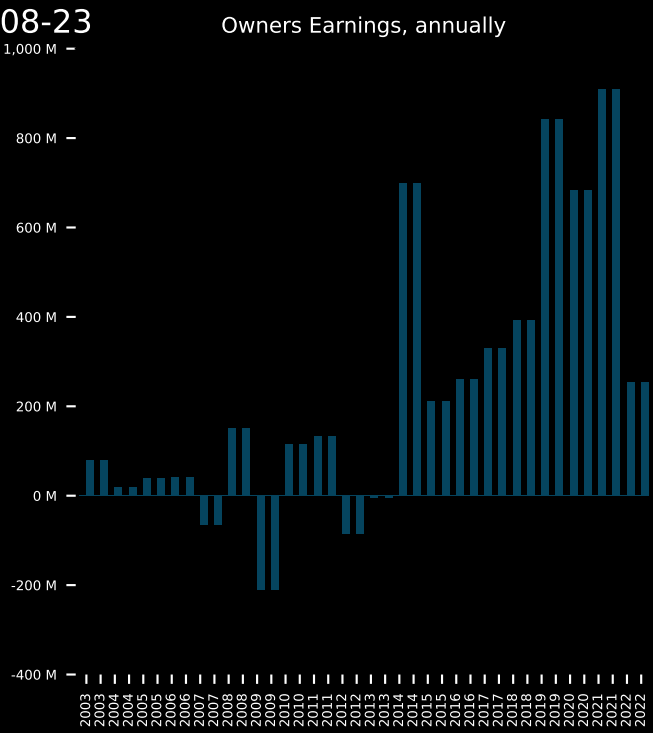
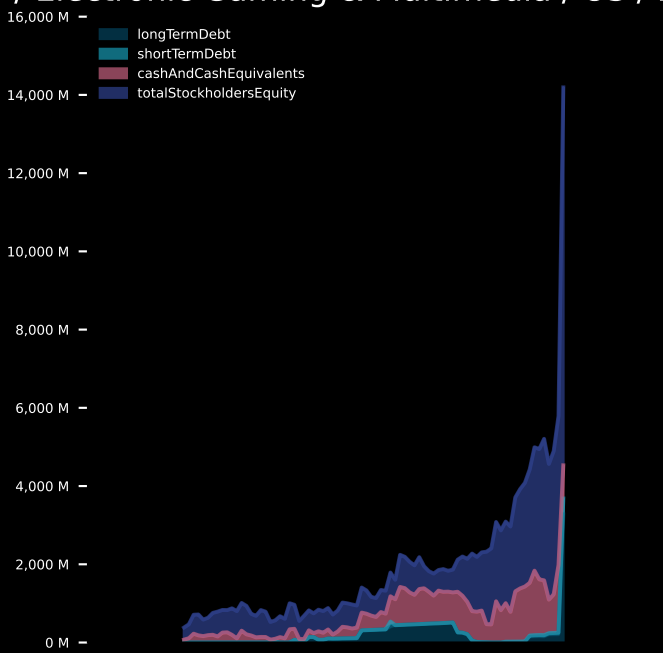
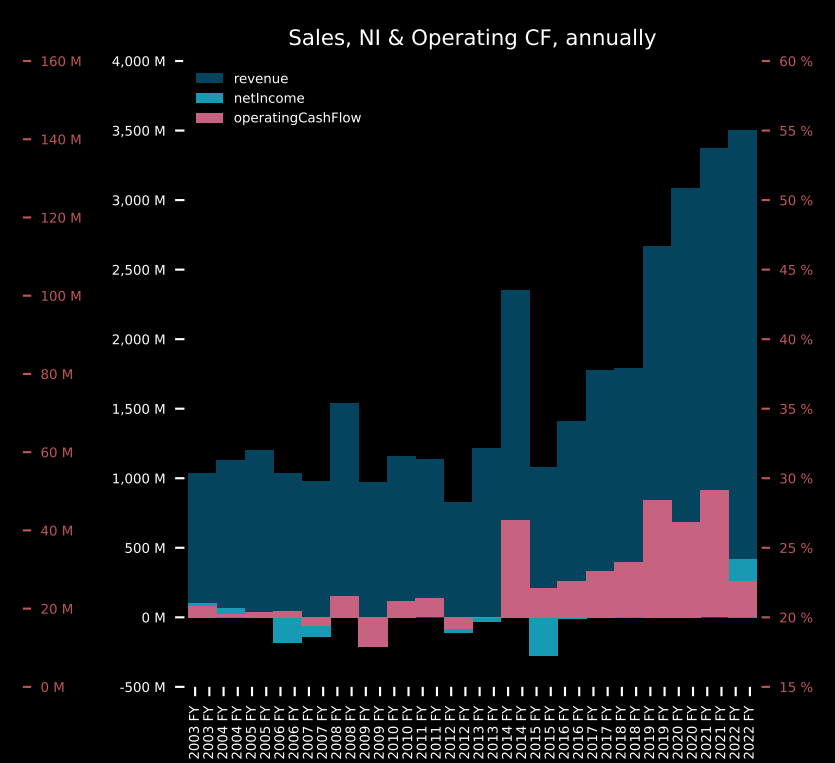
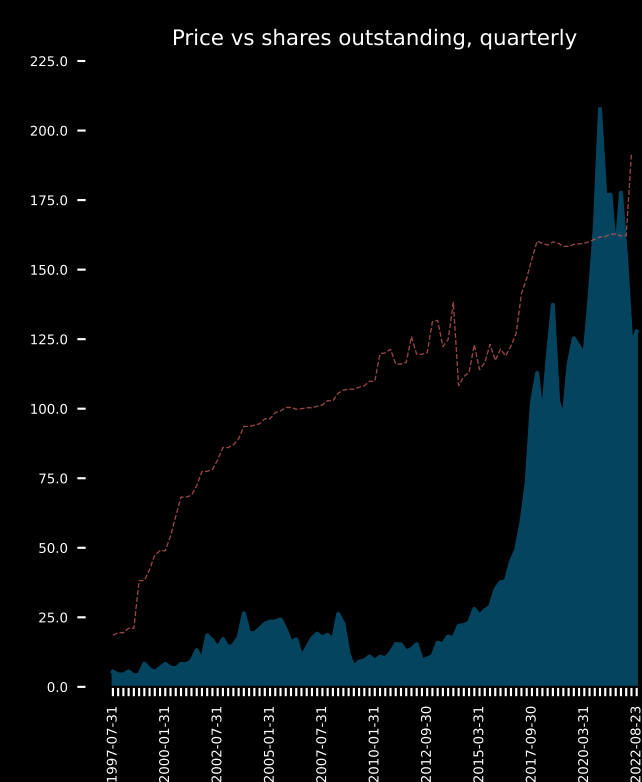
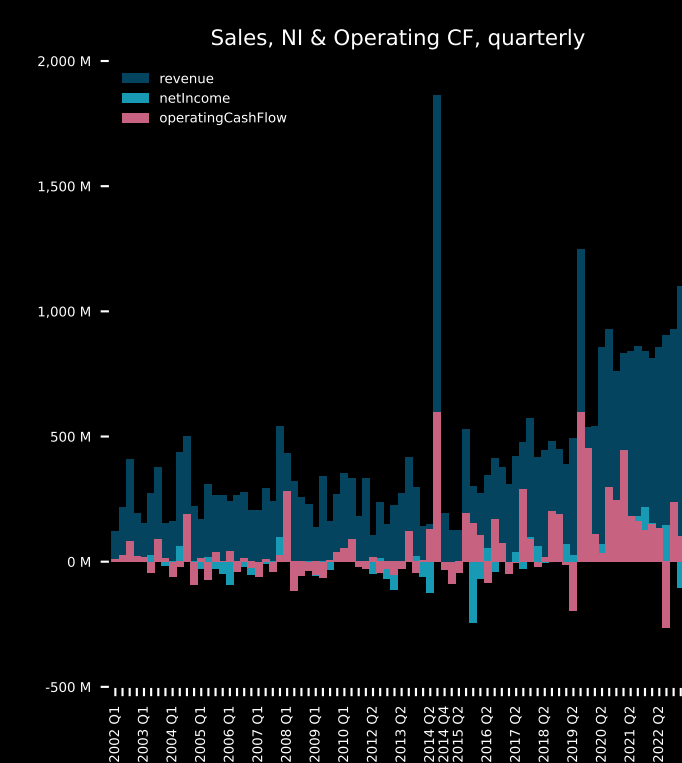


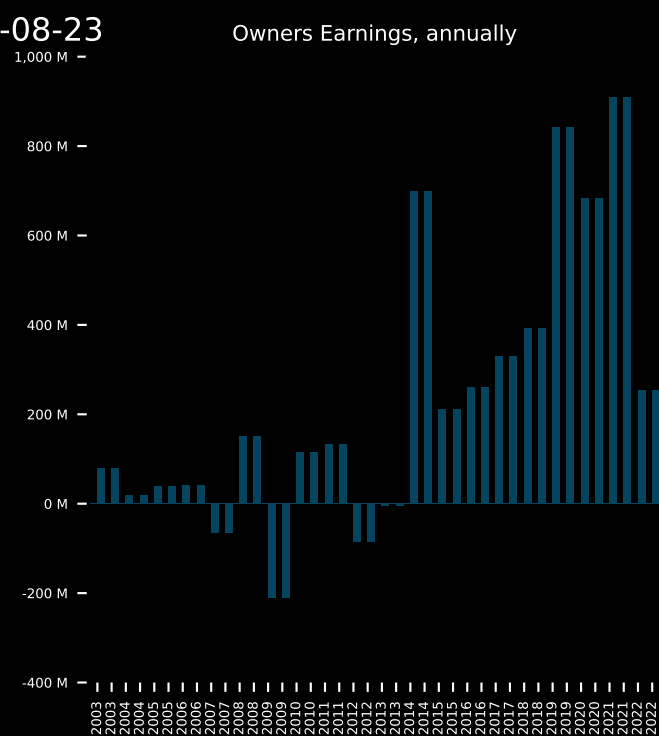
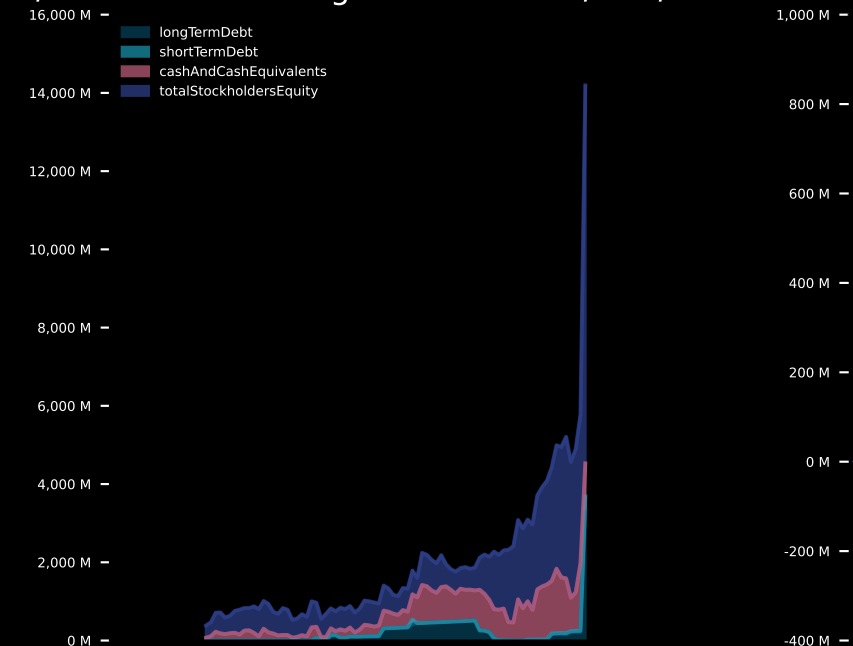
O / Electronic Gaming & Multimedia / US / 2022-08-23



