GIA
GAMES INDUSTRY AFRICA

AFRICAN GAMES INDUSTRY SURVEY DASHBOARD

Gender: All | Age Group: All | Region: All | Country: All | Developer's Description: All | Got External Funding: All

118
Respondents

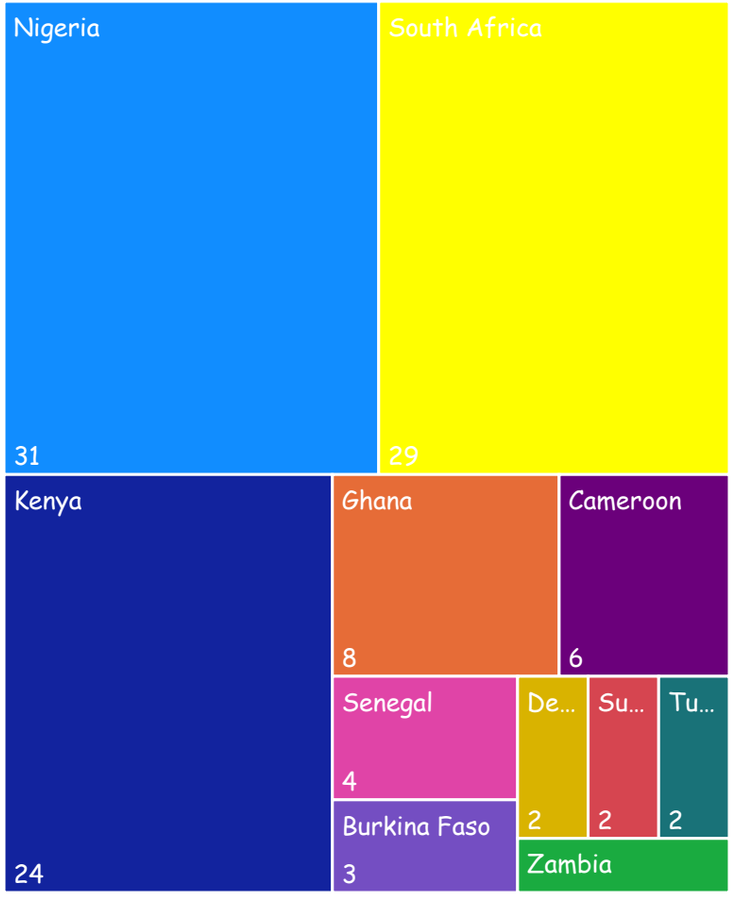
Gender / Identity

Female Male Prefer not to say Studio

Has Respondent Developed a Game?

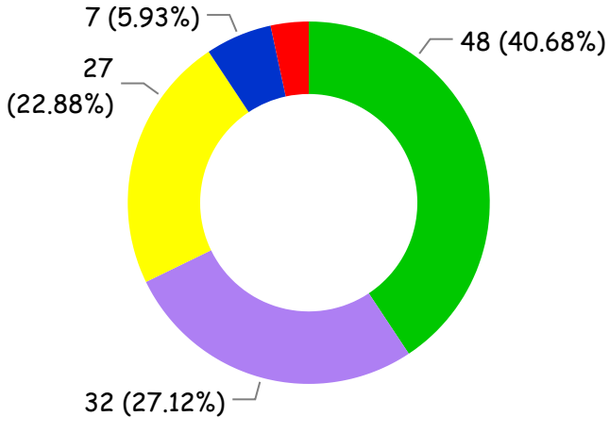
No Yes

Top 10 Country by Respondents



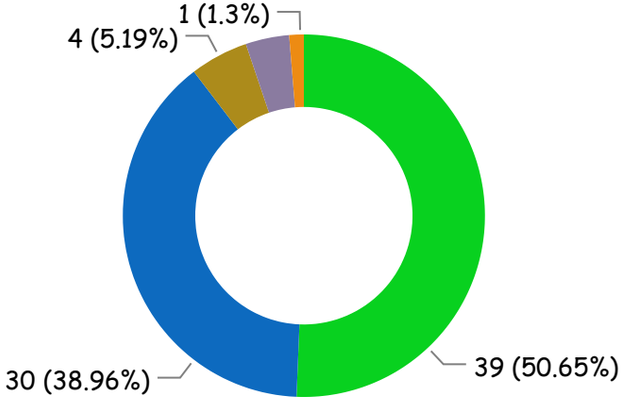
Respondents by Region

West Af... Southern ... East Afri... Central ... North ...

