

## THE **NUMBERS**



## IT'S BIG; REAL BIG.

Currently sitting at \$84 billion dollars, the video game market is expected to grow to \$100 billion dollars by 2019. Video Game Market Overview April 2016 - DFC Intelligence



## LOCALLY SOURCED

Of all new hires in the industry, 72% are recruited locally and stay in the community. 19% of hires are recruited from across Canada, with 9% being foreign sourced. ESAC 2015 Essential Facts About The Video Game Industry



## **DEMOGRAPHICS**

Over 19 million Canadians identified themselves as gamers in 2015. Approximately 54% of the population of Canada. ESAC 2015 Essential Facts About The Video Game Industry



term relationships.

We offer numerous branding opportunities to our sponsors on both our website and at the actual events. The real reward comes from the benefit to the community.

The PTBO Game Jam seeks to engage the local

community with the games industry to form long



We engage and connect talented individuals in the community with other like-minded people.



Games created are often used as portfolio pieces for students apply for jobs.



Small businesses can spawn from games prototyped at events leading to community growth.

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