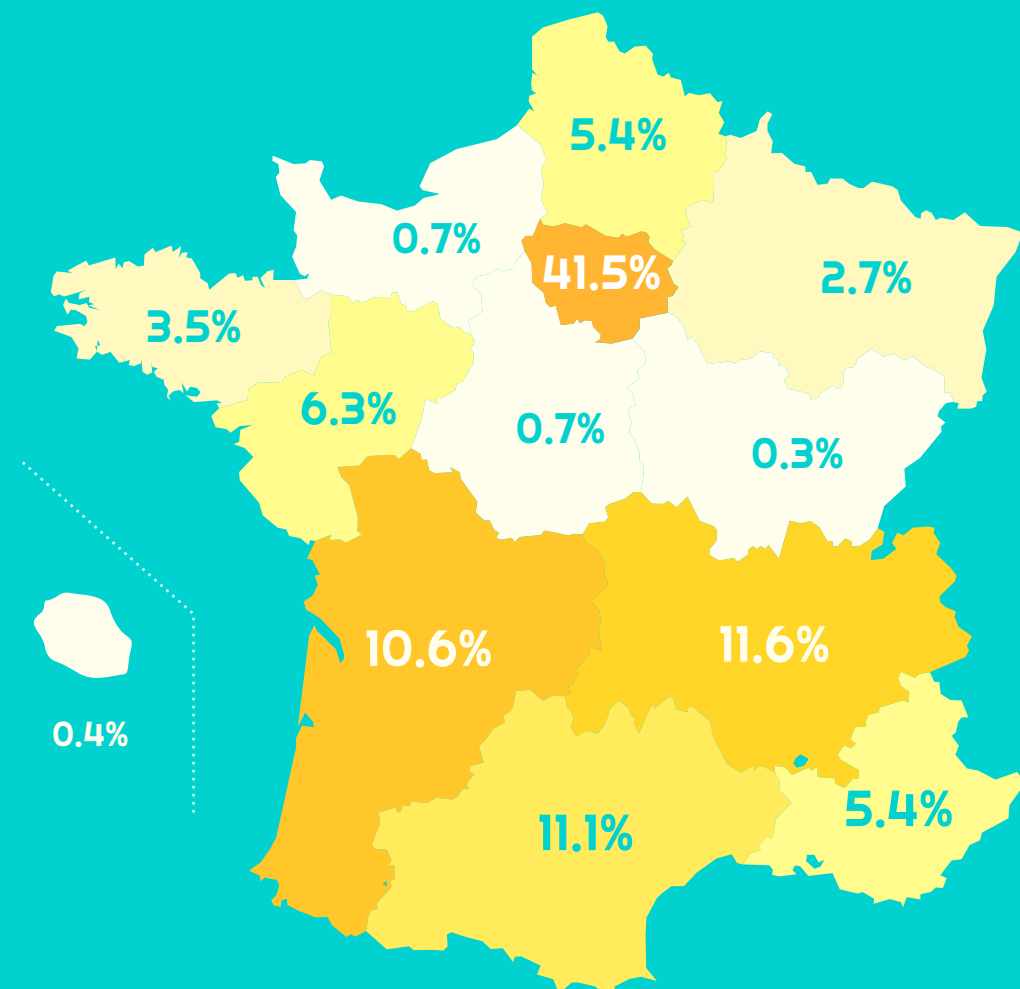


ANNUAL SURVEY OF THE VIDEO GAME

2020 EDITION INDUSTRY IN FRANCE

ECONOMIC CONTEXT AND PRODUCTION

Regional distribution of video game companies



More than 1,130 establishments registered in the video game industry in France