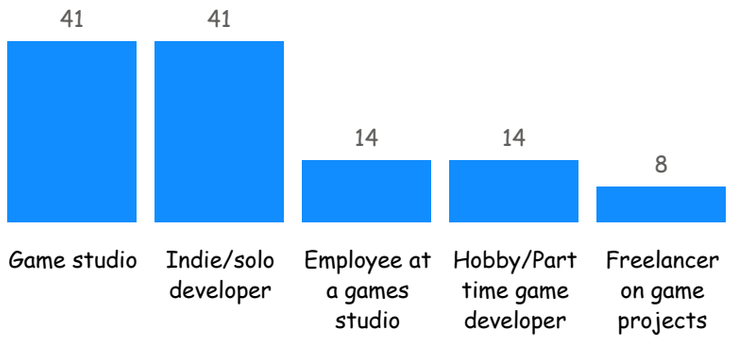


Respondents by Age Group

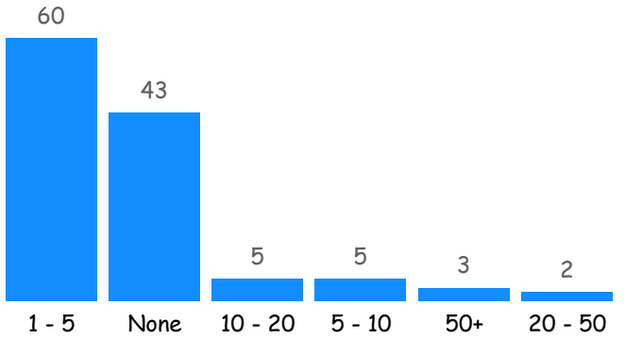
25 - 34 18 - 24 35 - 44 45+ Below 18



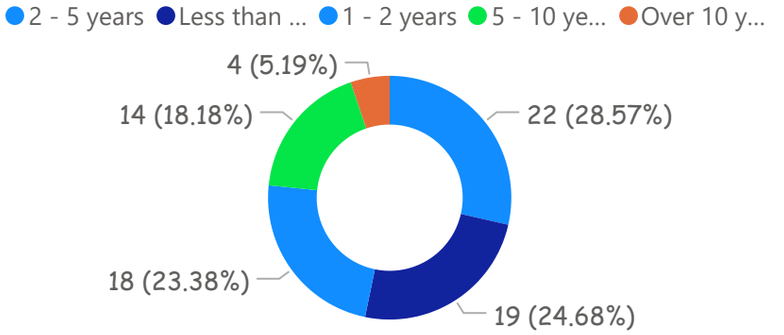
Respondent's Description



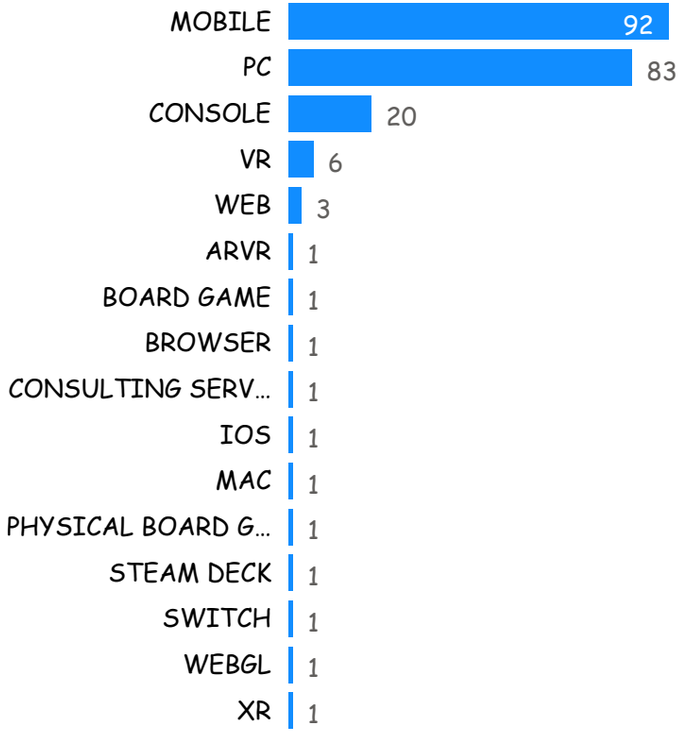
Games Published by Respondents



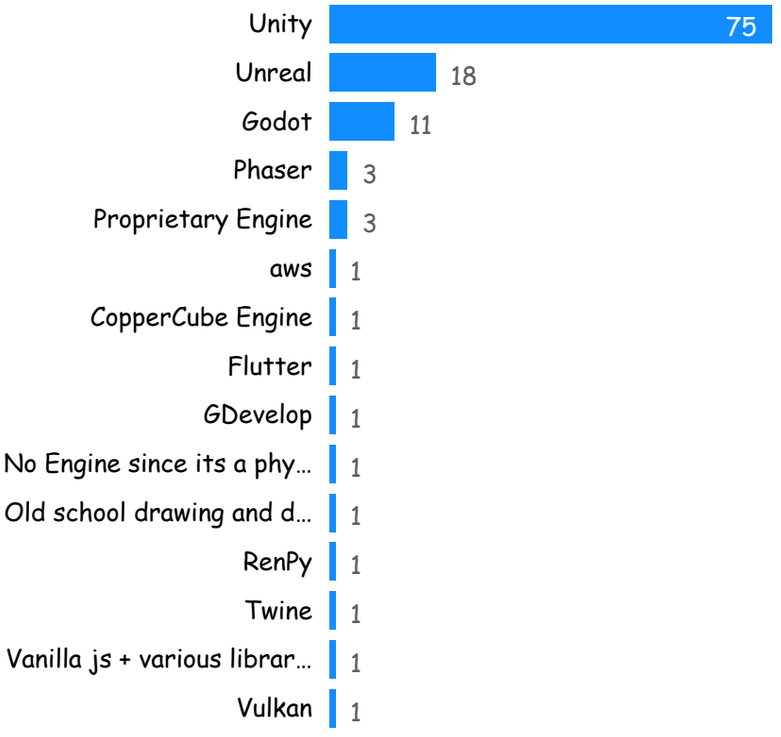
Years of Making Games



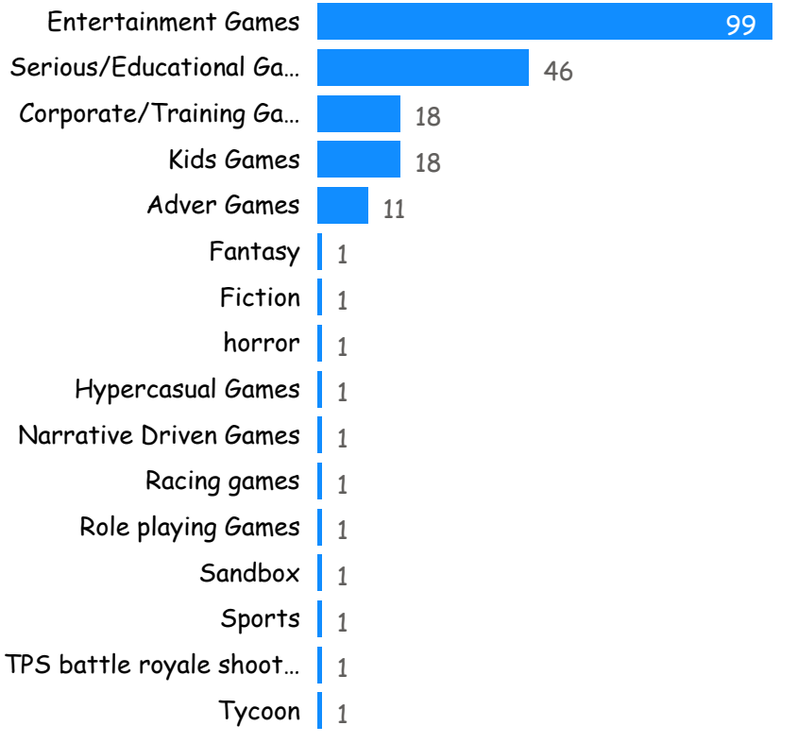
Platform Built For by Respondents



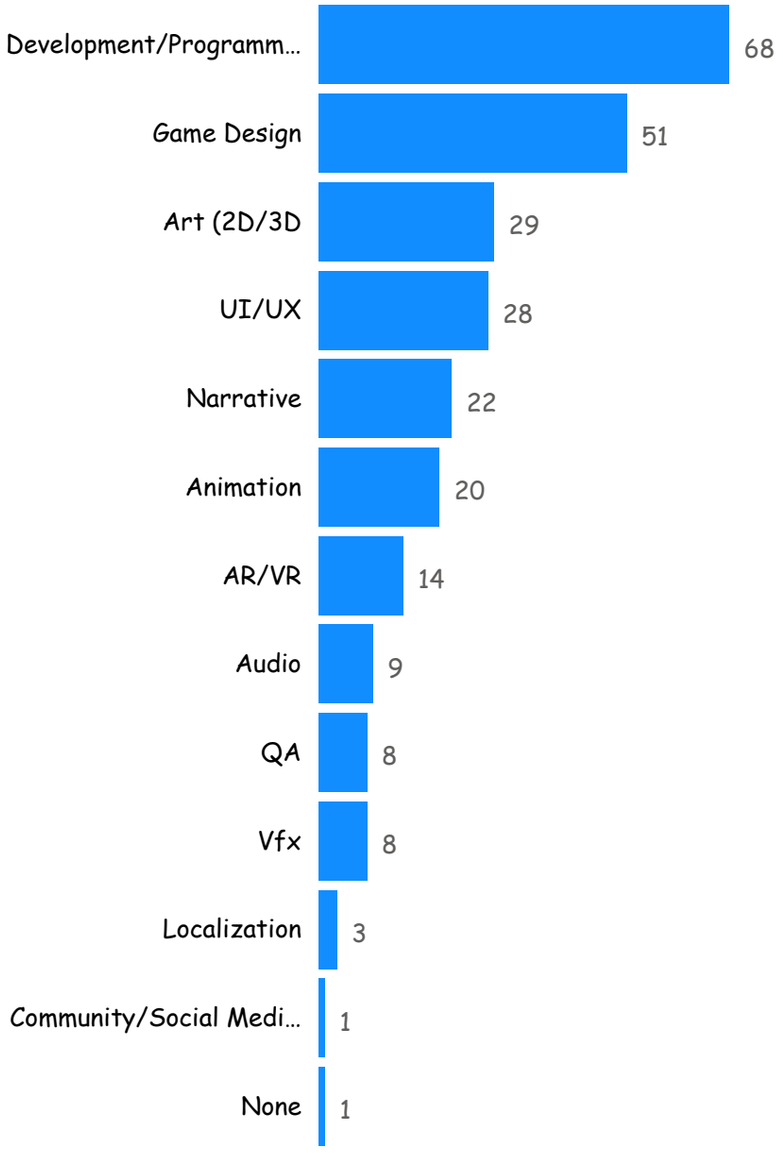