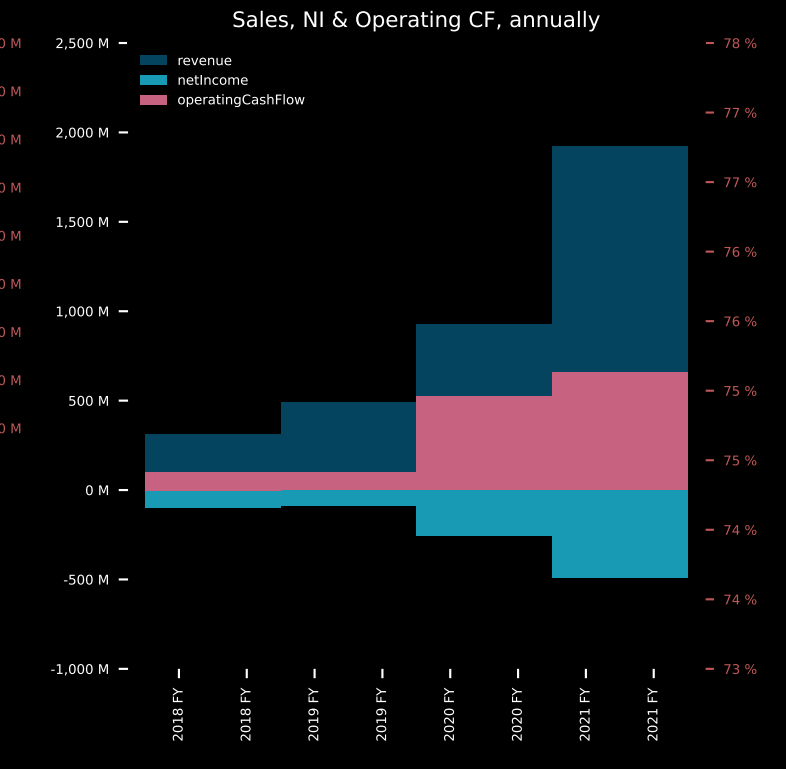
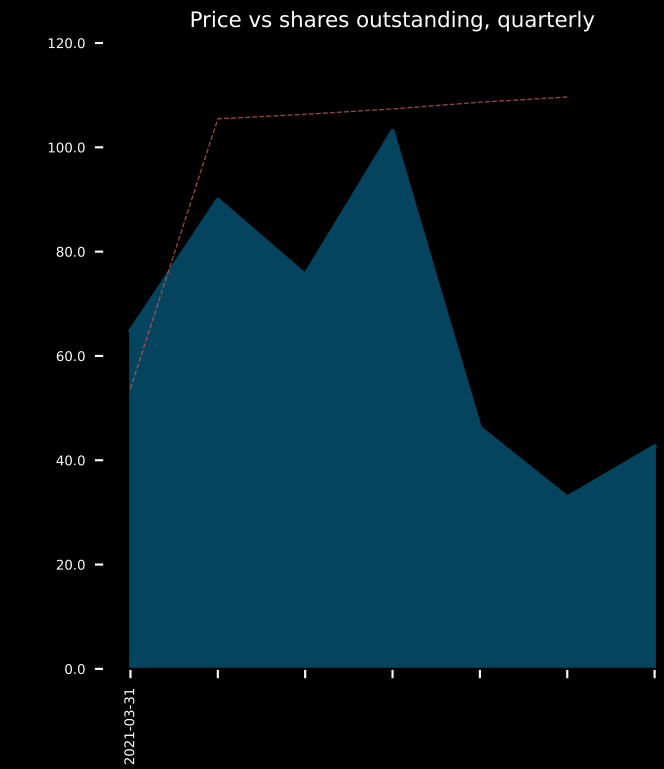
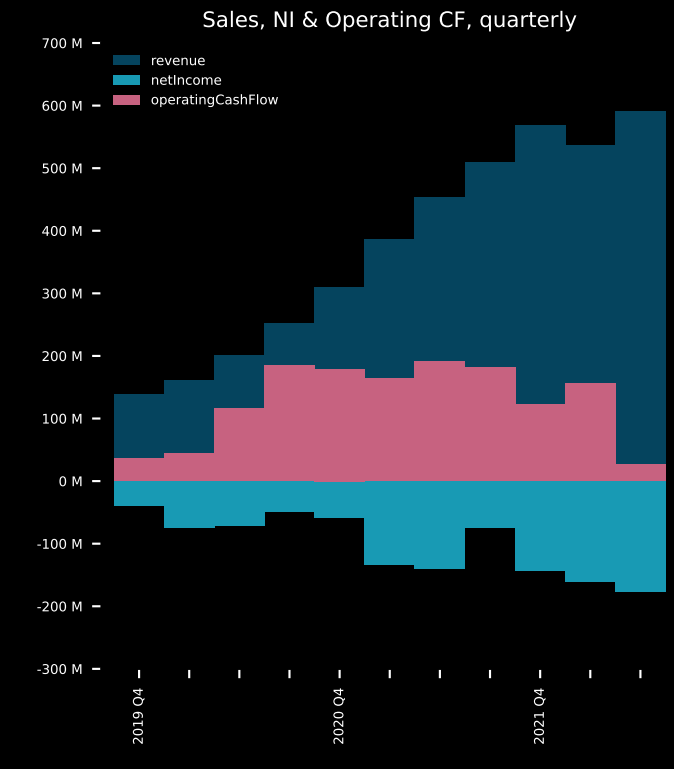
Take-Two Interactive Software, Inc. develops, publishes, and markets interactive entertainment solutions for consumers worldwide. The company offers its products under the Rockstar Games, 2K, Private Division, and T2 Mobile Games names. It develops and publishes action/adventure products under the Grand Theft Auto, Max Payne, Midnight Club, and Red Dead Redemption names; and offers episodes and content, as well as develops brands in other genres, including the LA Noire, Bully, and Manhunt franchises. The company also publishes various entertainment properties across various platforms and a range of genres, such as shooter, action, role-playing, strategy, sports, and family/casual entertainment under the BioShock, Mafia, Sid Meier's Civilization, XCOM series, and Borderlands. In addition, it publishes sports simulation titles comprising NBA 2K series, a basketball video game; the WWE 2K professional wrestling series; and PGA TOUR 2K. Further, the company offers Kerbal Space Program, OlliOlli World, and The Outer Worlds and Ancestors: the Humankind Odyssey under Private Division; and free-to-play mobile games, such as Dragon City, Man of Steel: The Division, and The Division 2.



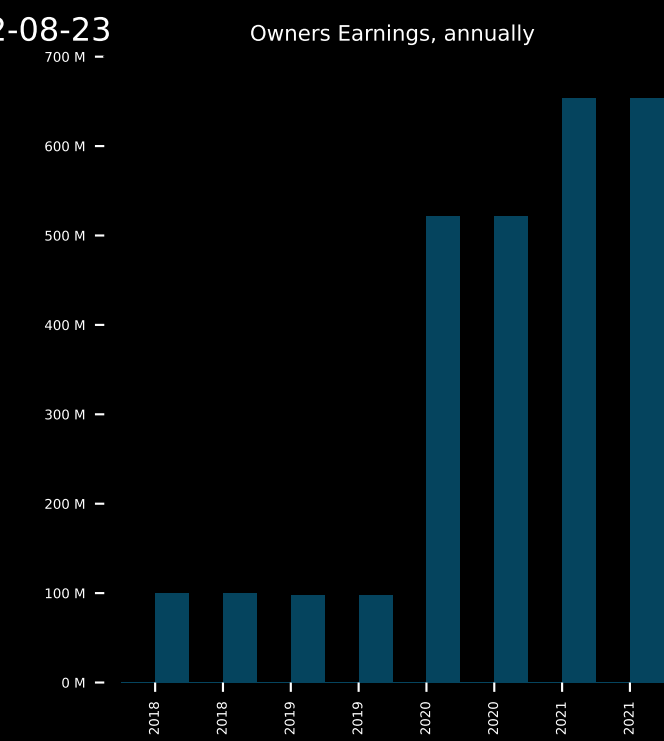
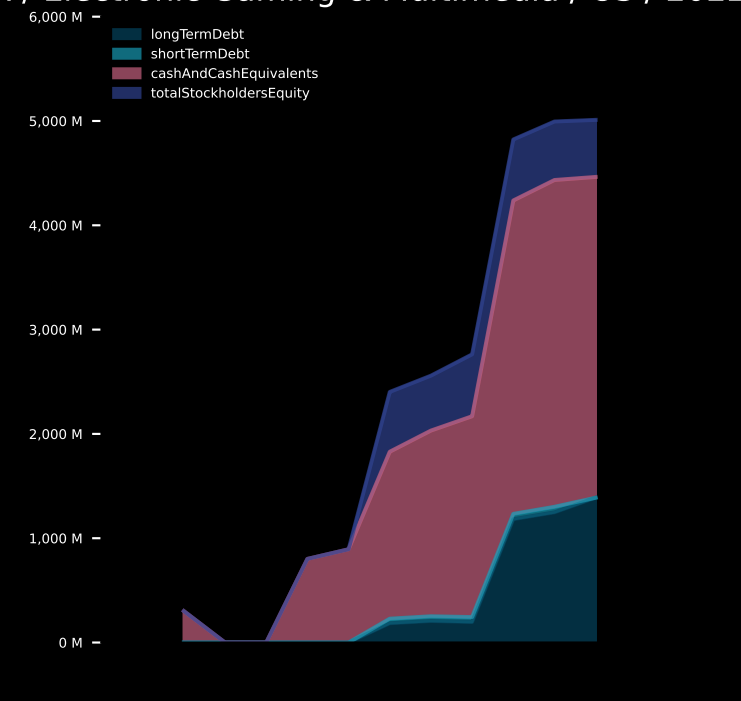
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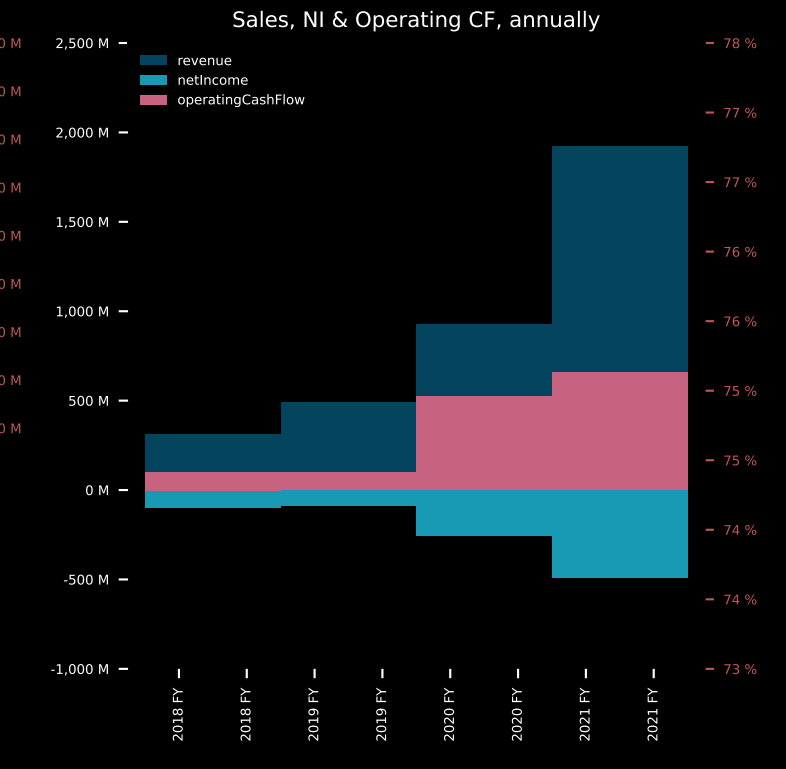
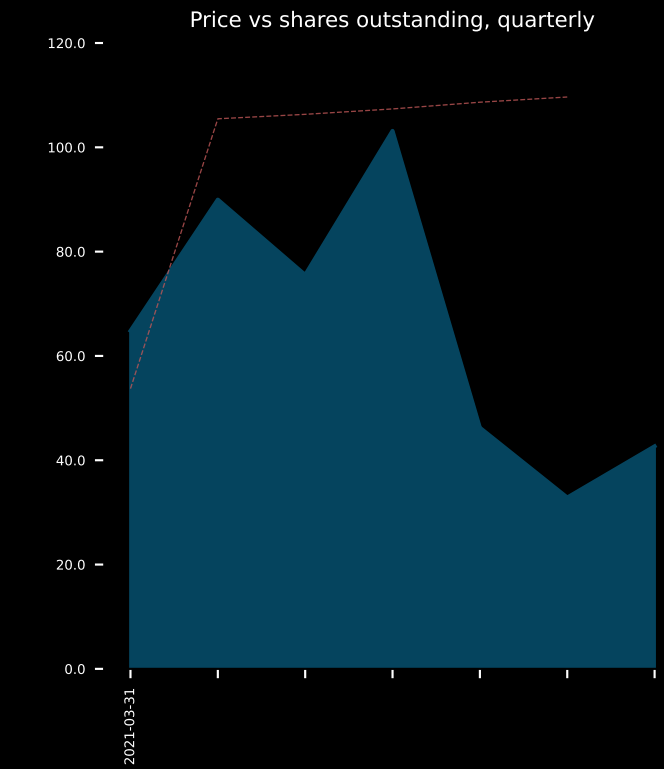
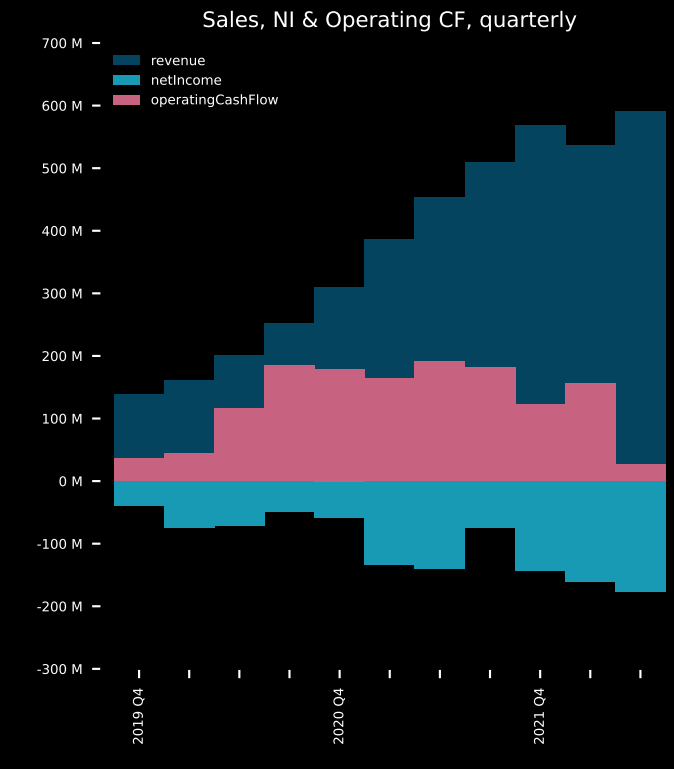
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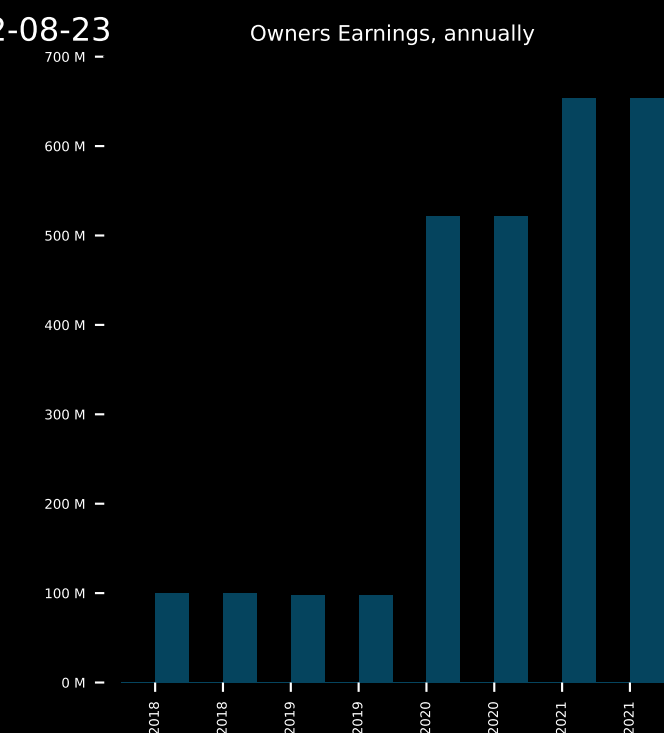
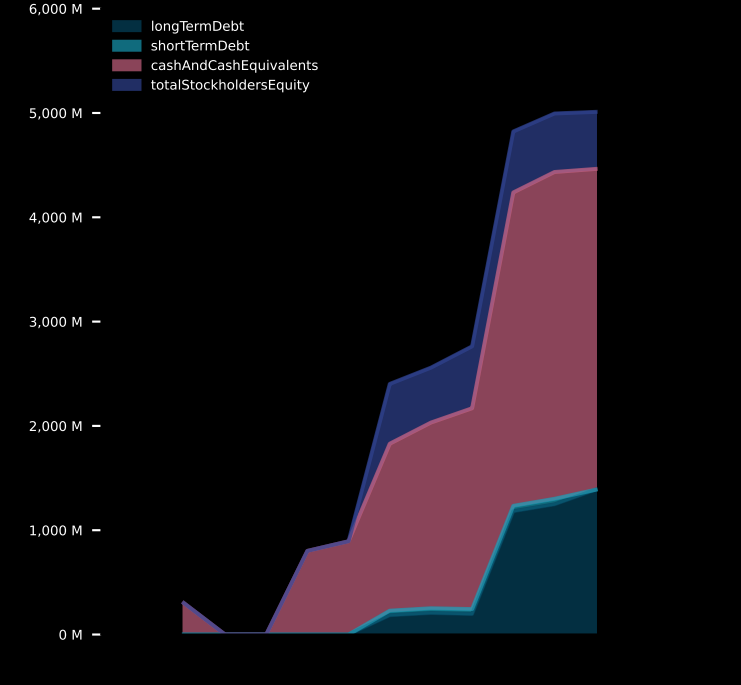
K / Electronic Gaming & Multimedia / US / 2022-08-23



