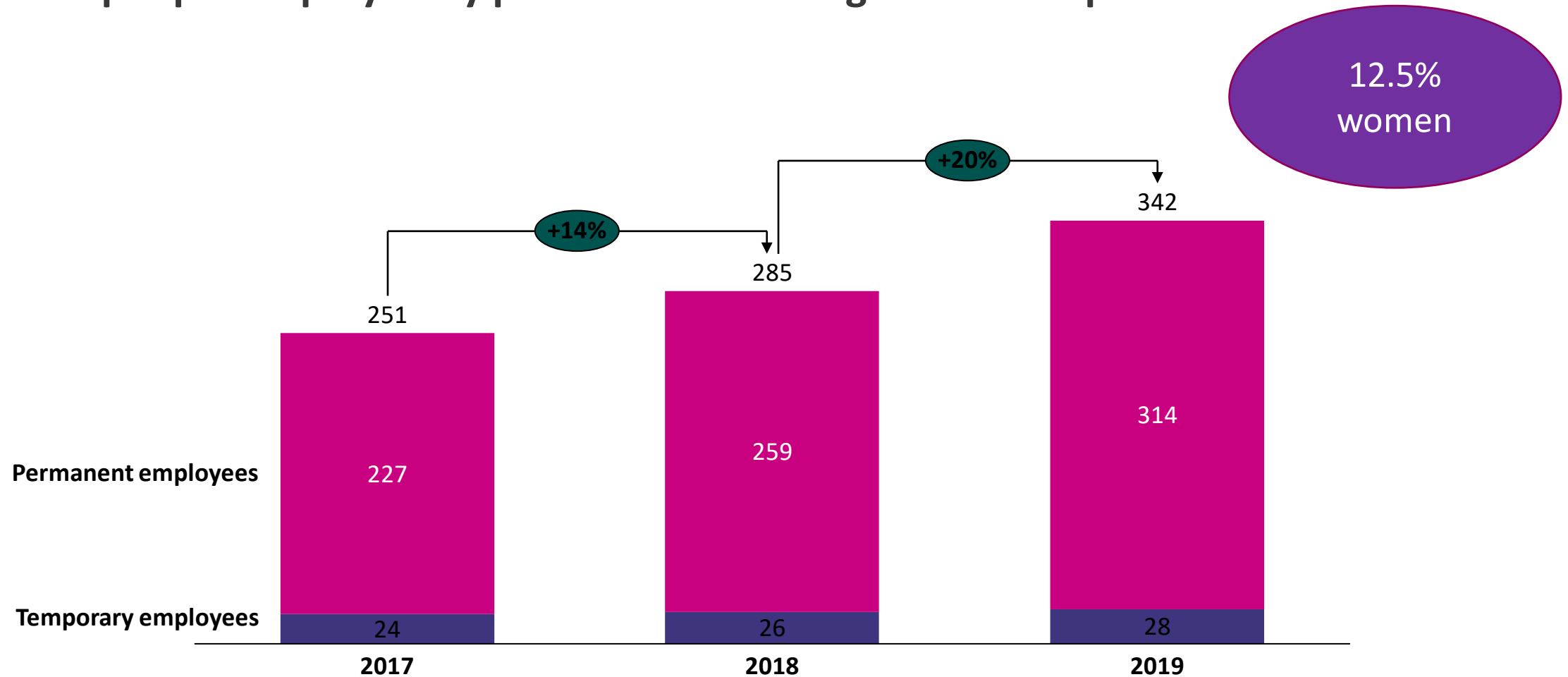
Revenue > NOK 10 million in 2019



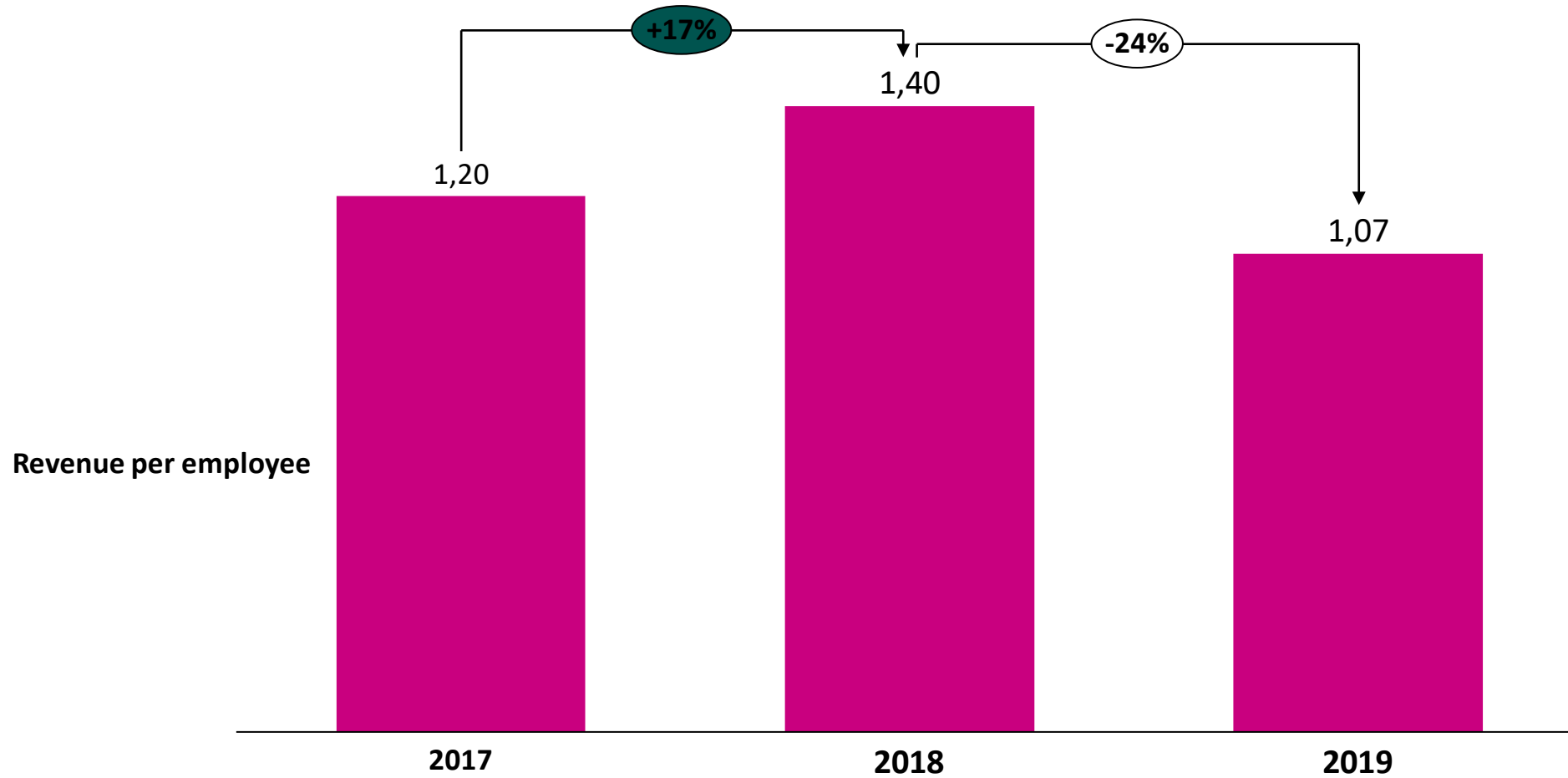
