

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 enthusiasts to a global industry with cultural and economic significance. The 2020 Game Developer Index summarizes the Swedish companies last reported business year (2019). The report in brief:

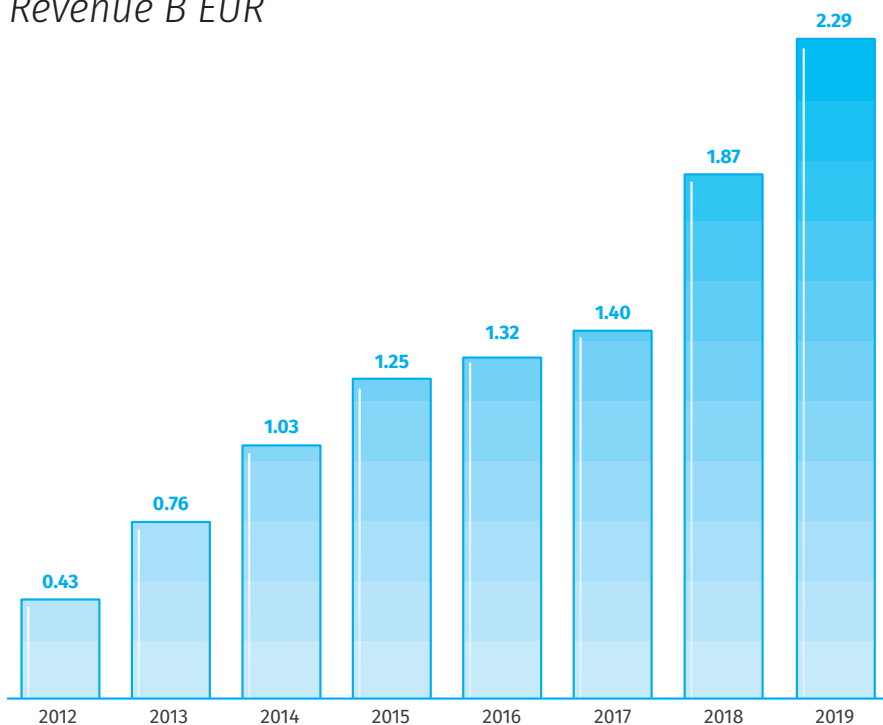
- Revenue increased to EUR 2.29 billion during 2019, which is an increase by 23% compared to 2018
- Jobs increased by 8 percent with 654 new full-time positions to 8 578 employees at Swedish registered companies. Of these 5 599 people are based in Sweden, this is an increase of 279 people compared with 2018.
- A fifth of the industry in Sweden is female, more exactly 1 085 women based in the country. In total 1 894 women are employed by a Swedish company, that is a share of 22%.
- Most companies are profitable and the sector reports total profits for the eleventh year in a row.
- 58 new companies result in 442 active companies in total, an increase by 15 percent.
- During 2019 there was 39 reported investments and acquisitions for over EUR 400 million on the Swedish market. In 29 of these transactions, a Swedish company was the buyer.
- From January to October 2020 there was 21 reported investments and acquisitions on the Swedish market for the value of 1 Billion EUR.
- The 15 largest companies contributed with 550 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.

Key Figures	2019	2018	2017	2016	2015
n.o Companies	442 (15%)	382 (+11%)	343 (+22%)	282 (+19%)	236 (+11%)
Revenue MEUR	2 294 (23%)	1 872 (+33%)	1 403 (+6%)	1 325 (+6%)	1 248 (+21%)
Other Revenue MEUR	1 592 (new)				
Profit MEUR	467 (39%)	335 (-25%)	446 (-49%)	872 (+65%)	525 (+43%)
Employees	8 578 (+8%)	7 921 (+48%)	5 338 (+24%)	4 291 (+16%)	3 709 (+19%)
Men	6 684 (78%)	6 221 (79%)	4 297 (80%)	3 491 (81%)	3 060 (82%)
Women	1 894 (22%)	1 699 (21%)	1 041 (20%)	800 (19%)	651 (18%)

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.

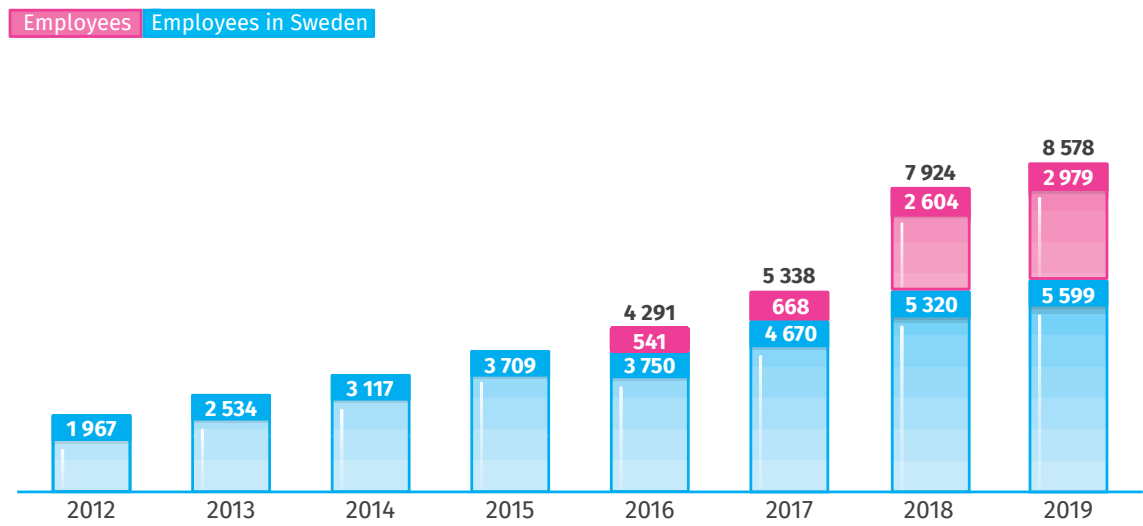
Swedish game developers are characterized by their range and quality. Sweden has world leading developers within AAA/console, PC, mobile, VR, digital distribution and specialized subcontractors. The biggest challenges of the sector are indirect like access to skills as well as laws and regulations around 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

