**Innovation and the Market**

**Environmental Scanning Form #2**

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| Title | Montreal is becoming an even bigger game development hub | **Author** | Stephen Totilo | | | | |
| **Brief source** | Axios | **Date** | Aug 27, 2021 | | | | |
| **STEEP**  Scientific, Technological, Environmental, Economic,  Political | Environmental, Economic | **Keywords** |  | | | | |
| **Full Citation** | <https://www.axios.com/montreal-is-becoming-an-even-bigger-game-development-hub-688a46c7-5c07-48f9-9d77-cf5e6201e37c.html> | | | | | | |
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| **Type**  **General overview of topic** | Actual event **New trend** New cycle New plan Potential event New information New issue | | | | | | |
| **Brief description of the item** | Montreal, Canada continues to be a growing and thriving area for game developers, trending towards being one of the largest hubs. | | | | | | |
| **How could the future be different as a result?** | Canadian tax credits and the massive talent pool from other studios means that Montreal is going to continue growing as a hub of technology and development, placing it alongside Los Angeles and San Francisco. | | | | | | |
| **What are the potential implications for SPG?** | Sad Pumpkin Games’s online/distributed worker model could potentially make use of some Canadian tax credits (depending on specific rules), and could source talent from larger studios which have a lesser focus on ethics, sustainability, and working conditions. | | | | | | |
| **Impact and Novelty** | What is its impact on your innovation or the field in which your innovation is located?  What is the novelty of the topic (event/trend/cycle/plan/information/issue)? | | | Impact *(0-5)* | 2 | Novelty *(0-5)* | 1 |
| **Scanner** | Jake O’Connor | | | **Date Submitted** | 09/11/2021 | | |