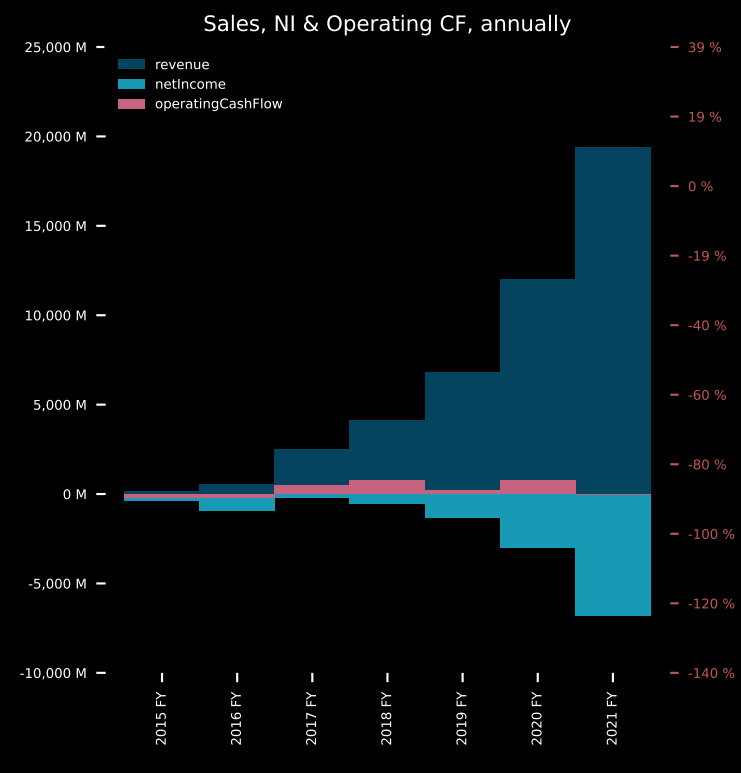
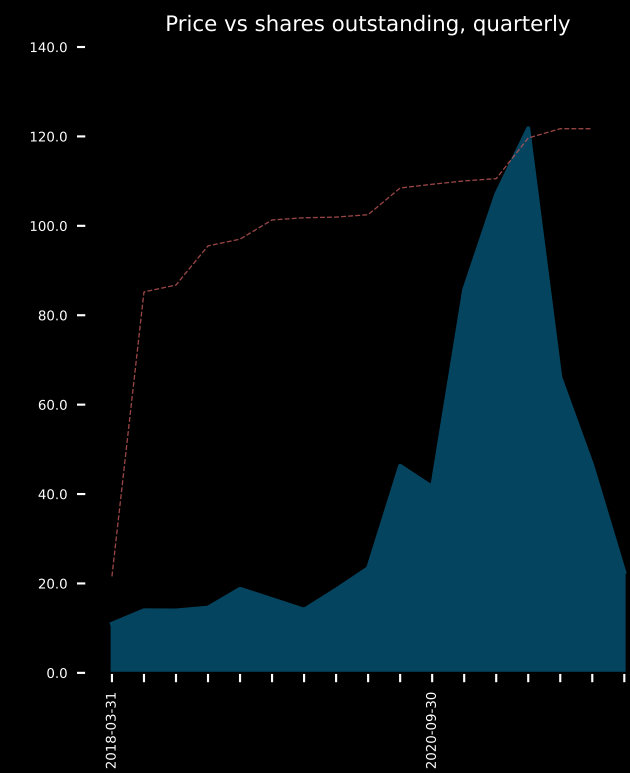
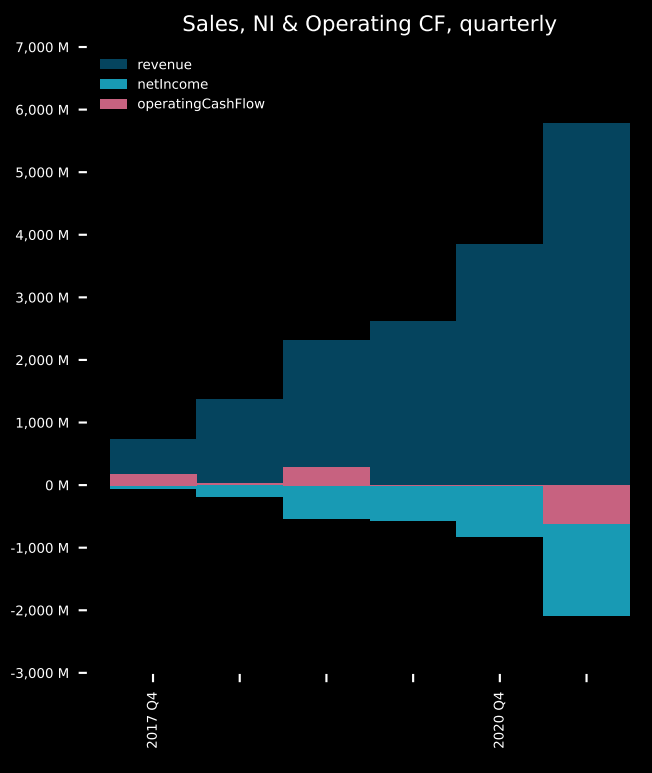
Roblox Corporation develops and operates an online entertainment platform. The company offers Roblox Studio, a free toolset that allows developers and creators to build, publish, and operate 3D experiences, and other content; Roblox Client, an application that allows users to explore 3D digital world; Roblox Education for learning experiences; and Roblox Cloud, which provides services and infrastructure that power the human co-experience platform. It serves customers in the United States, the United Kingdom, Canada, Europe, China, the Asia-Pacific, and internationally. The company was incorporated in 2004 and is headquartered in San Mateo, California.