Revenue < NOK 10 million in 2019



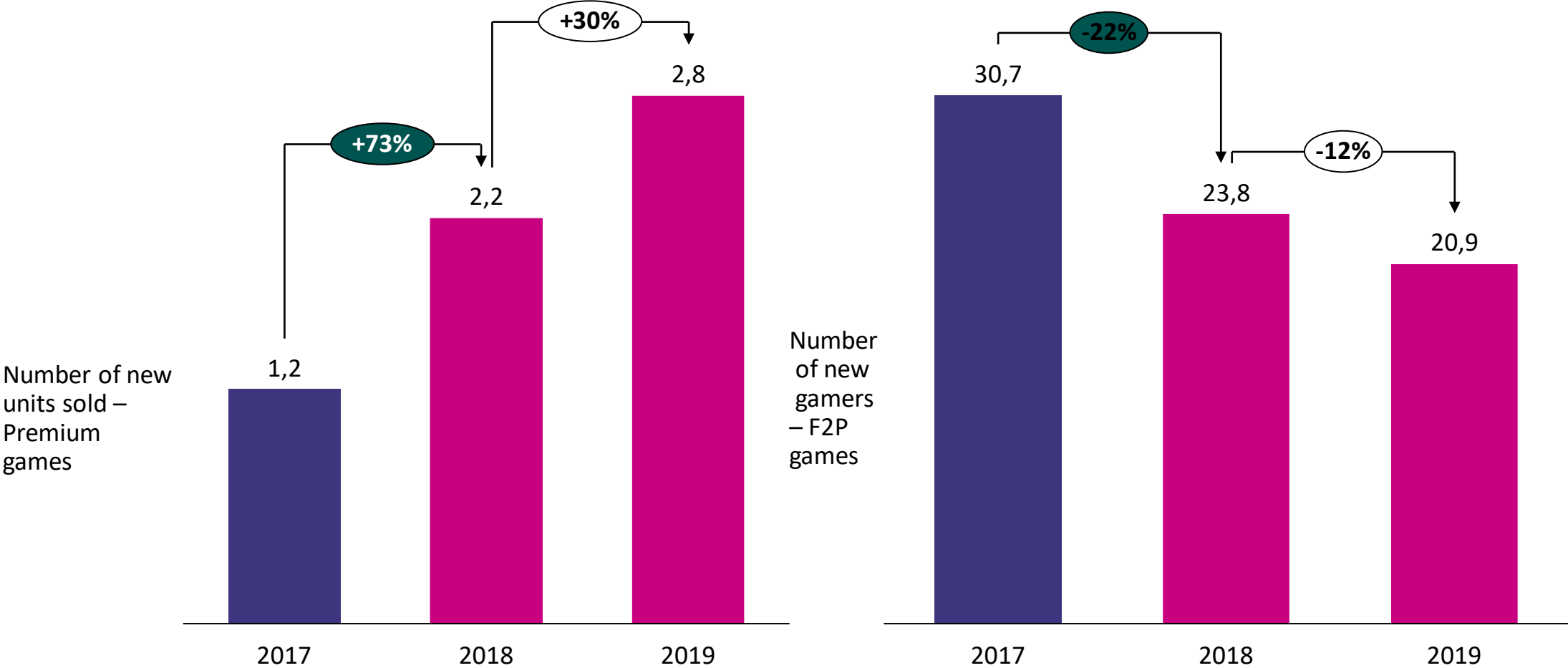
# Number of people employed by professional video game developers