Game Development Tool by Respondents



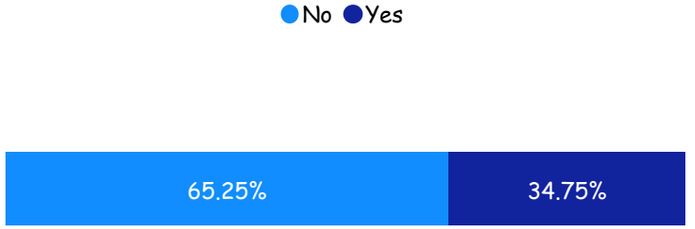
Game Category Created by Respondents



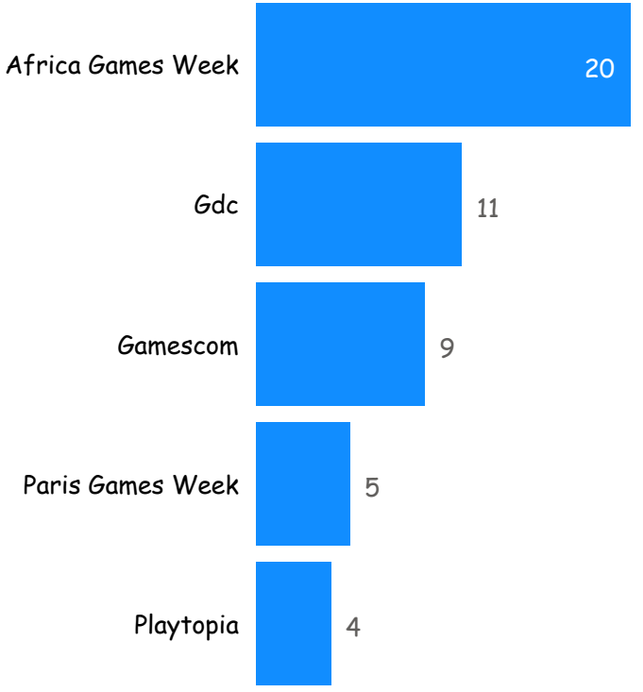
Core Competence by Respondents



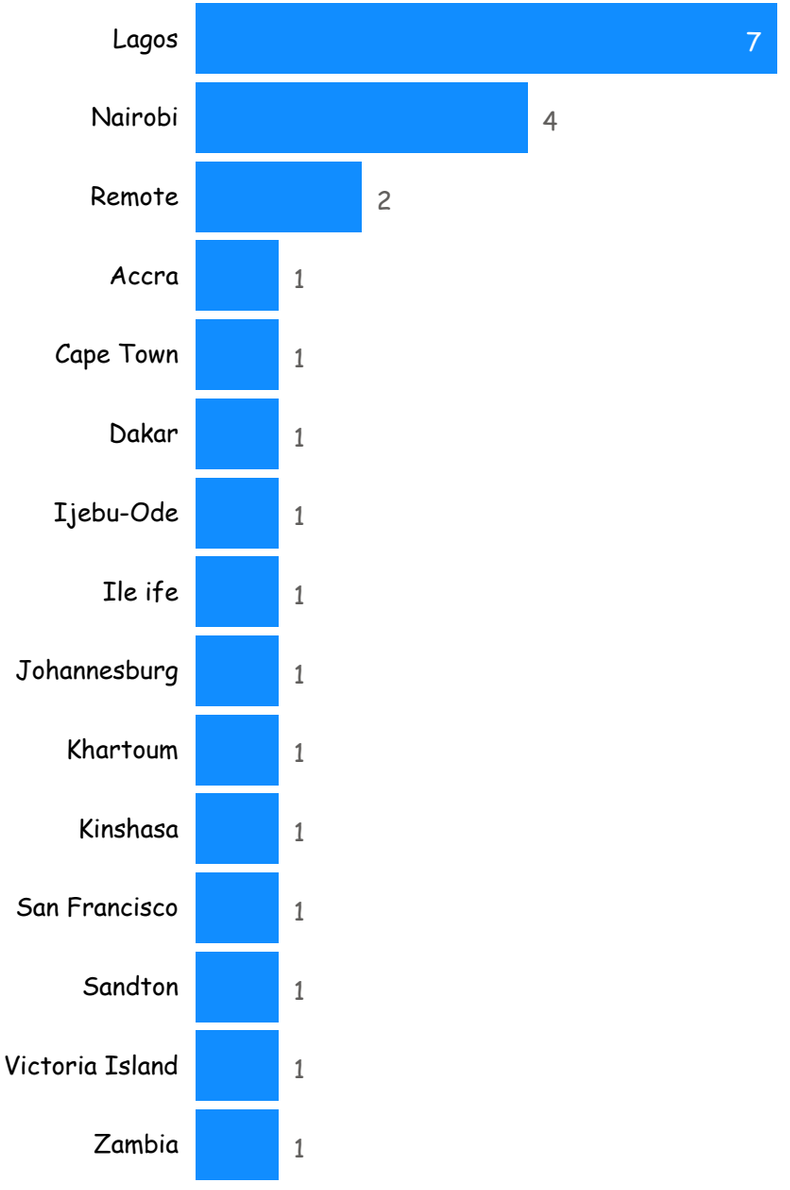
Respondents Attended Gaming Event



Top 5 Most Attended Gaming Events

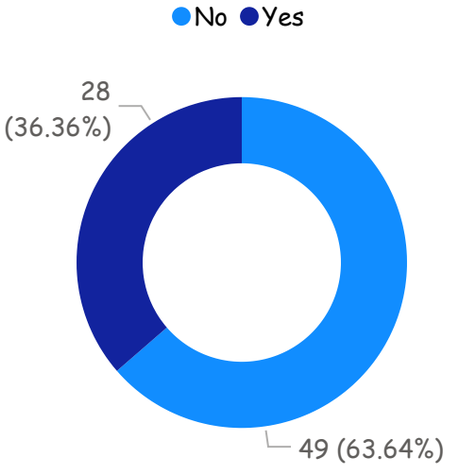


Game Studio Locations

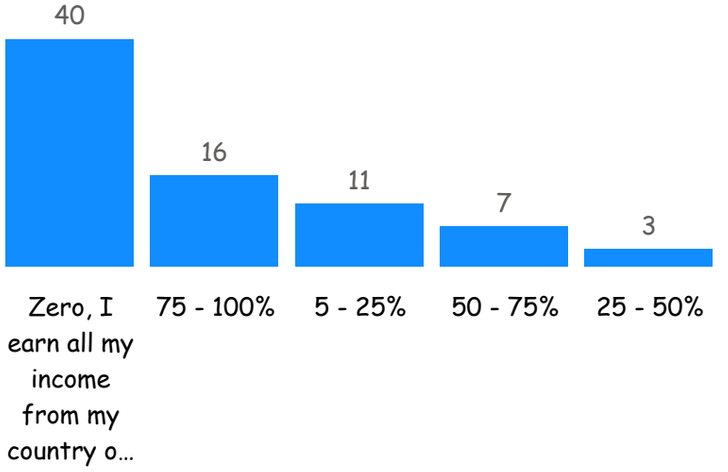


Is Game Development your Full Time Job?