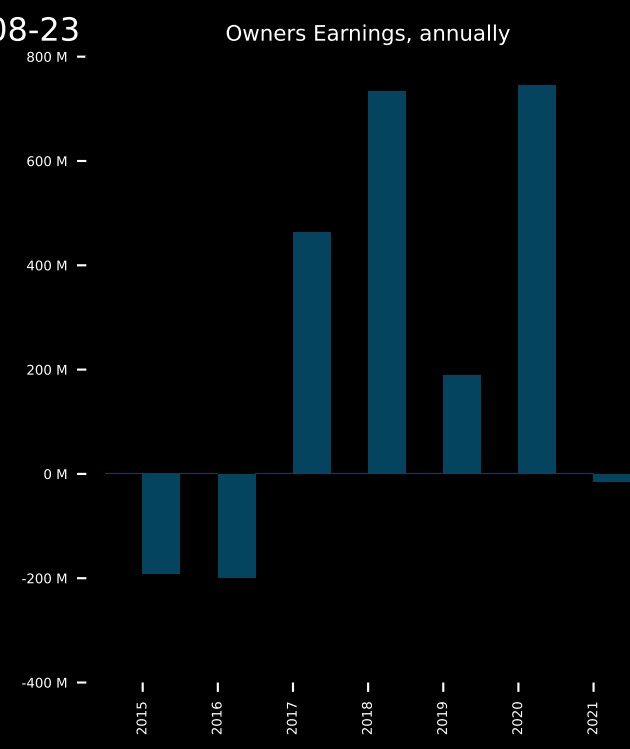
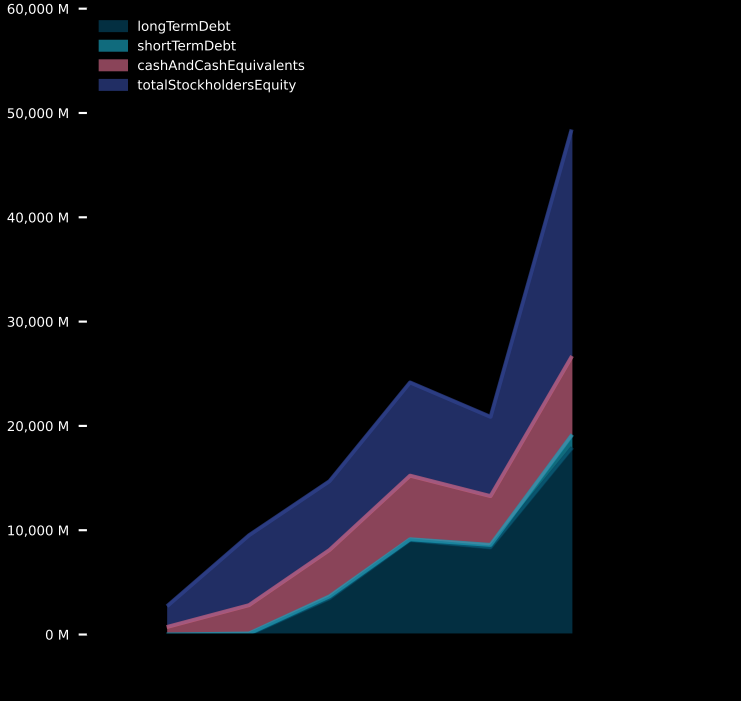
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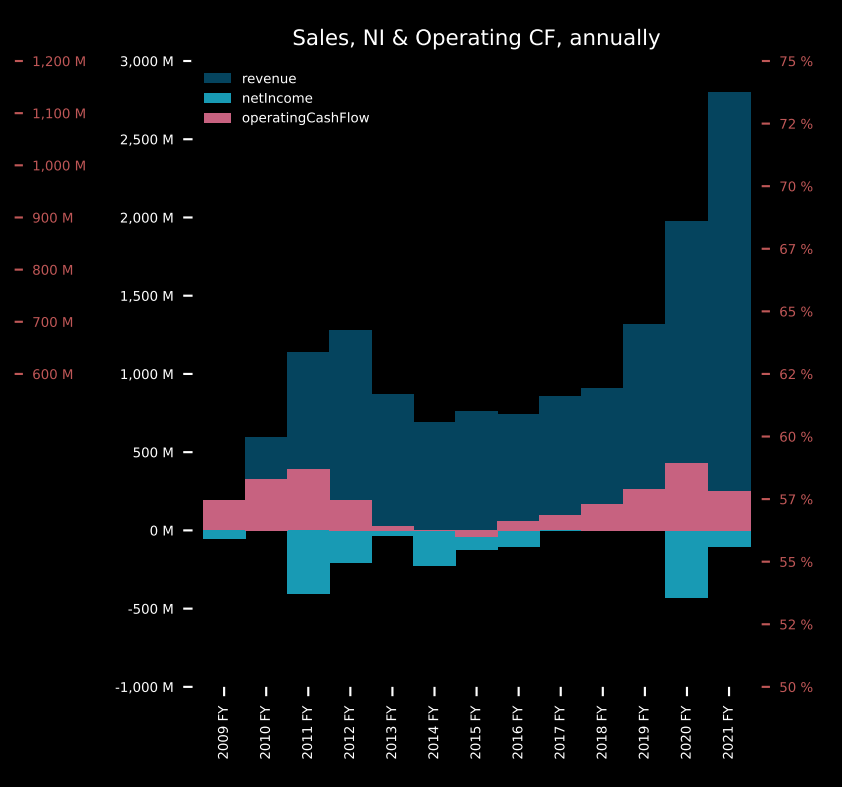
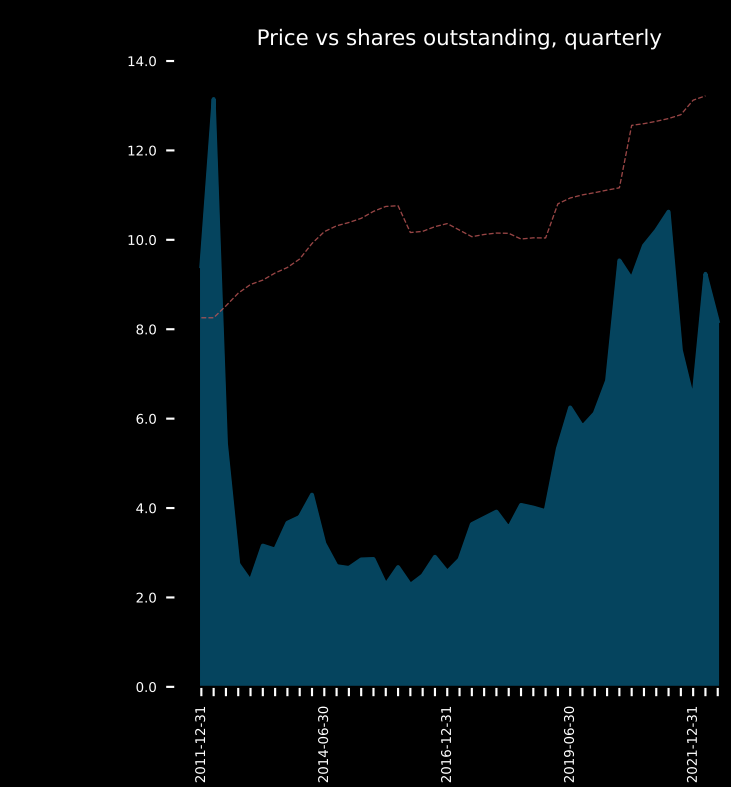
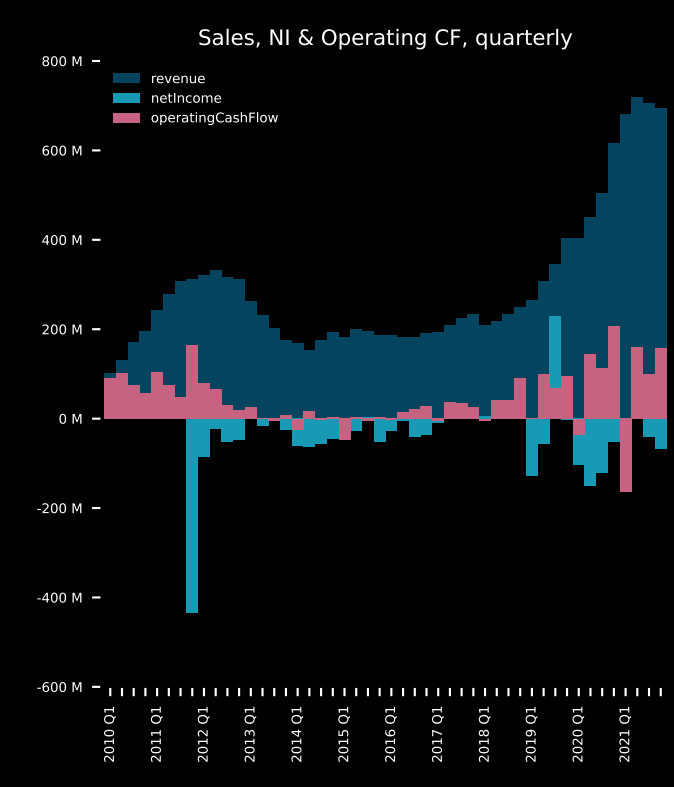
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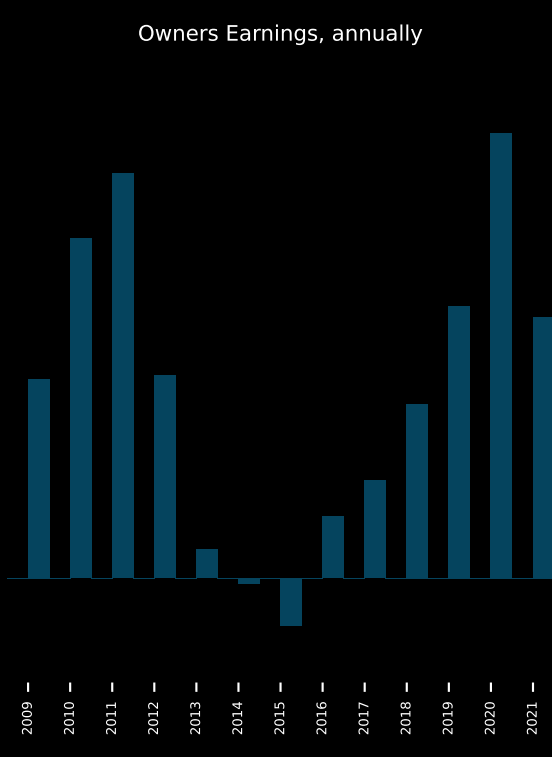
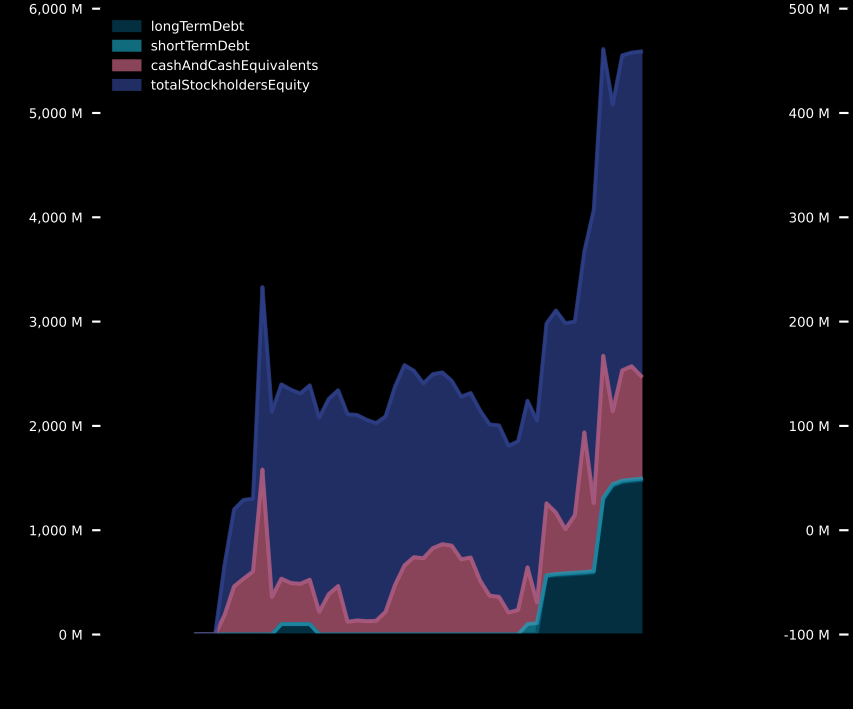
/ Electronic Gaming & Multimedia / CN / 2022-08-23



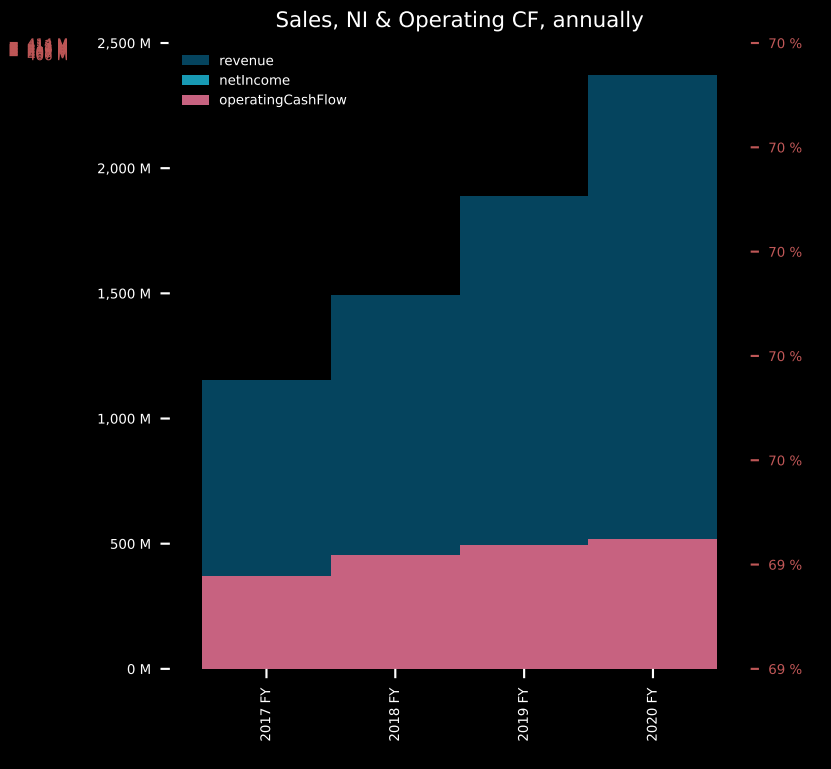
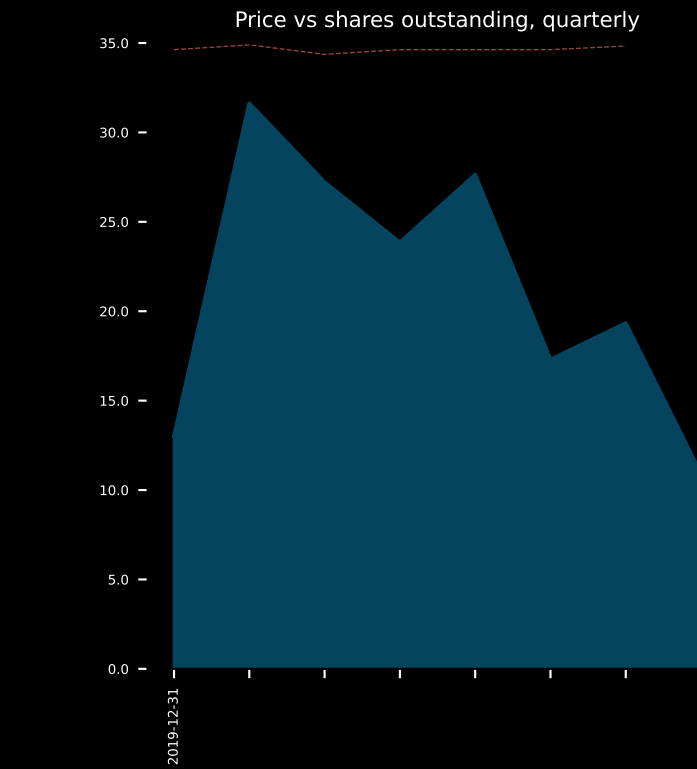
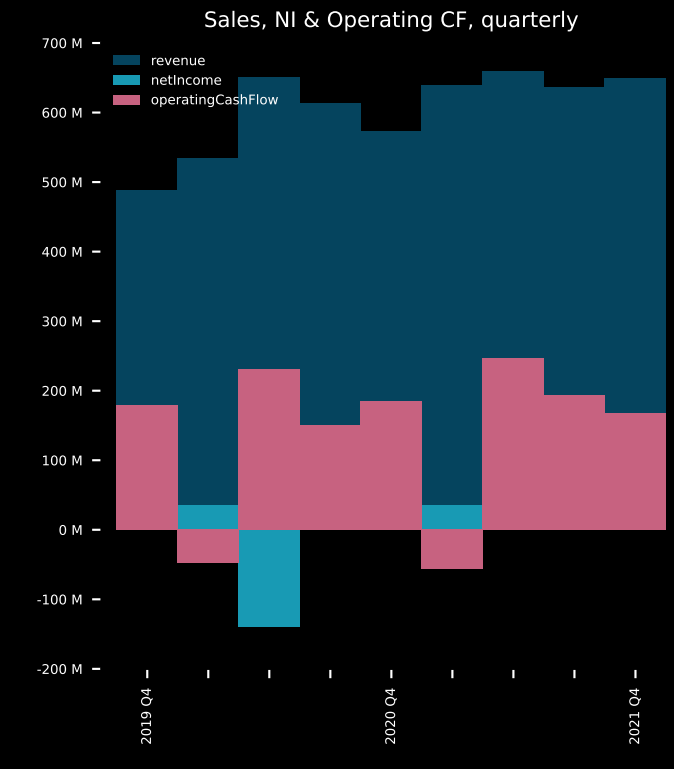
Bilibili Inc. provides online entertainment services for the young generations in the People's Republic of China. Its platform offers a range of content, including video services, mobile games, and value-added service, as well as ACG-related comic and audio content. The company's video services include professional user generated videos, occupationally generated videos, and live broadcasting. Bilibili Inc. was founded in 2009 and is headquartered in Shanghai, the People's Republic of China.



