**Bibliography/Sources**

*2014 Essential Facts About The Canadian Video Game Industry;* Entertainment Software Association of Canada; [www.theESA.ca](http://www.theESA.ca)

*Industry Profile Interactive Digital Media;* November 20, 2012; Ontario Media Development Corporation; [www.omdc.on.ca](http://www.omdc.on.ca)

*Canadian Video Game Companies;* March 16, 2015; Alex Weber, CanDevs; <http://www.candevs.ca>

*Video Gaming Industry (MBA/CMA National Case Competition 2014);* <http://libguides.smu.ca/videogaming>

*2012 Canadian Interactive Industry Profile Final Research Report;* October 2013; for the Canadian Interactive Alliance by Nordicity; <http://www.cmf-fmc.ca/uploads/reports/35-ciip.pdf>

*Video gaming in Canada;* December 2013;Wikipedia, the free encyclopedia; <http://en.wikipedia.org/wiki/Video_gaming_in_Canada>

*Canada’s Video Game Industry in 2013 Final Report;* July 2013; for the Entertainment Software Association of Canada by Nordicity; <http://theesa.ca/wp-content/uploads/2013/10/ESAC-Video-Games-Profile-2013-FINAL-2013-10-21-CIRC.pdf>

*2013 Essential Facts About The Canadian Video Game Industry;* 2013; ESA Entertainment Software Association; <http://theesa.ca/wp-content/uploads/2013/10/Essential-Facts-English.pdf>

*Industry Profiles Interactive Digital Media;* April 30, 2014; Ontario Media Development Corporation; <http://www.omdc.on.ca/collaboration/research_and_industry_information/industry_profiles/IDM_Industry_Profile.htm>

*Ontario 2012: Stimulating Growth in Ontario’s Digital Game Industry;* August 2008; Secor Consulting; <http://www.omdc.on.ca/Assets/Research/Research+Reports/Ontario+2012+Stimulating+Growth+in+Ontario$!27s+Digital+Game+Industry/Stimulating+Growth+in+Ontario$!27s+Digital+Game+Industry+August+2008+English.pdf.pdf>

*Ontario Still Seeing Growth in Canada's Video Game Industry;* March 25, 2013; Business Review Canada; <http://www.businessreviewcanada.ca/finance/614/Ontario-Still-Seeing-Growth-in-Canada039s-Video-Game-Industry>

*Economic/Business Factors in Video Games;* April 20, 2013; by Video Games are Awesome; <https://videogamesramapo.wordpress.com/economicbusiness-factors-in-video-games>

*Legal Factors in Video Games;* April 20, 2013; by Video Games are Awesome; <https://videogamesramapo.wordpress.com/legal-factors-in-video-games>

*Information and Communications Technologies (ICT) Complete profile - Big Blue Bubble;* March 4, 2015; Industry Canada; <http://www.ic.gc.ca/app/ccc/srch/nvgt.do?lang=eng&prtl=1&estblmntNo=234567089712&profile=cmpltPrfl&profileId=2059&app=sold>

*London video game developer Digital Extremes bought by chicken company;* October 15, 2014; Angela Mullins, Metro News; <http://metronews.ca/news/canada/1183860/london-video-game-developer-digital-extremes-bought-by-chicken-company/>