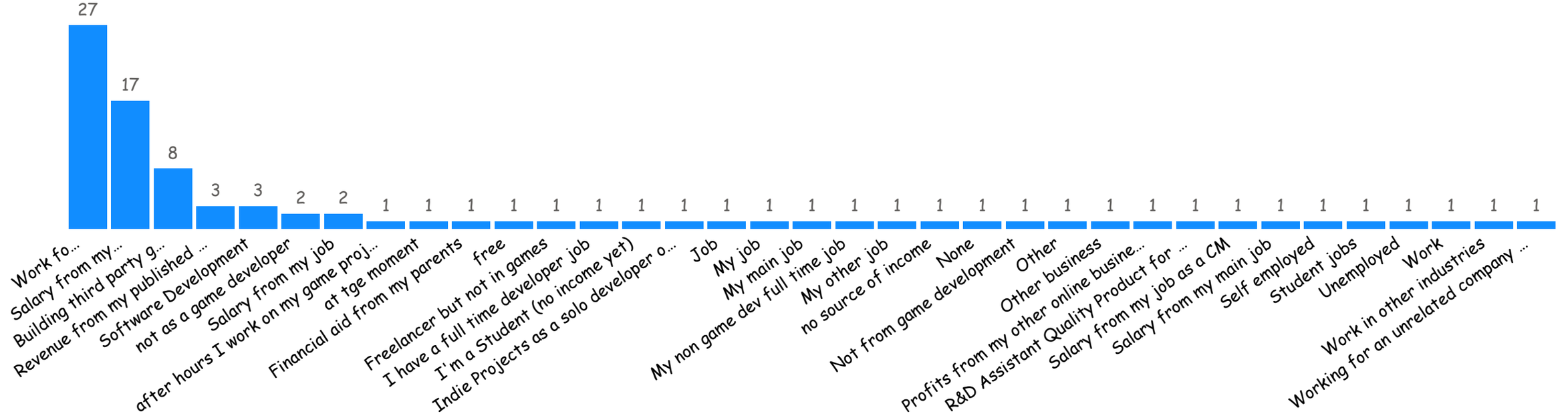
Do You Earn From Making Game?



% Income from Outside Country of Residence

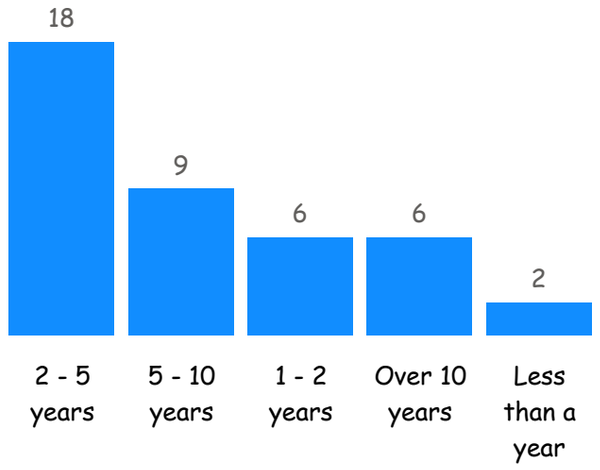


Sources of Income (Individuals)