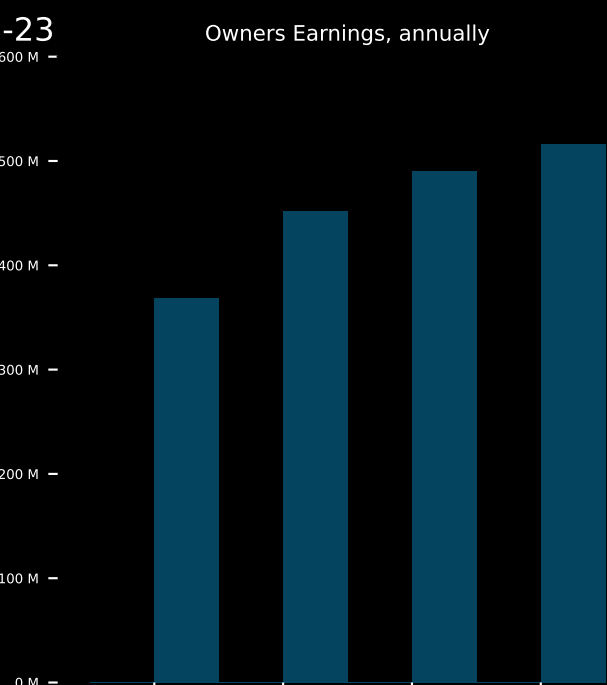
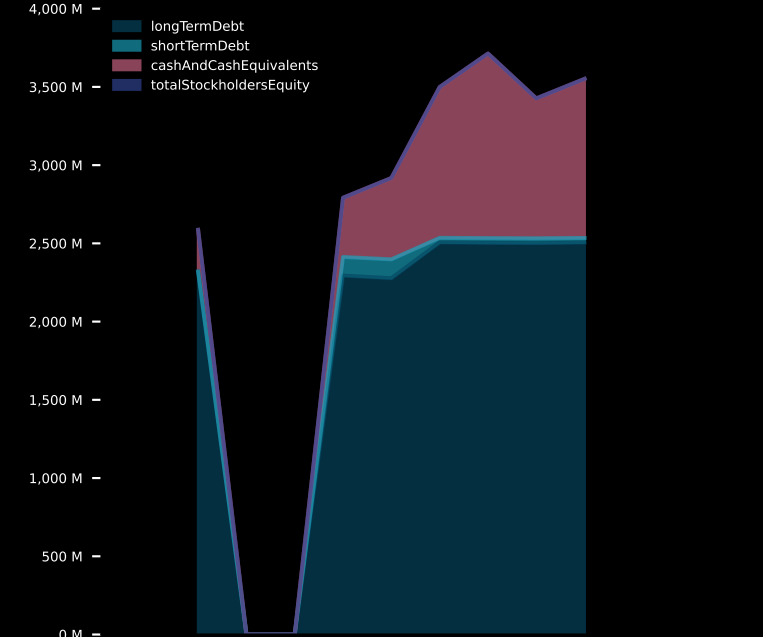
A / Electronic Gaming & Multimedia / US / 2022-08-23



Zynga Inc. develops, markets, and operates social game services in the United States and internationally. The company provides social games as live services played on mobile platforms, such as Apple iOS and Google's Android operating systems; social networking platforms, such as Facebook and Snapchat; and personal computers consoles, such as Nintendo's Switch game console, and other platforms and consoles. It also provides advertising services comprising mobile advertisements, engagement advertisements and offers, and branded virtual items and sponsorships for marketers and advertisers; and licenses its own brands. In addition, the company operates mobile programmatic advertising and monetization platform. Zynga Inc. was founded in 2007 and is headquartered in San Francisco, California.



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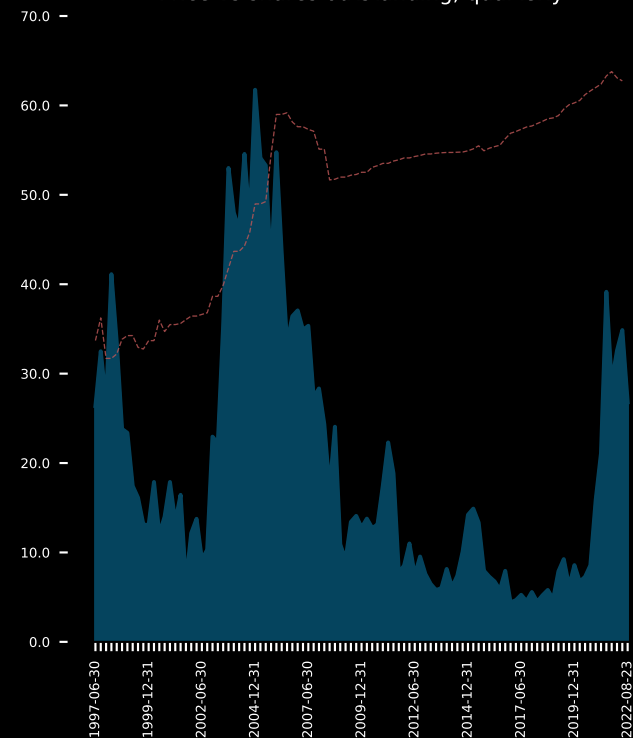


Playtika Holding Corp. develops mobile games in the United States, Europe, the Middle East, Africa, the Asia Pacific, and internationally. The company owns a portfolio of casual and casino-themed games. It distributes its games to the end customer through various web and mobile platforms, such as Apple, Facebook, Google, and other web and mobile platforms and its own proprietary platforms. The company was founded in 2010 and is headquartered in Herzliya Pituarch, Israel. Playtika Holding Corp. is a subsidiary of Playtika Holding Uk li Limited.

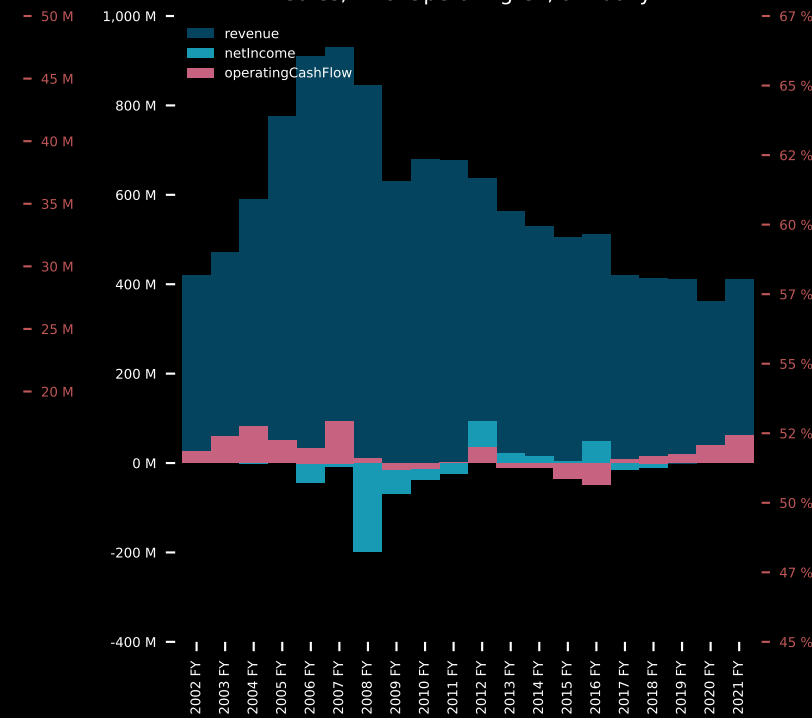
Sales, NI & Operating CF, quarterly



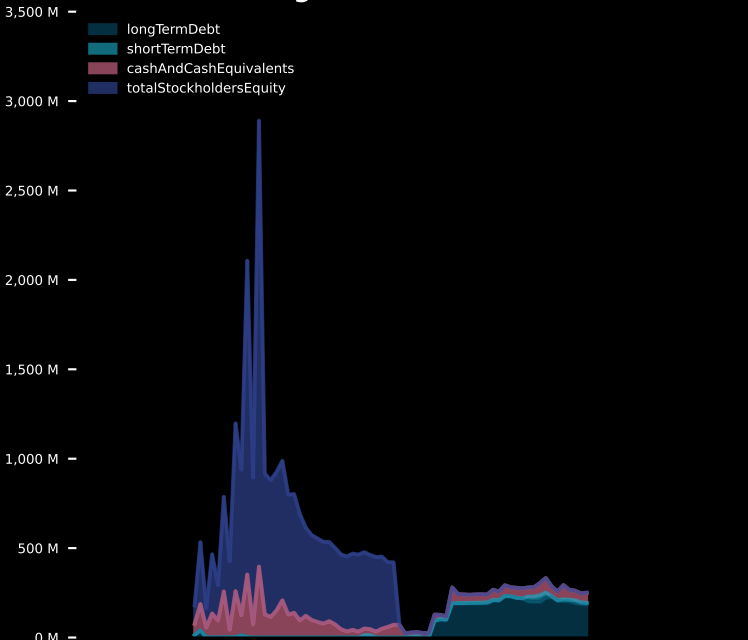
Price vs shares outstanding, quarterly



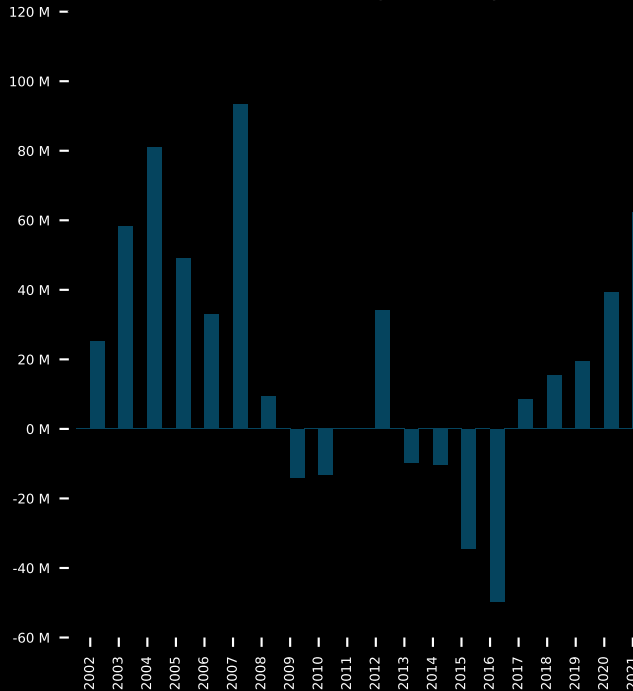
Sales, NI & Operating CF, annually



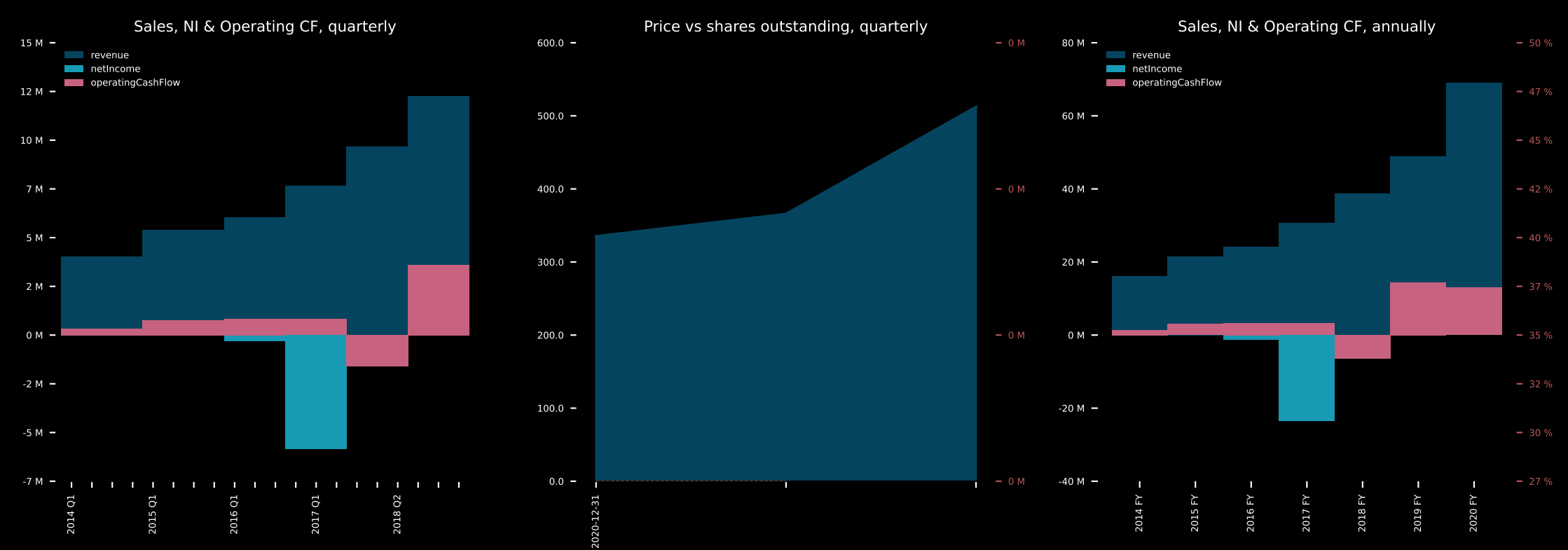
D / Electronic Gaming & Multimedia / US / 2022-08-23



