

Swedish Game Developer Index 2019

Executive Summary



DATASPELSBRANSCHEN
SWEDISH GAMES INDUSTRY

Executive summary

The Game Developer Index analyses Swedish Game Developers' operations and international sector trends over a year period by compiling the companies' annual accounts. Swedish game development is an export business in a highly globalized market.

In a few decades, the video game business has grown from a hobby for enthusiast to a global industry with cultural and economic significance. The 2019 Game Developer Index summarizes the Swedish companies last reported business year (2018).

KEY FIGURES	2018	2017	2016	2015	2014
n.o Companies	383 (+12%)	343 (+22%)	282 (+19%)	236 (+11%)	213 (25+%)
Revenue EUR M	1872 (+33%)	1403 (+6%)	1325 (+6%)	1248 (+21%)	1028 (+36%)
Profit EUR M	335 (-25%)	446 (-49%)	872 (+65%)	525 (+43%)	369 (29+%)
Employees	7921 (+48%)	5338 (+24%)	4291 (+16%)	3709 (+19%)	3117 (+23%)
Employees based in Sweden	5317 (+14%)	4670 (+25%)	3750	No data	No data
Men	6221 (79%)	4297 (80%)	3491 (81%)	3060 (82%)	2601 (83%)
Women	1699 (21%)	1041 (20%)	800 (19%)	651 (18%)	516 (17%)

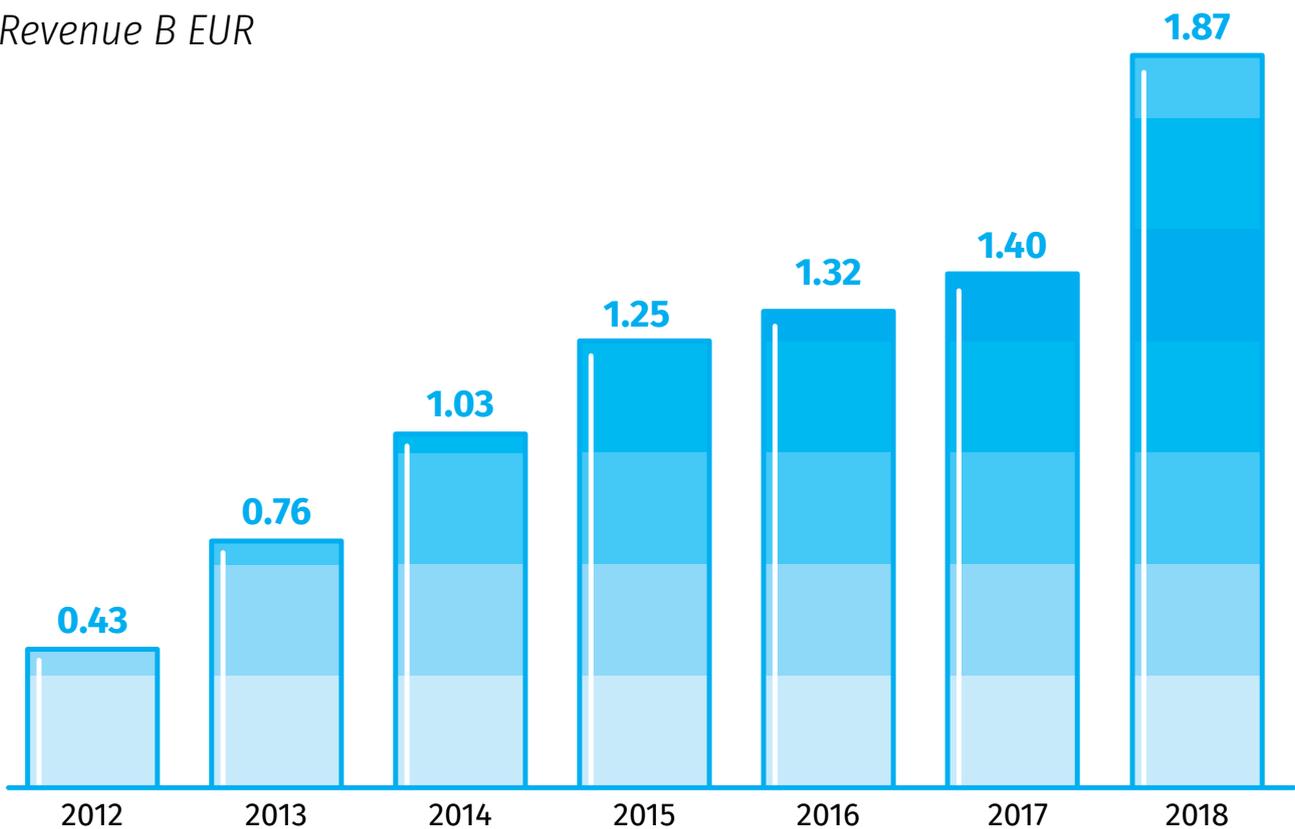
- Revenue increased to EUR 1.87 billion during 2018, which is an increase by 33% compared to 2017, and almost three times more in the space of five years. This is higher than the global average on 12%
- Jobs increased by 48 percent, over 2583 new full-time positions to 7921 employees at Swedish registered companies. Of these 5317 people are based in Sweden, this is an increase of 647 people compared with 2017.
- A fifth of the industry in Sweden is female, more exactly 1036 women based in the country. In total 1699 women are employed by a Swedish company, that is a share of 21%.
- Most companies are profitable and the sector reports total profits for the tenth year in a row.
- 40 new companies result in 383 active companies in total, an increase by 12 percent.
- During 2018 there was 38 reported investments and acquisitions for over EUR 400 million on the Swedish market. In 28 of these transactions, a Swedish company was the buyer.
- From January to September 2019 there was 28 reported investments and acquisitions on the Swedish market for 240 million EUR.
- The 25 largest companies contributed with 114 million EUR in tax on company profit.
- The 15 largest companies who declared social security fees in their annual report contributed a bit over 100 million EUR in additional taxes.