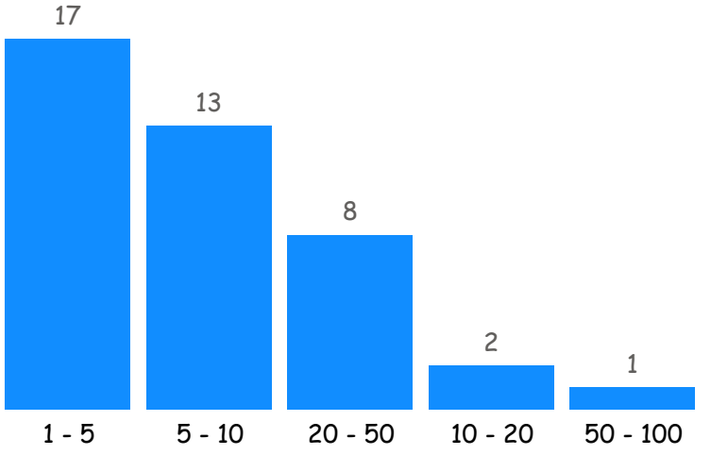


GAME STUDIOS

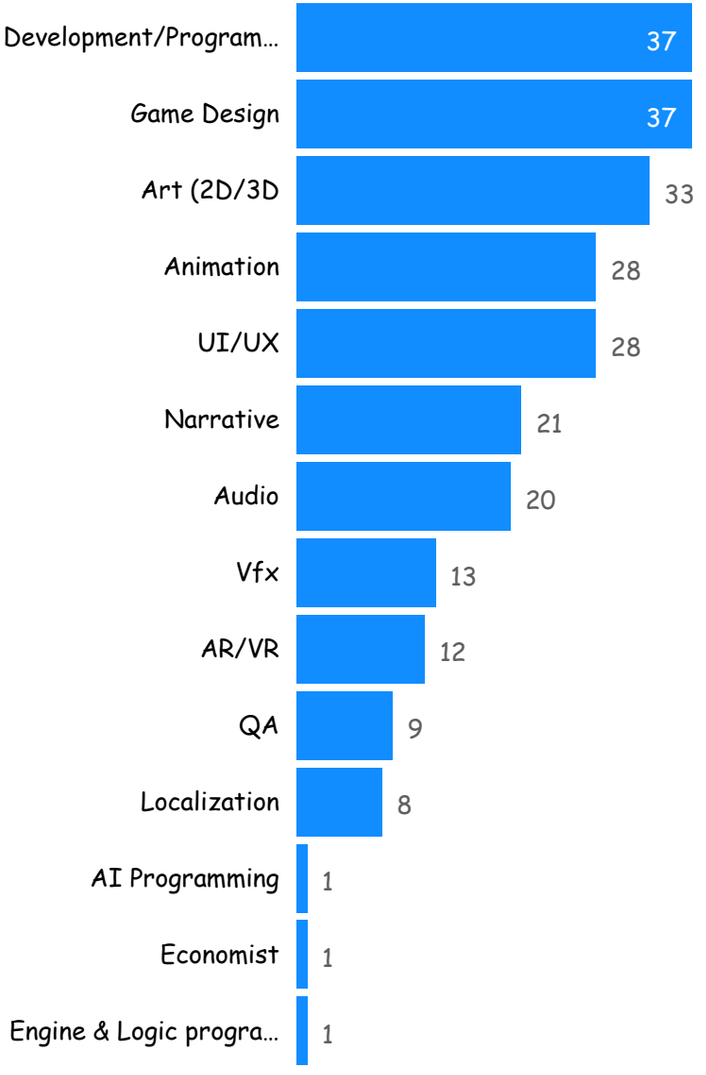
Years of Operation



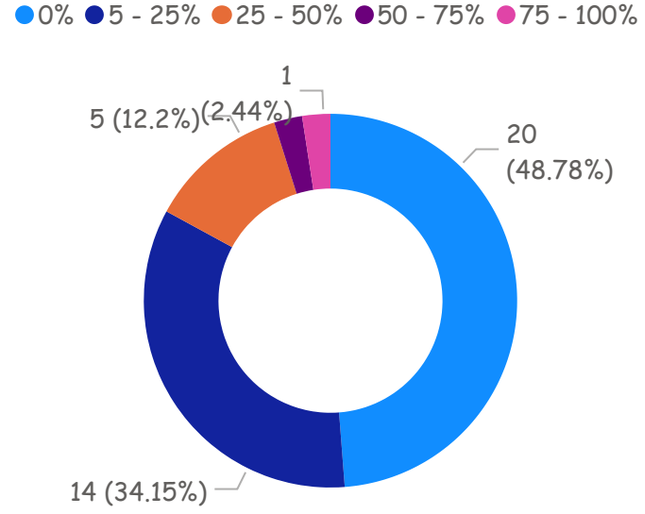
Number of Employees



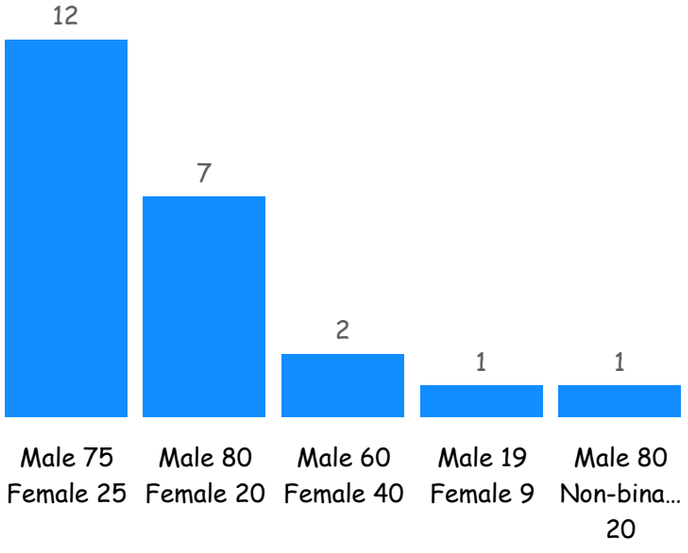
Team's Core Comptence



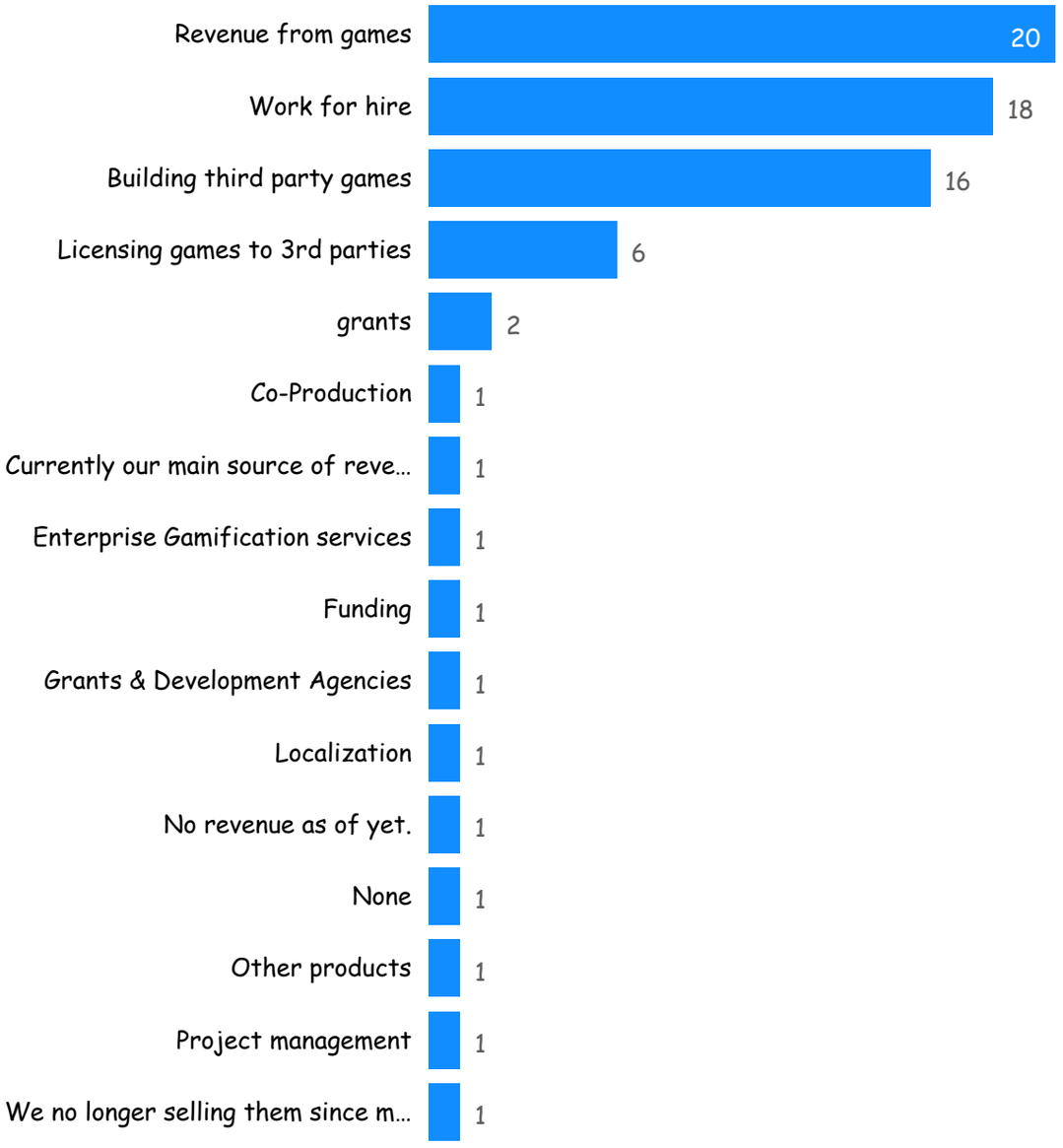
% Distribution of Offshore Employees



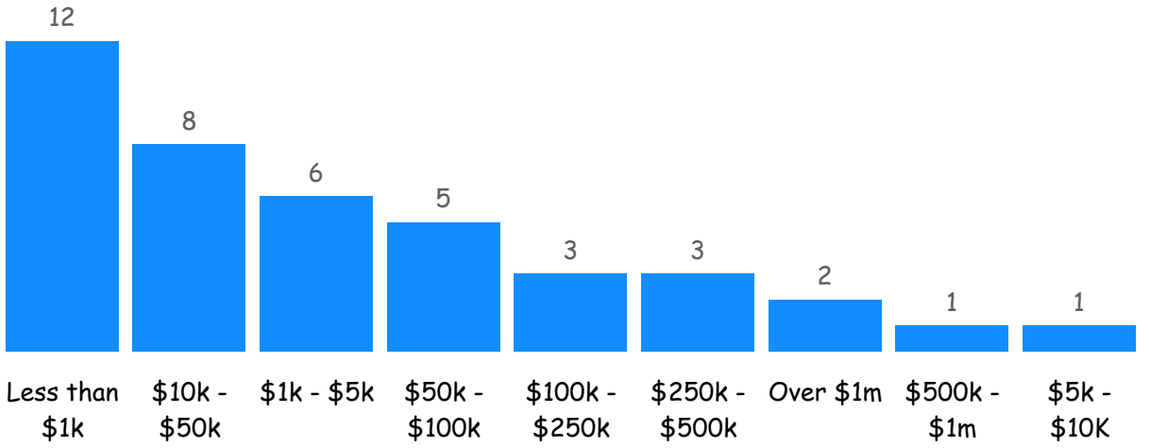