# Revenue per employee in professional video game developer companies (NOK millions)

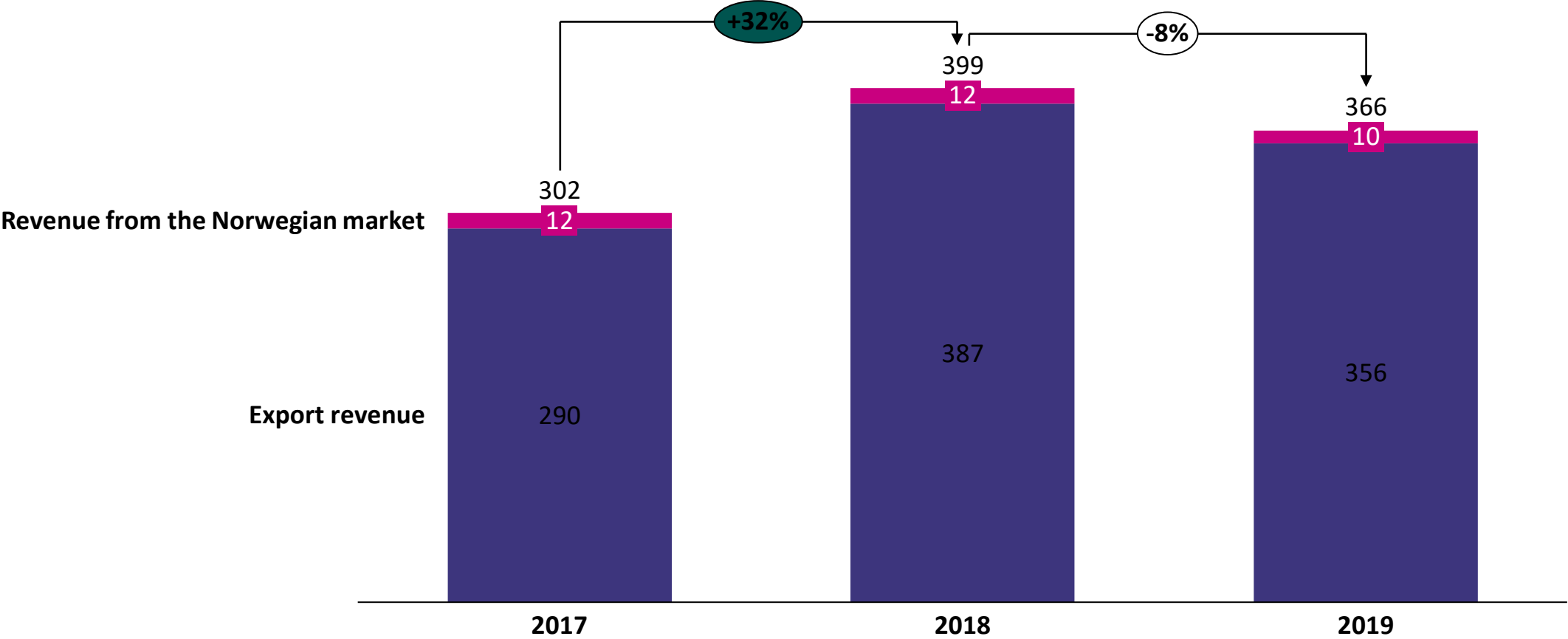


# New units sold and new gamers (millions)



Source: Analysis and market statistics