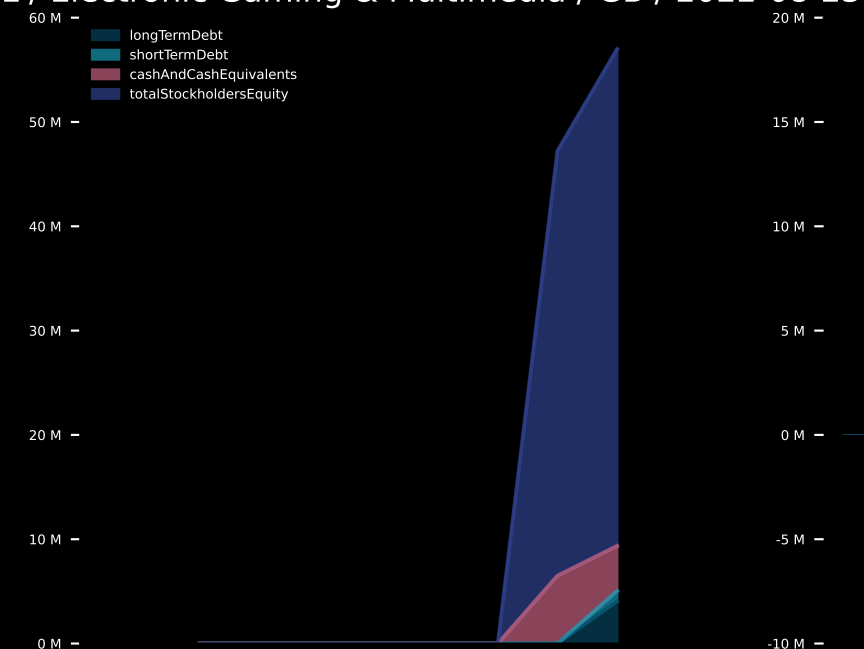
Owners Earnings, annually



Avid Technology, Inc., together with its subsidiaries, develops, markets, sells, and supports software and integrated solutions for video and audio content creation, management, and distribution worldwide. The company's video products and solutions include the Media Composer, a cloud-enabled solution used to edit video content; Avid NEXIS shared storage systems; Maestro solutions for the integration of virtual sets, augmented reality, and video wall control into existing workflows; AirSpeed 5000 and AirSpeed 5500 on-air server solutions; and MediaCentral, a media production suite. Its audio products and solutions comprise Pro Tools digital audio software solutions to facilitate the audio production process; Sibelius solution to create, edit, and publish musical scores; S6 line of complementary control surfaces and consoles; S1 and S4 audio control surfaces; and VENUE | S6L live sound system for mixing audio for live sound reinforcement. The company also provides Avid Link, a mobile application to connect with other artists, producers, mixers, composers, editors, videographers, movie makers, and graphic designers; FastServe video



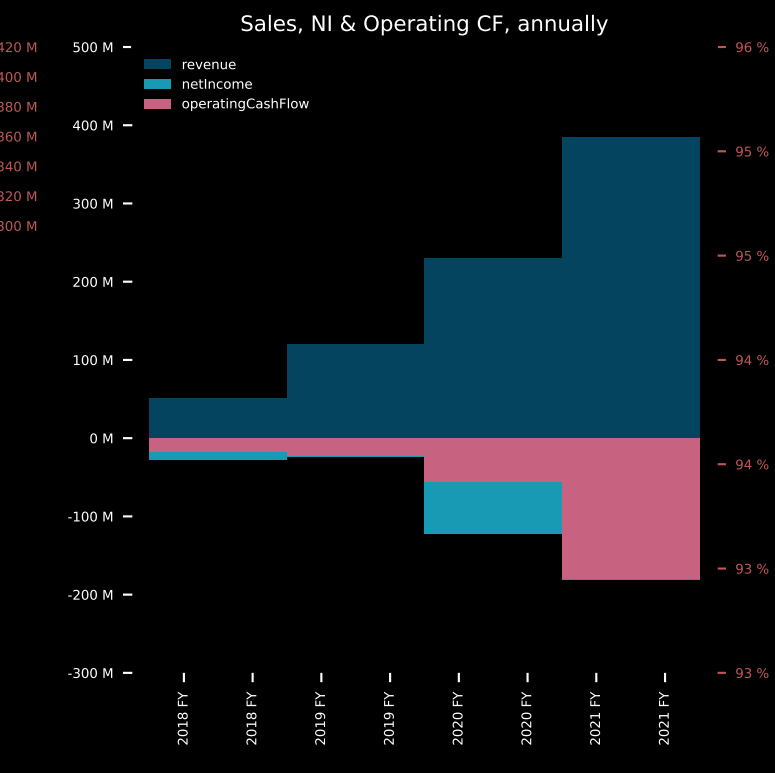
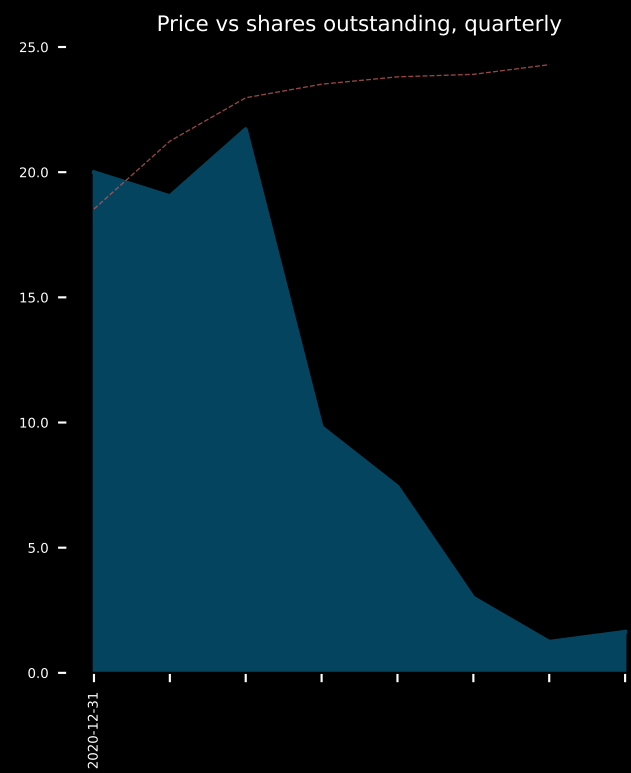
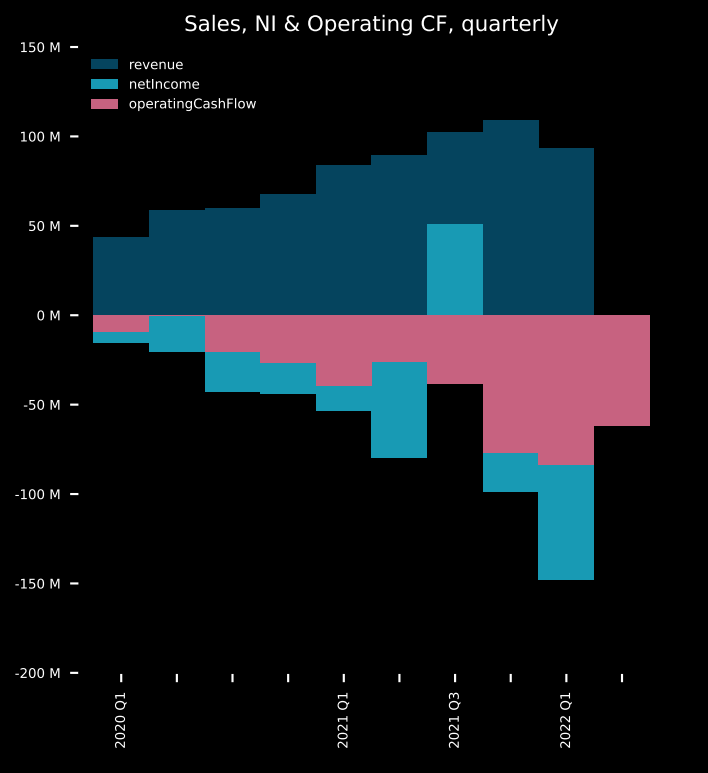
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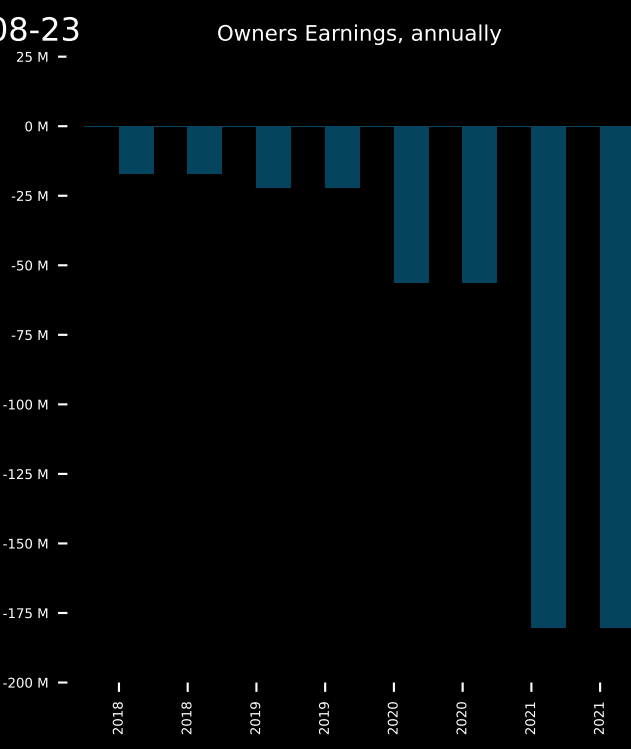
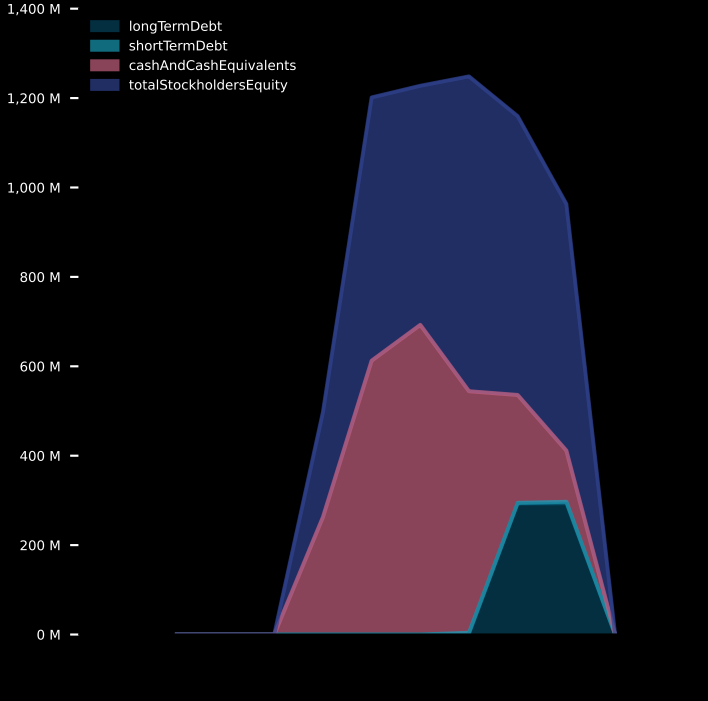
Owners Earnings, annually