Top 5 Employee Distribution Ratio



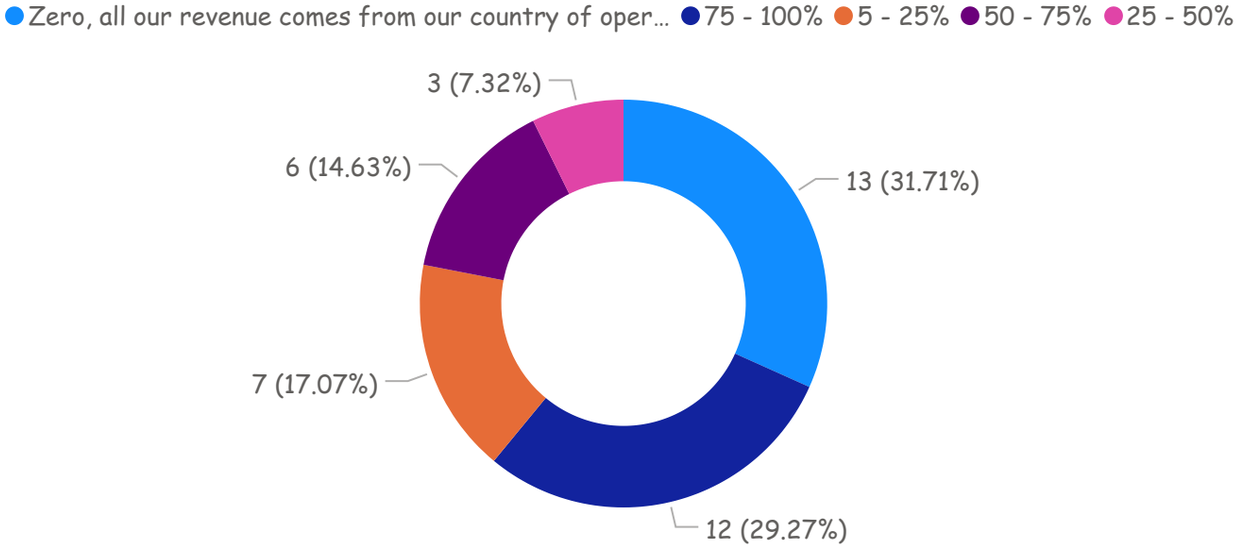
Sources of Revenue



Revenue Generated in 2022

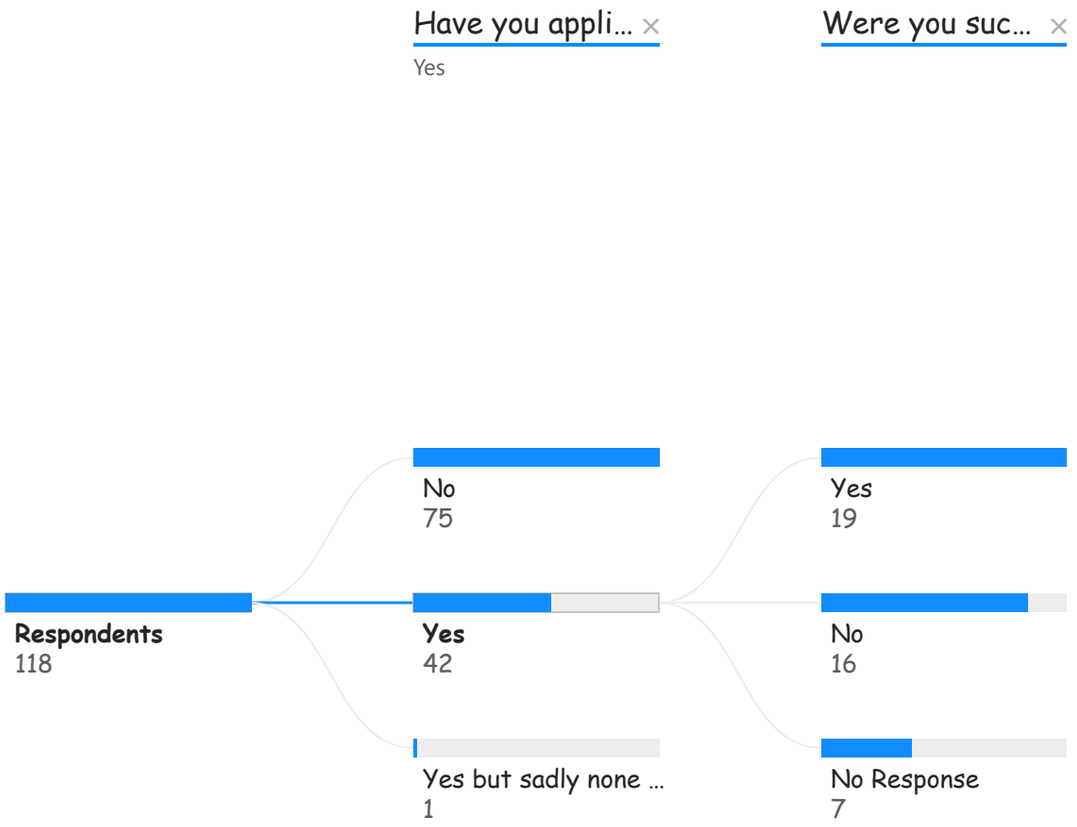


% Revenue from Outside Country of Operation

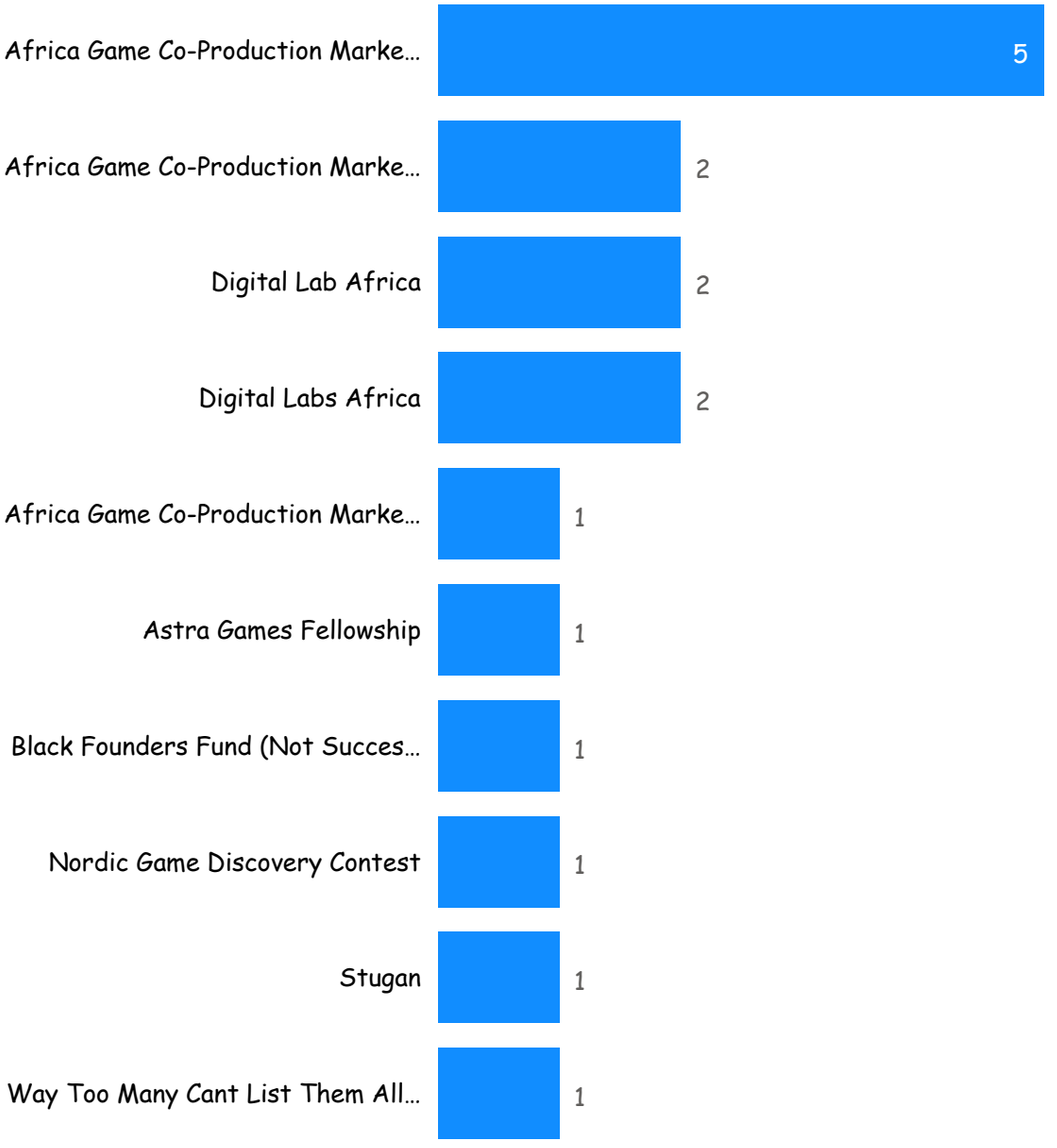


Have you ever...
Yes
If yes, from w...
Investors
How much ext...
Respondents
118
No
69
Yes
33
Not applicable
14
Only if you include ...
1