by Virke Norwegian Producers Association

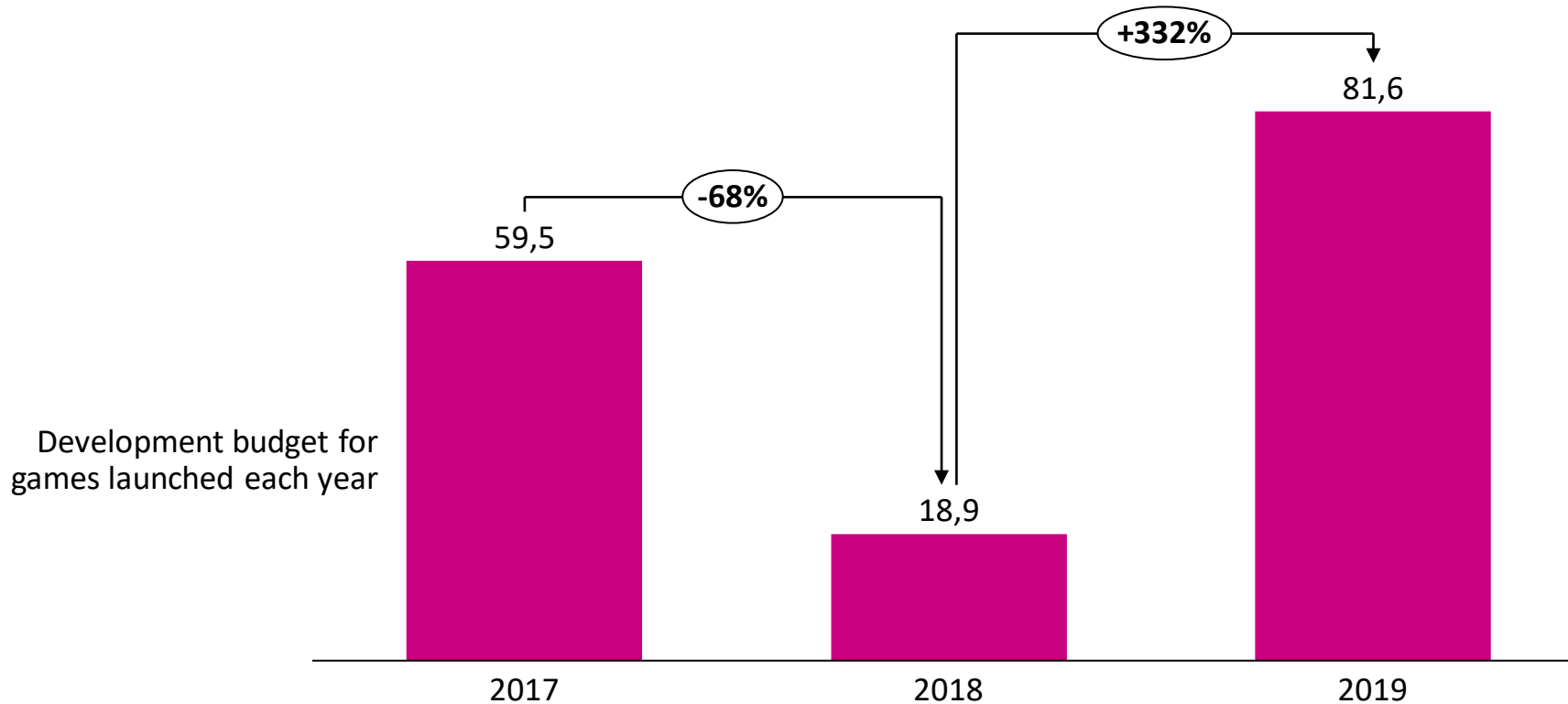
# Total games revenue generated by developers, broken down by export revenue and revenue from the Norwegian market (NOK million)



