Number of companies 70 design software 60 music performing arts film video tv 50 publishing advertising 40 games immersive crafts 30 20 10 2009.0 2008.0 -2018.0 2007.0 -2013.0 -2017.0 -2001.0 2005.0 2006.0 2010.0 2011.0 2012.0 2015.0 2016.0 2003.0