We are a wholly ow...
1
Investors
20
Grant funding from...
19
Crowd funding
3
Government
3
Grant
1
Non-equity corpora...
1
Not Applicable
1
$100k - $500k
4
$10k - $50k
4
$50k - $100k
4
Less than $10K
4
Over $1m
3
$500k - $1m
1

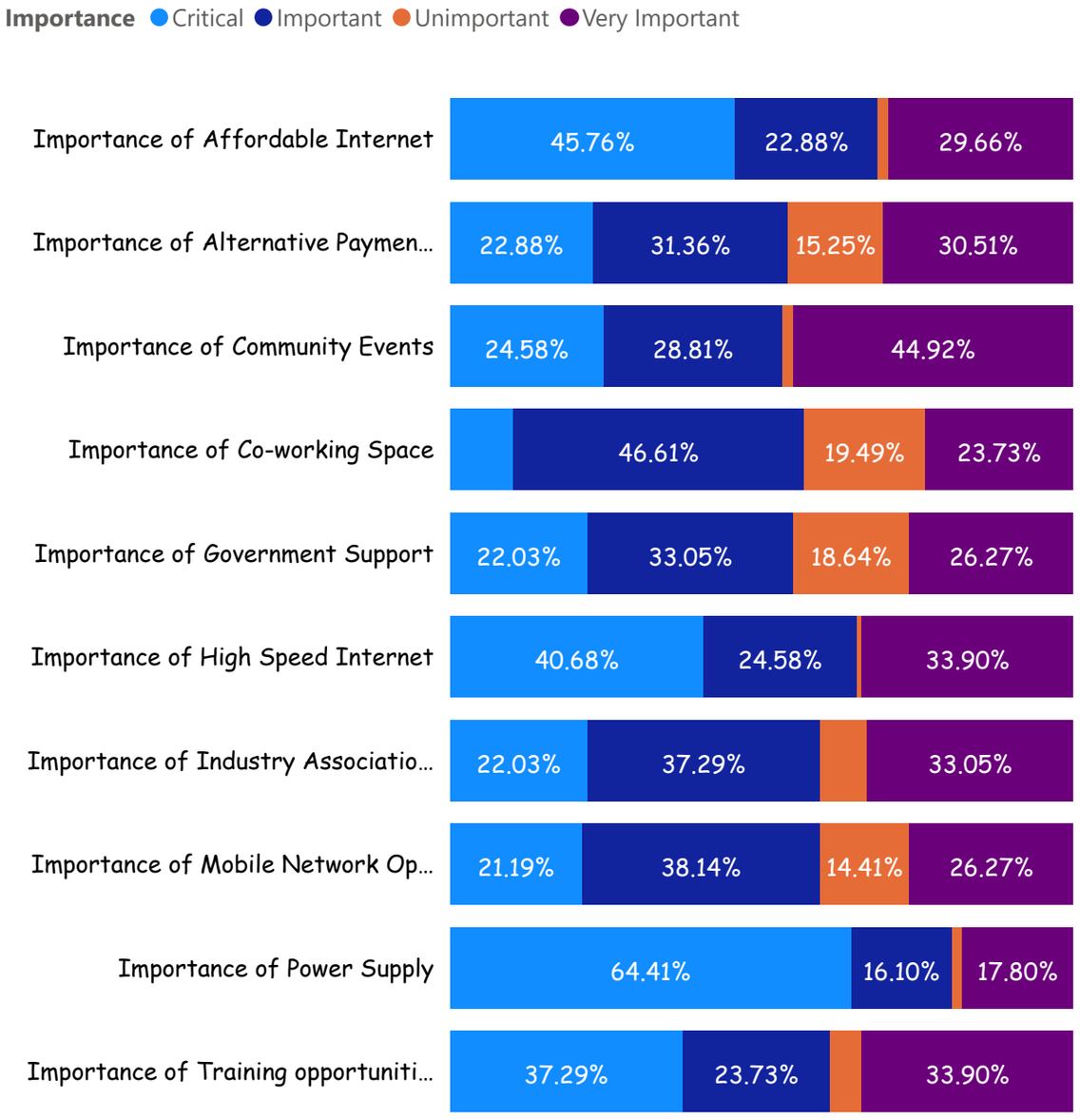
Accelerator / Support Programme Experience



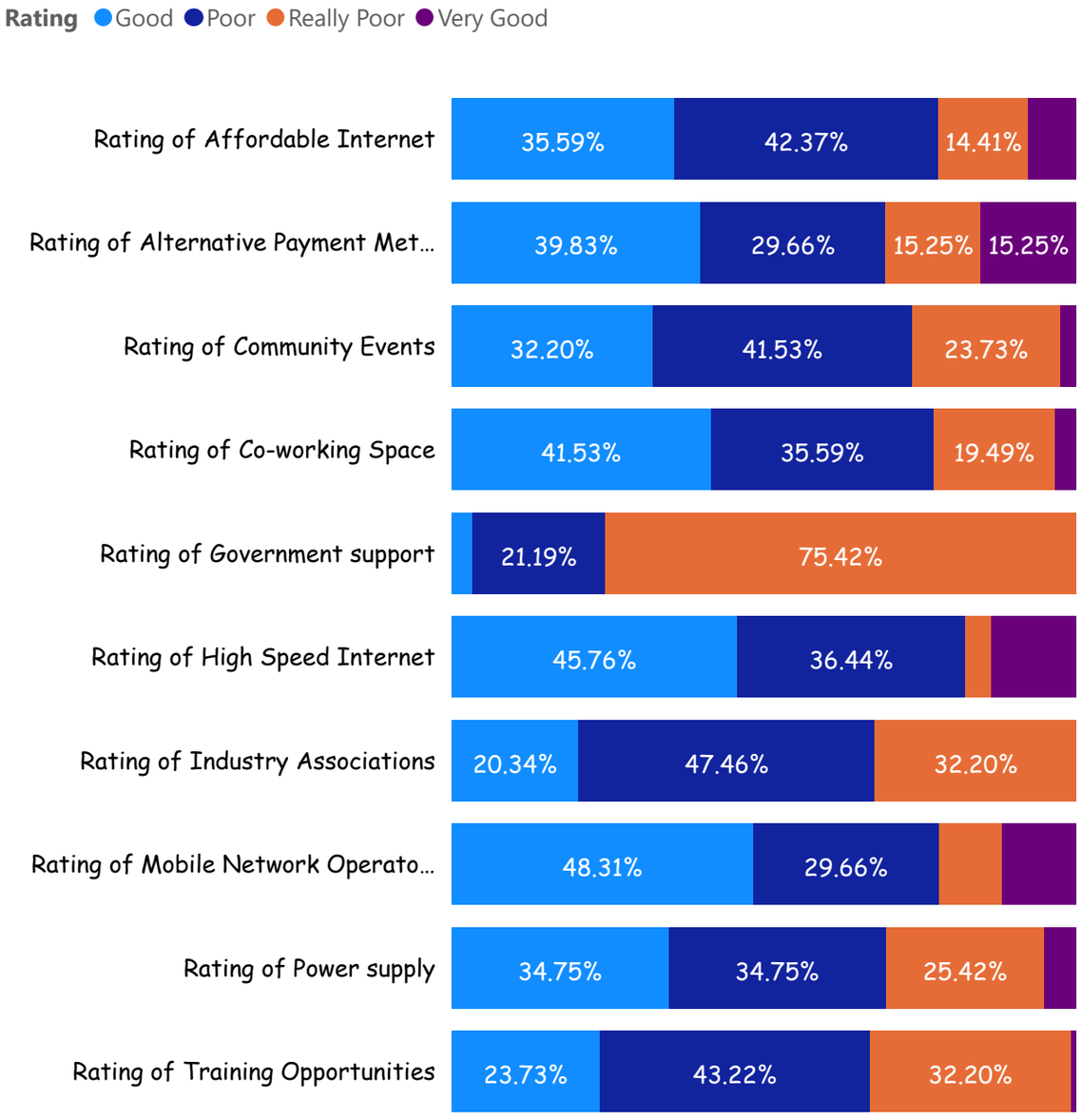
Top 10 Accelerator Programmes Applied To