Source: Analysis and market statistics by Virke Norwegian Producers Association

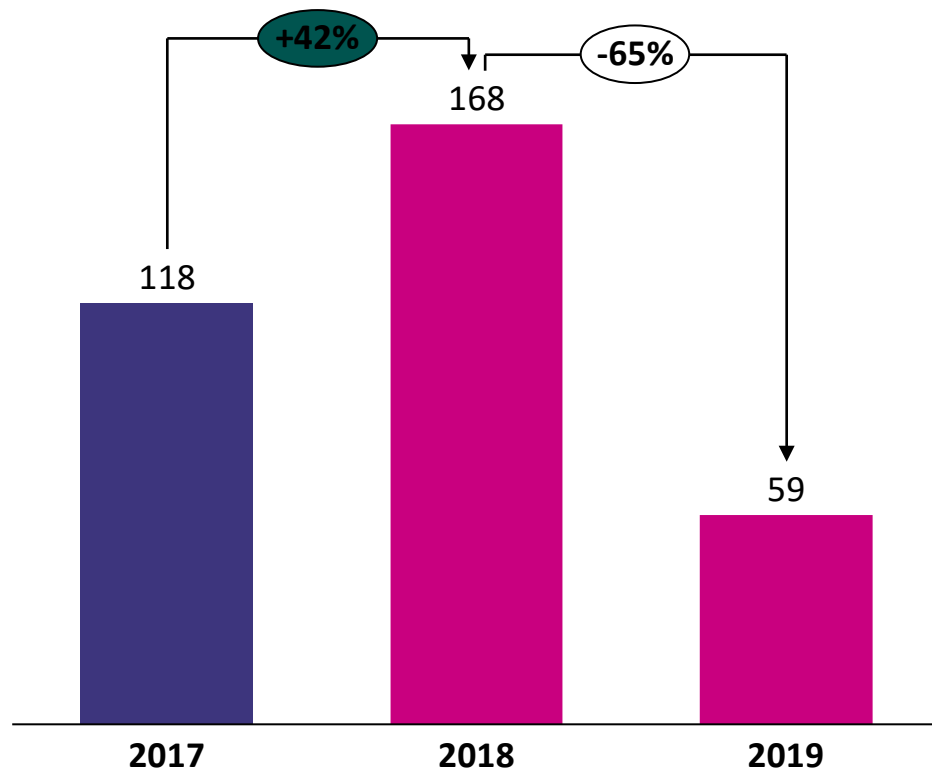


## Development costs for games launched each year (NOK million)

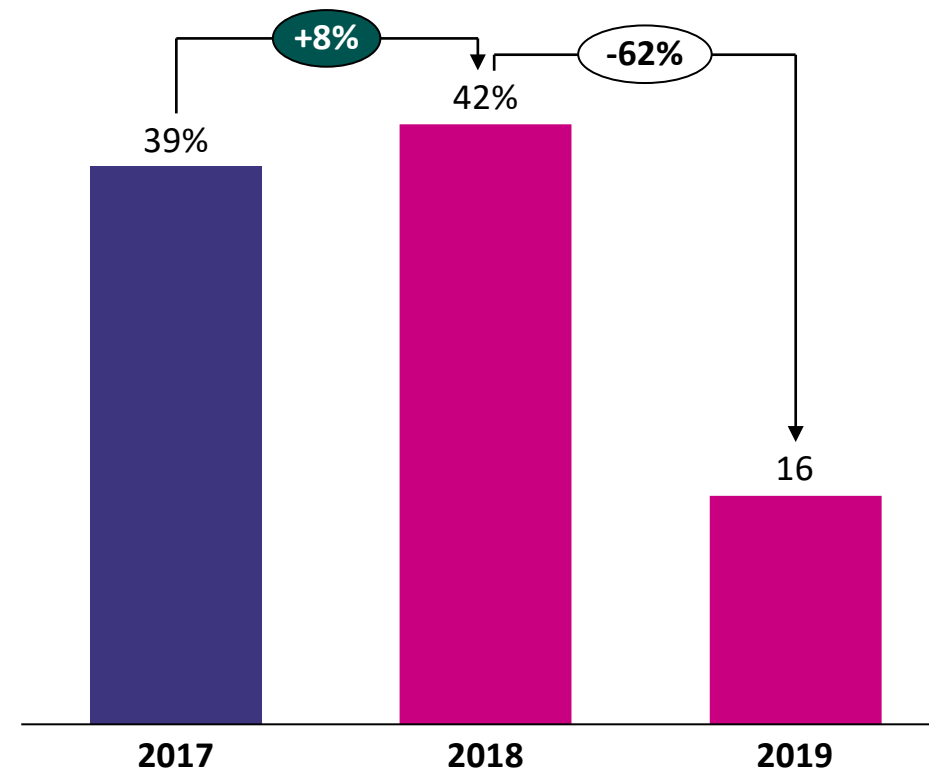


# Investment in development costs connected to games on the market (NOK million and as a percentage of games revenue generated by developers)

Investment in games already on sale



Development costs for games already on sale, as a percentage of total games revenue generated by developers



## Support for video games from the Norwegian Film Institute (NFI)

	2017	2018	2019
Total grants received from the NFI for video games (NOK million)	21.6	23.7	23.5
Grants from the NFI to the professional part of the sector (NOK million)	10	13.7	14.1
Grants from the NFI for the professional part of the sector, as a percentage of total grants for video games from the NFI	46%	58%	60%

## Grants from the NFI for the development of games vs other formats

	2017		2018		2019	
	Per cent	NOK	Per cent	NOK	Per cent	NOK
<b>Video games</b>	<b>5%</b>	<b>21.4</b>	<b>5%</b>	<b>23.7</b>	<b>5%</b>	<b>23.5</b>
Documentaries	15%	64.8	10%	54.6	13%	61.6
Drama series	14%	21.4	14%	60.2	12%	58.0
Short films	5%	15.6	4%	16.2	4%	19.6
Feature films	61%	276	66%	292	66%	323.5