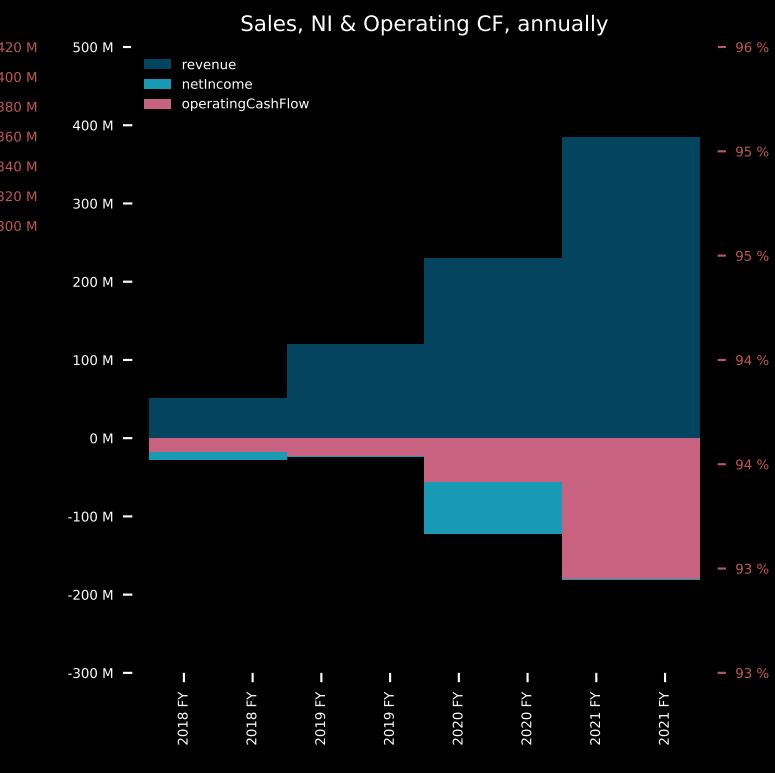
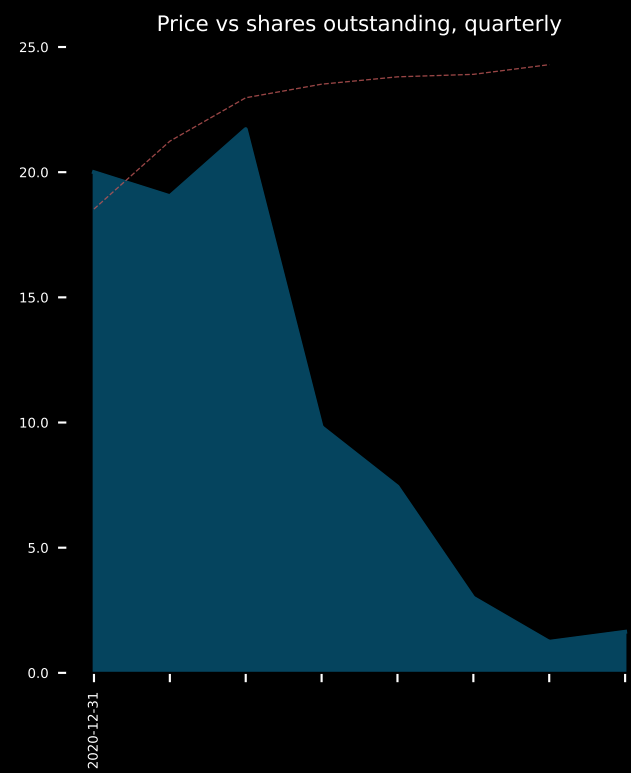
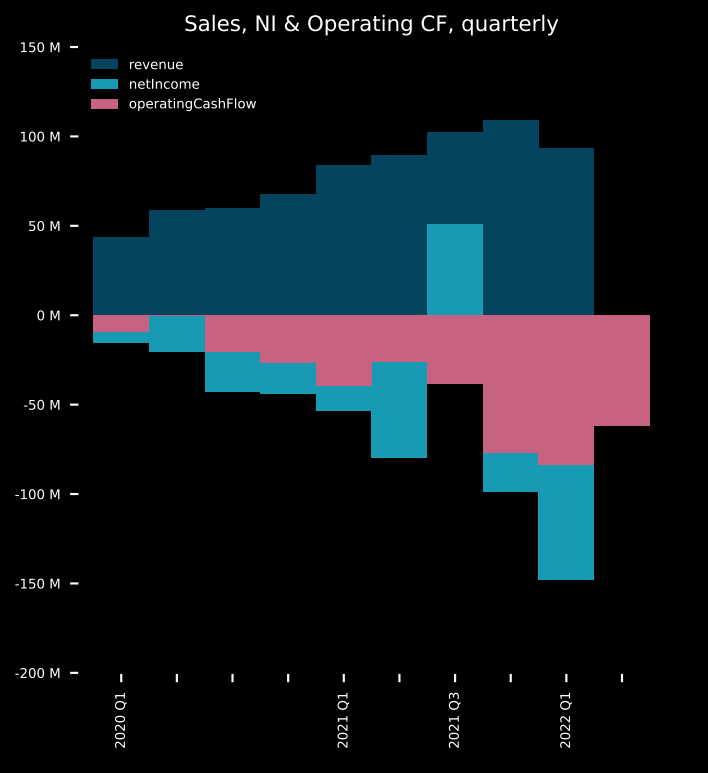
Sumo Group Plc, together with its subsidiaries, provides end-to-end creative development and co-development services to the video games and entertainment industries in the United Kingdom and rest of Europe, the United States, India, and Canada. It offers visual concept design, pre-production, development, user-interface design, and post-release support services. The company develops games across a range of console platforms, PC, handheld, and mobile devices. It also provides financing services. Sumo Group Plc was founded in 2003 and is based in Sheffield, the United Kingdom.



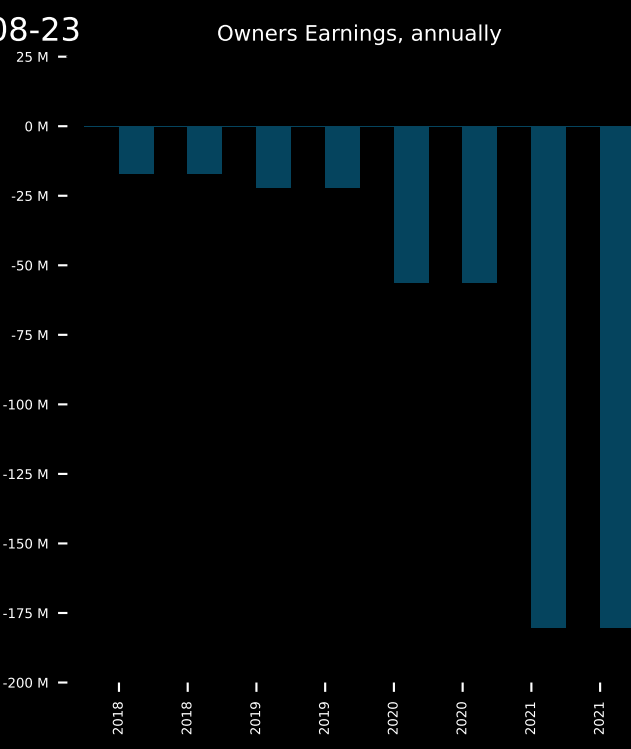
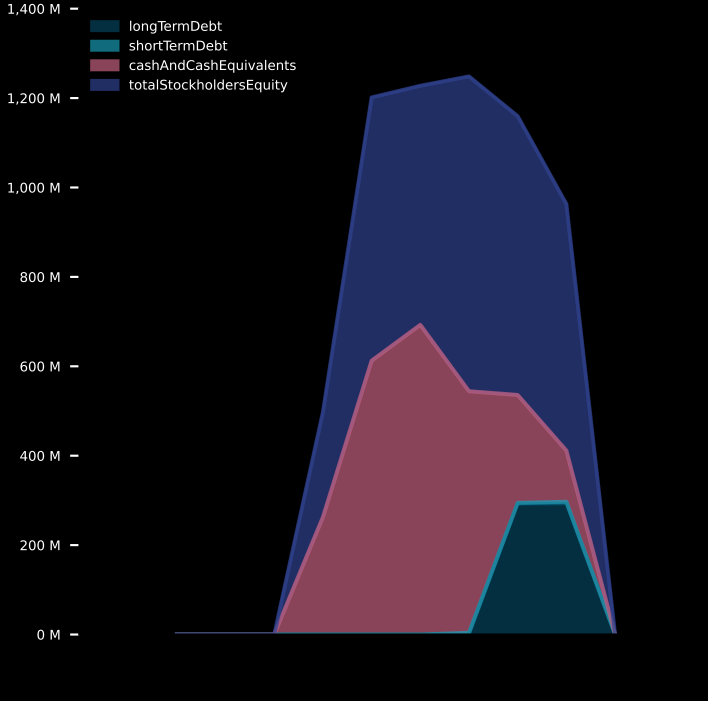
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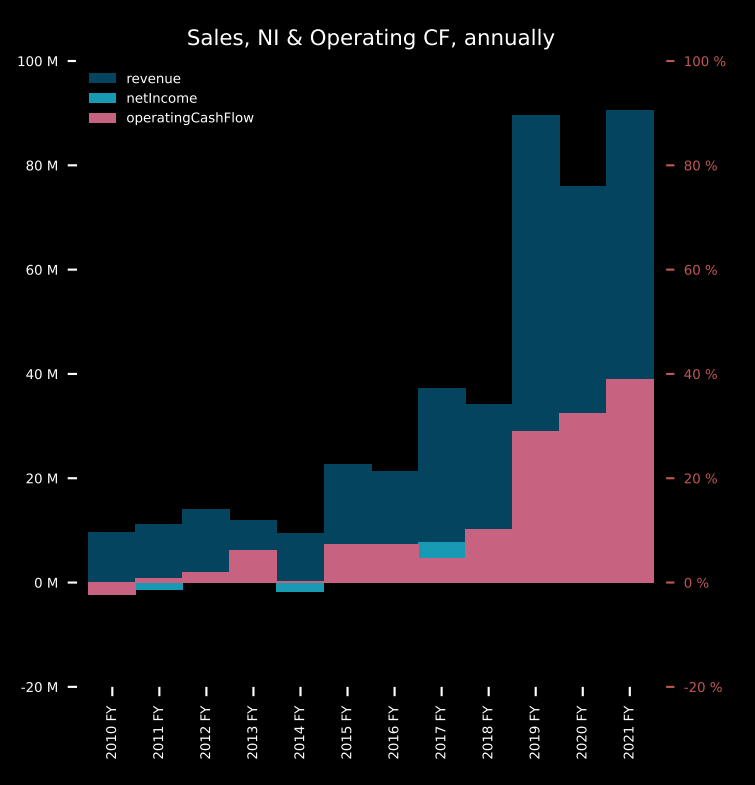
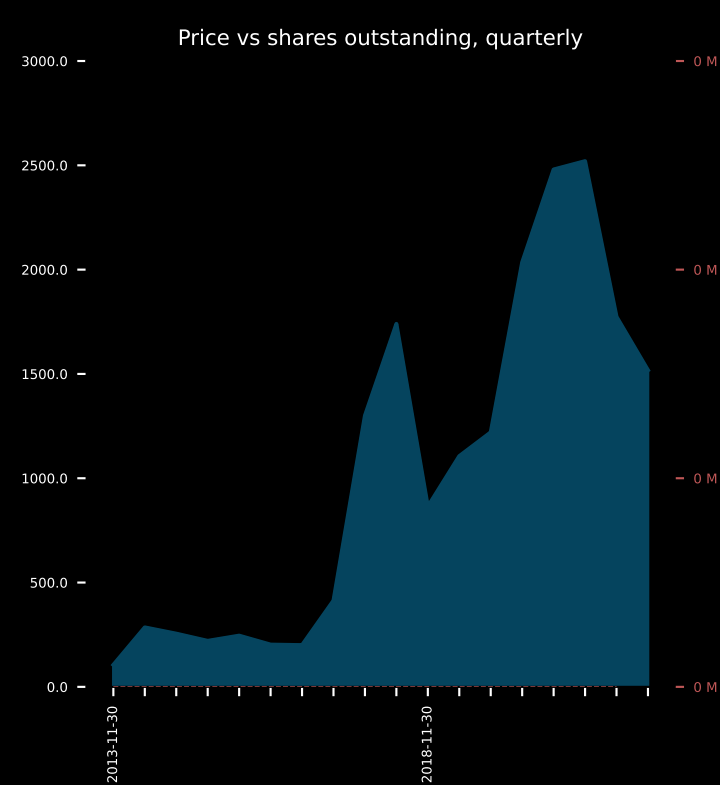
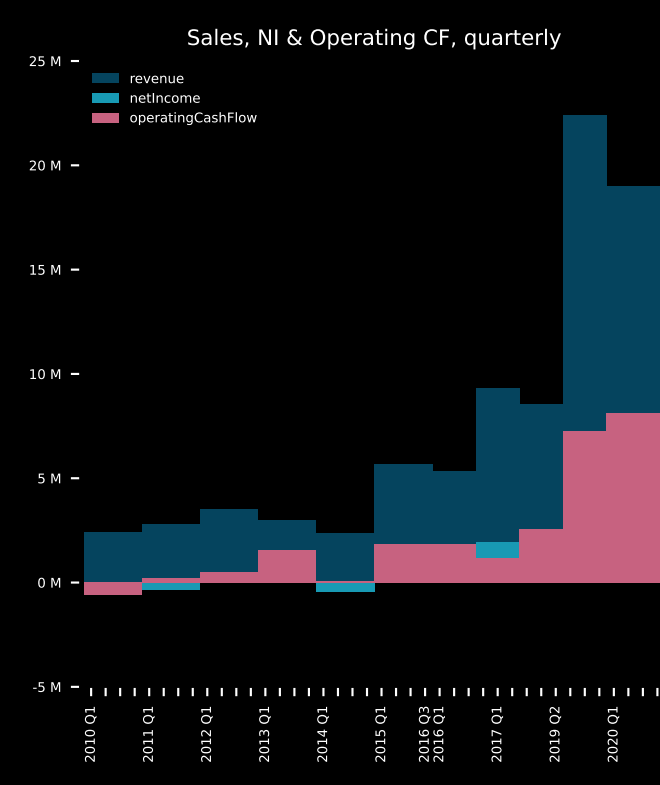
Skillz Inc. operates a mobile games platform that connects players in fair, fun, and meaningful competition. The company primarily develops and supports a proprietary online-hosted technology platform that enables independent game developers to host tournaments and provide competitive gaming activity to end-users worldwide. It also hosts casual esports tournaments to a range of mobile players. The company distributes games through direct app download from its website, as well as through third-party platforms. Skillz Inc. was founded in 2012 and is headquartered in San Francisco, California.