Revenue

Game development is an industry of growth. Around ten companies have been around since the 90's, but over half of all the companies in the industry was started during the last five years. The games developed in Sweden are globally released from start, and new employees are often recruited from the global market as well. Some factors for continuous growth are more local and regional clusters with incubators, accelerators and educations, more entrepreneurs who starts new companies, and the coming turnout and effects of the last couple of years larger investments and acquisitions.

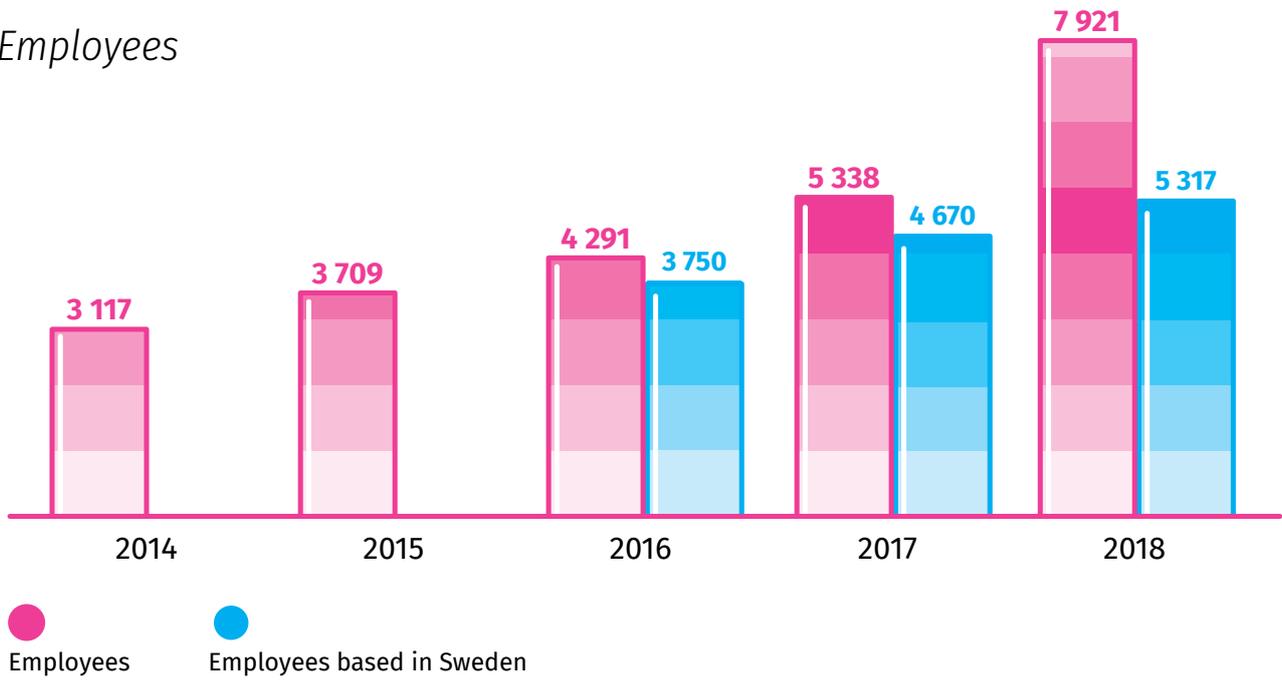
Swedish game developers are characterized by their range and quality. Sweden has world leading developers within AAA/console, PC, mobile, VR, digital distribution and specialized subcontractors. The biggest challenges of the sector are indirect like access to skills as well as laws and regulations around digital markets. The future is bright, but the industry needs to increase its diversity, to gain more developers and players, and make the best games in the world.

Revenue B EUR



Currency conversions from SEK to EUR is based on the yearly average reported by the Swedish Central Bank, Riksbanken

Employees



Women