	2017	2018	2019	2018–19
<b>Total games revenue generated by developers</b>	302 599 968	399 322 003	366 433 401	<b>-8%</b>
<b>Gross games revenue</b>	419 341 590	550 095 301	588 553 320	<b>-11%</b>
<b>Total number of games sold (Premium games)</b>	1 238 025	2 152 365	2 807 065	<b>30%</b>
<b>Total number of new gamers (F2P games)</b>	30 646 777	23 789 152	20 929 876	<b>-12%</b>
<b>Total number of gamers – new and old games</b>	60 904 410	68 773 679	66 676 220	<b>-3%</b>
<b>Total budget for the development of games each year</b>	59 543 459	18 898 121	81 652 253	<b>332%</b>
<b>Investments in games already on sale</b>	118 068 488	167 832 089	58 451 150	<b>-65%</b>
<b>Games launched during period</b>	6	8	9	<b>13%</b>
<b>Total grants received for development</b>	23 689 156	26 532 474	26 813 454	<b>1%</b>
<i>SkatteFUNN R&amp;D tax incentive scheme</i>	9 833 431	8 937 098	9 074 412	<b>2%</b>
<i>NFI</i>	9 992 652	13 595 376	14 127 042	<b>4%</b>
<i>Other</i>	3 305 073	4 000 000	3 612 000	<b>-10%</b>
<b>Number of permanent employees per year</b>	227	259	314	<b>21%</b>
<b>Number of temporary employees per year</b>	24	26	28	<b>8%</b>
<b>Percentage of permanent employees who are female</b>			12.5%	
<b>Export share of revenue</b>	96%	97%	98%	

**WIRKE**