

Title: Article regarding game industry revenue in Belgium - €600 million ■■

Author: Yerroon

Created 2022-03-17 12:25:00 UTC

Permalink: /r/GME/comments/tg90fy/article\_regarding\_game\_industry\_revenue\_in/

Url: [https://www.reddit.com/r/GME/comments/tg90fy/article\\_regarding\\_game\\_industry\\_revenue\\_in/](https://www.reddit.com/r/GME/comments/tg90fy/article_regarding_game_industry_revenue_in/)

Article in Dutch (paywall, sorry...) [<https://www.tijd.be/ondernemen/entertainment/belgische-gamer-zweert-fysieke-videospellen-niet-af/10373518.html>](<https://www.tijd.be/ondernemen/entertainment/belgische-gamer-zweert-fysieke-videospellen-niet-af/10373518.html>)

Key takeaways:

"The Belgian gamer remarkably often opts for a **physical video game** from a (web) store. The economic value of the gaming sector in Belgium last year amounted to **600 million euros**, says the sector federation, which is publishing figures for the first time."

DyInG BrIcK AnD MoRtAr!!!!

'Video games are already the **largest entertainment sector worldwide**', says Verbruggen. 'Its **importance will only increase** in the coming years.'

Bullish! This is for the Belgian market alone. There are some 11 million inhabitants in Belgium... We're just a tiny country compared to the rest of Europe!

Does anyone have figures for other nations in EU?

# Hey Ryan, come on over, buy the largest retailer in Belgium, [[www.gamemania.be](http://www.gamemania.be)](<https://www.gamemania.be>) and let us too enjoy the glorious sight of GameStop stores all over the country :-)

Me too, I want me some GameStop merchandise!!!