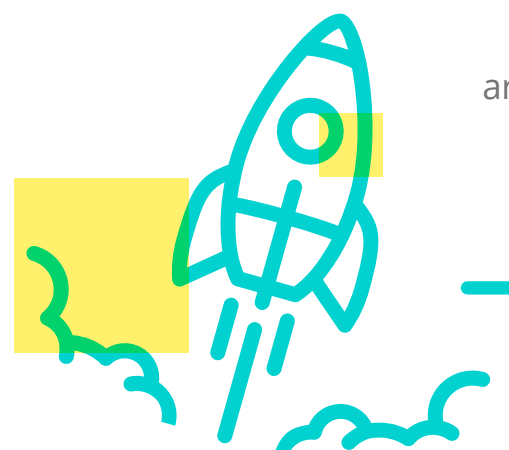
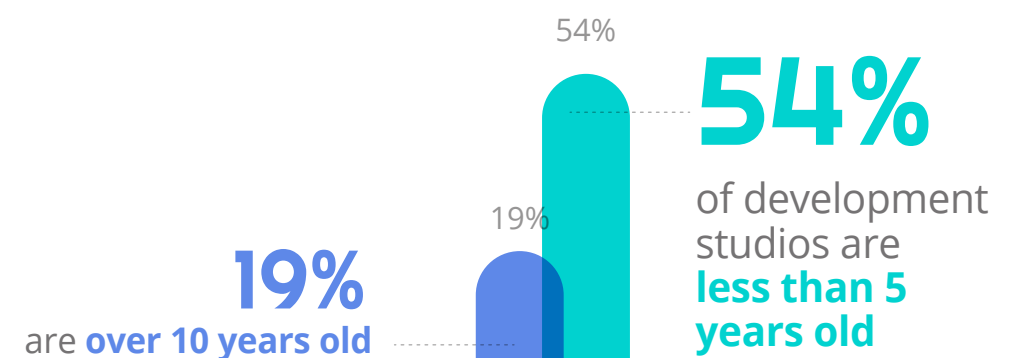
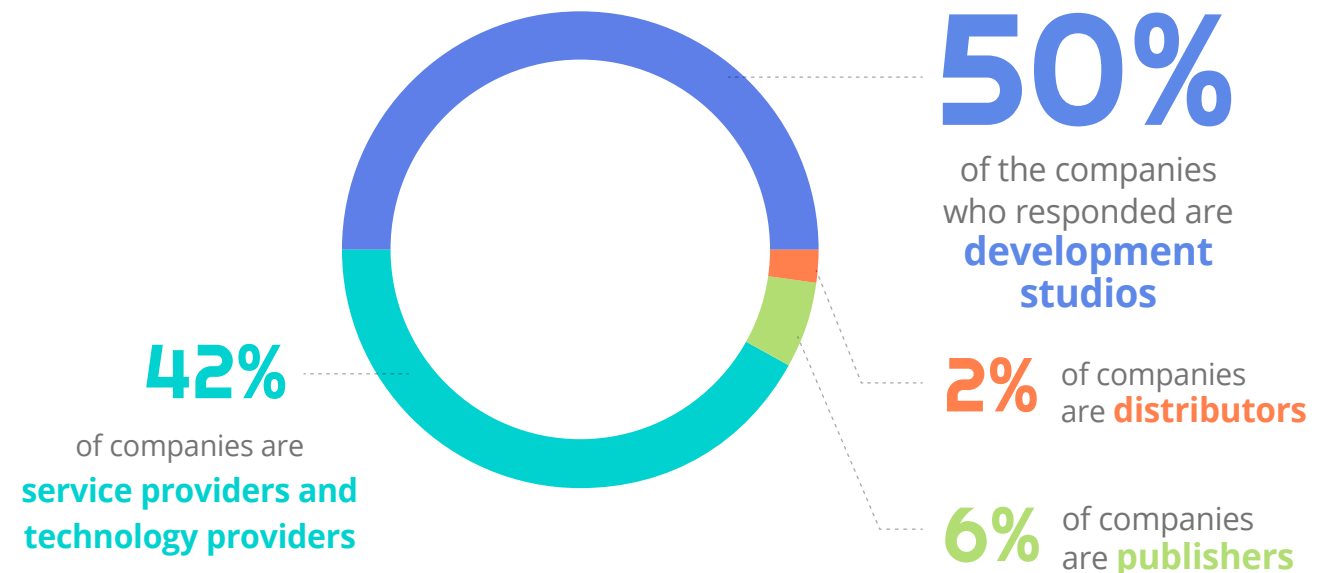
*Includes: publishers, developers, distributors, technology providers and service providers.
Not included: local associations, training organisations, freelancers.