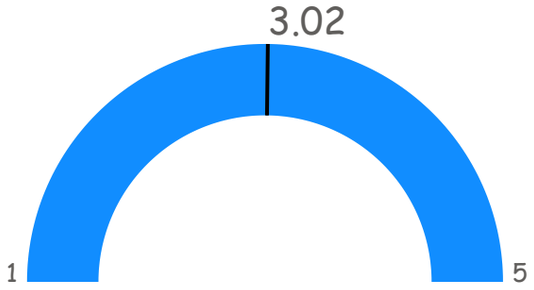
Important Questions



Ratings Questions

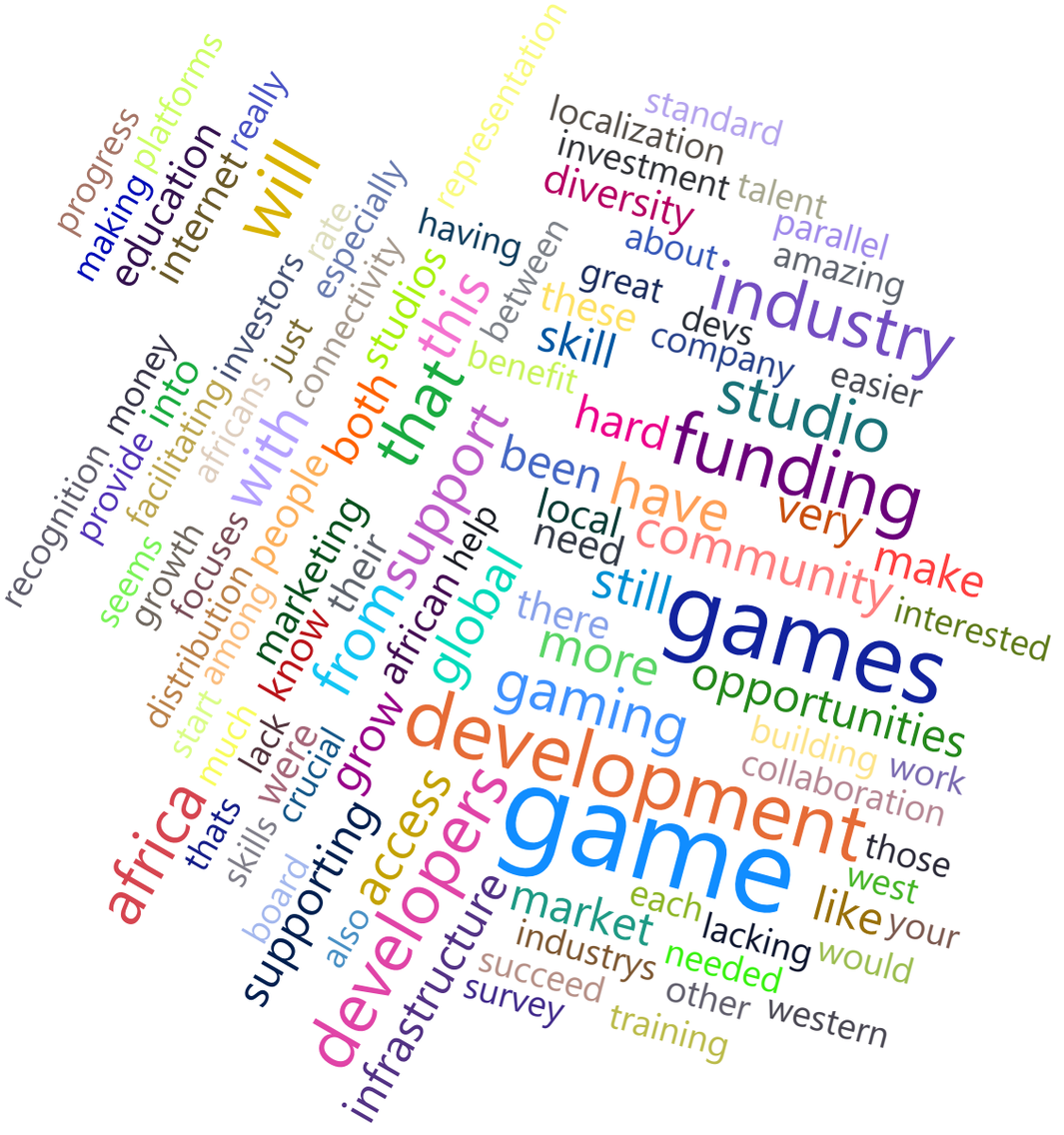


Respondent's View of the African Games Industry in the next 3 years



Most Frequent Words for Support Needed to Succeed

Most Frequent Words in Comments



KEY FINDINGS:

- 118 respondents completed the survey. Representing 16 African countries as Nigeria recorded the highest number of respondents.
- Most of the respondents develop Entertainment Games for Mobile, using Unity.
- 17% of the respondents have attended Africa Game Week, which is the Most Attended Event by the respondents.
- Most of the respondents who are Individuals develop games in their leisure and do not earn from developing games.
- 18 out of the 41 Game Studios have been in operation between 2-5 years and most of the game studios have between 1-5 employees.
- With only 33 respondents having received funding, 20 of which came from Investors.
- Affordable Internet was rated the most critical resource after Electricity. Mobile Network Operators ratings were good, but support from the government has been miserable.
- The respondents are neutral in their view of the African Games Industry in the next 3 years, as funding remains a big support needed for the success of the industry.

RECOMMENDATIONS:

In order to optimize the data collection process of the survey, here are some few recommendations:

- **Use Selection Tools:** To protect users from entering really dirty data for easier and faster data cleaning and analysis, selection tools like Dropbox, List box, Selection box and others.
- **Reduce User Entries:** Unless needed, do not allow users to enter open data into the question fields. It is better to provide options for them to choose from.
- **Provide Descriptions:** Descriptions serve as guides for the users when answering survey question. It also makes it easier for the users to understand the authors intent and it improves the respondents entry.