ECONOMIC CONTEXT AND PRODUCTION

Entrepreneurial momentum remains high

MAIN ACTIVITY OF THE COMPANIES SURVEYED

An increasingly significant economic framework, focused on production activities.



ANNUAL SURVEY OF THE VIDEO GAME

2020 EDITION INDUSTRY IN FRANCE

ECONOMIC CONTEXT AND PRODUCTION

Stable game production

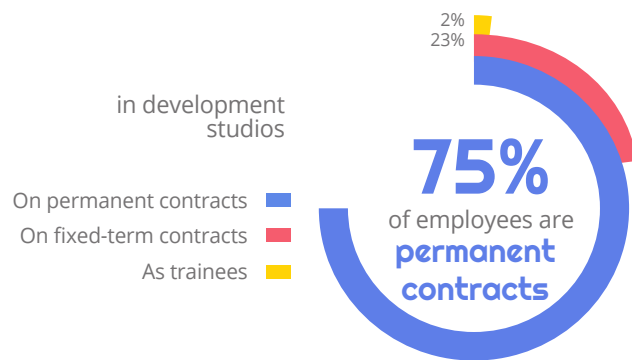
1200 games under PRODUCTION in 2019

Of which **63%** are new intellectual properties

And **530** titles will be marketed in 2019

JOBS

Development studios in France are highly attractive



57% of companies will be hiring in 2020

An estimated **800** and **1200** new jobs will be created by the end of 2019

Of which **550 - 850** are employed **game development**

JOBS

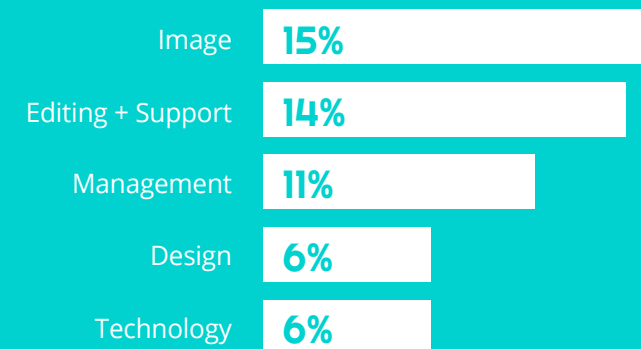
Diversity in the industry

14% female employees in development studios



and **2%** non-binary employees in development studios

Distribution of women across roles



15% of management roles are held by women

EDUCATION

STUDENT ENROLMENT IN EDUCATION

3.5% of the student population comes from outside France

26% of female students on training courses

REMARKABLE GROWTH IN NUMBERS

16% enrolment growth rate from 2017/18 to 2018/19

STUDENT PLACEMENT RATE AFTER GRADUATION

1 in 2 students finds a job in the video game industry within **1 year** after the end of their studies

Annual survey of the video game industry in France

◆ About



The French Video Game Trade Association (SNJV) includes 200 companies, producers, publishers and industry professionals from the video game sector.

The SNJV's mission is to study, represent, promote and defend the rights as well as material and moral interests of its member companies, on both a collective and individual level.

The SNJV works closely with the various video game production territories in France through involvement with regional associations and local economic development clusters.

Contact

Julien VILLEDIEU
Managing Director
dg@snjv.org

snjv.org



IDATE DigiWorld is one of Europe's foremost ICT experts, specializing in telecom, media and Internet markets, and in digital regional development.

Our team has delivered consultancy services, market intelligence solutions & networking opportunities to provide an understanding of the digital world. More than 400 international clients put their trust in our three activities: consulting, research, European think tank.

Contact

Laurent Michaud
Study Director
l.michaud@idate.org

idate.org

The IDATE DigiWorld/SNJV collaboration provides a snapshot of the industry that reflects business activities (type and volume), economic and financial health, and perception of the future. The survey was conducted between 17 June and 9 September 2019 on 1,131 entities (excluding associations, coaching schemes, and educational institutions) via an online self-administered survey. The survey was addressed to executives from companies in the French Video Game Trade Association (SNJV) and companies in the video game sector that are not members of the SNJV.