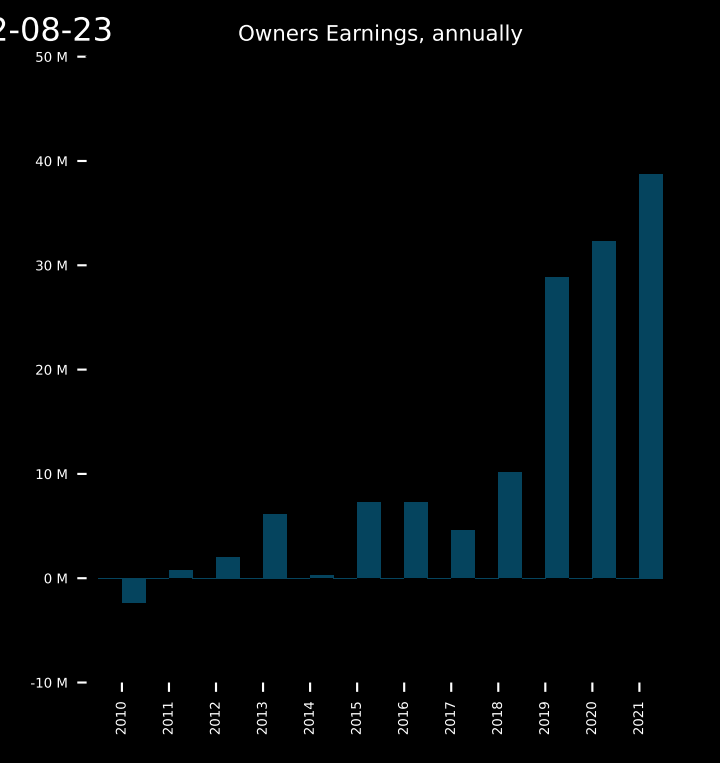
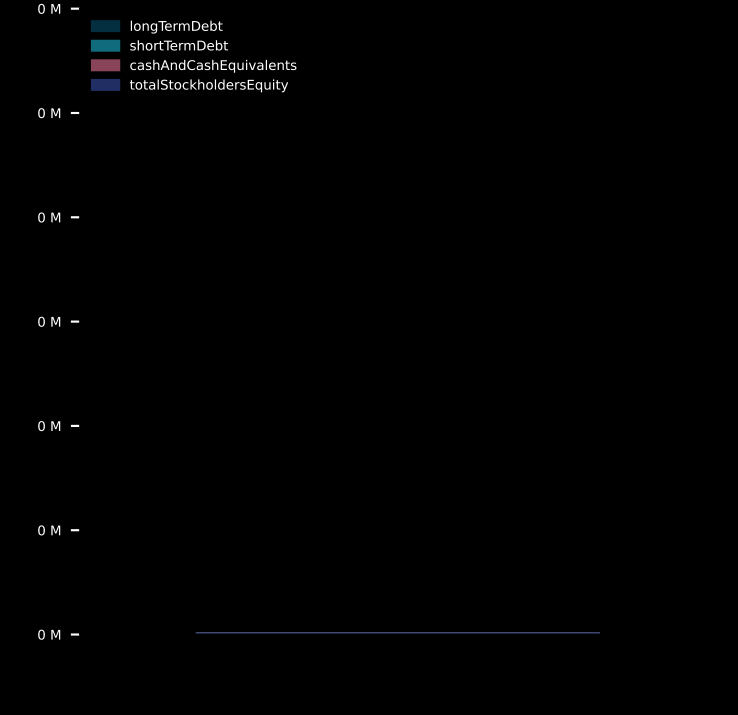
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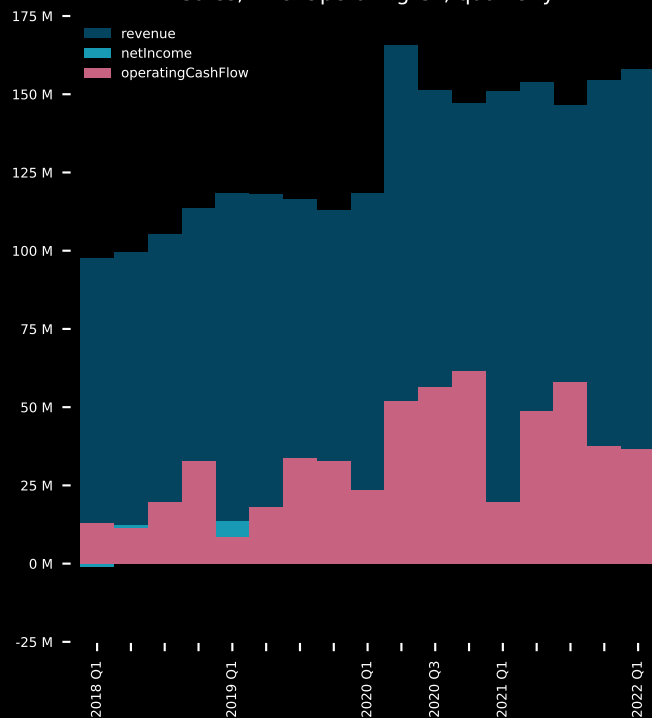


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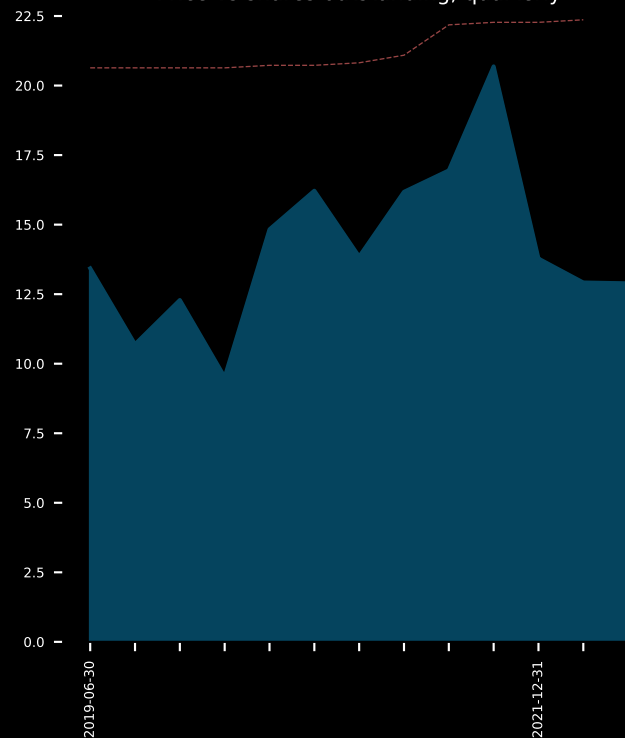


Frontier Developments plc develops and publishes video games for personal computers and videogame consoles in the United Kingdom. The company develops games across various platforms using its cross-platform technology, Cobra. It also publishes games developed by selected partner studios under its Frontier Foundry games label. The company was incorporated in 1994 and is headquartered in Cambridge, the United Kingdom.

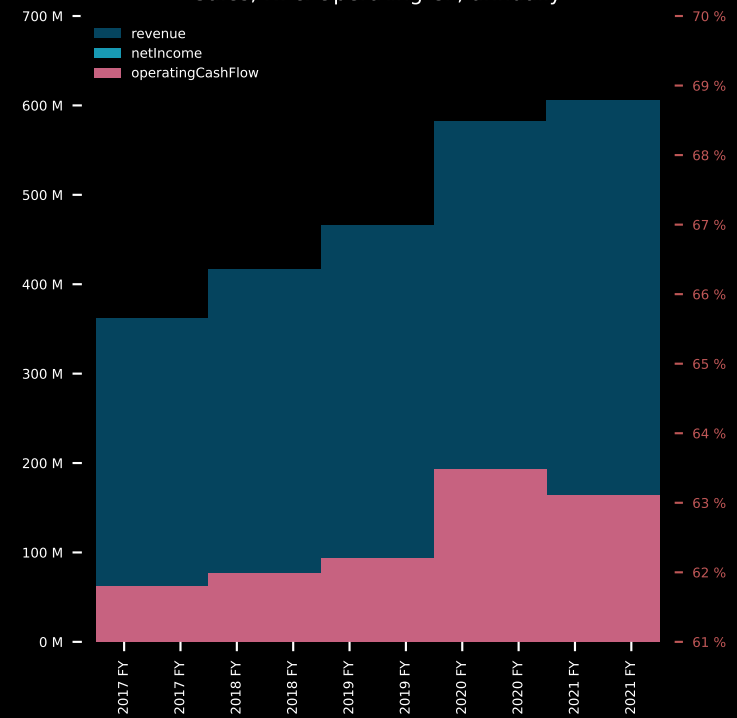
Sales, NI & Operating CF, quarterly



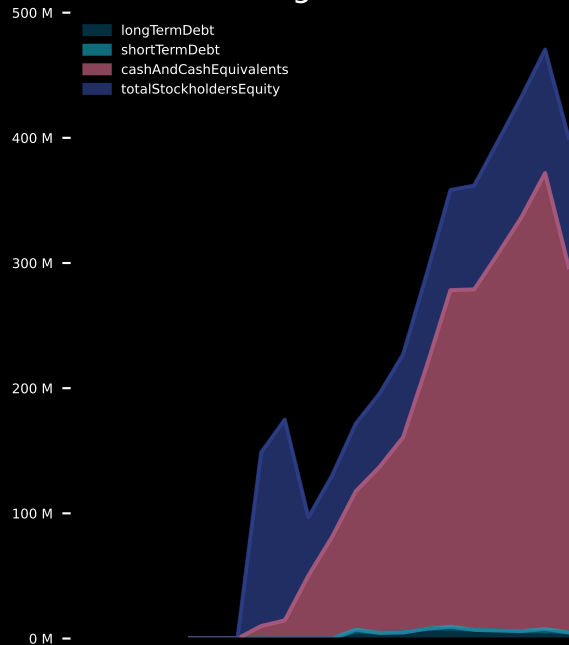
Price vs shares outstanding, quarterly



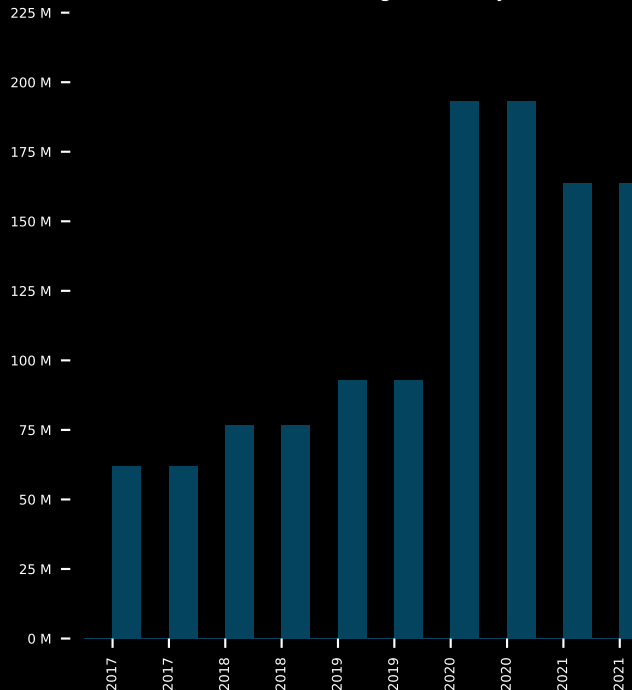
Sales, NI & Operating CF, annually



/ Electronic Gaming & Multimedia / US / 2022-08-23

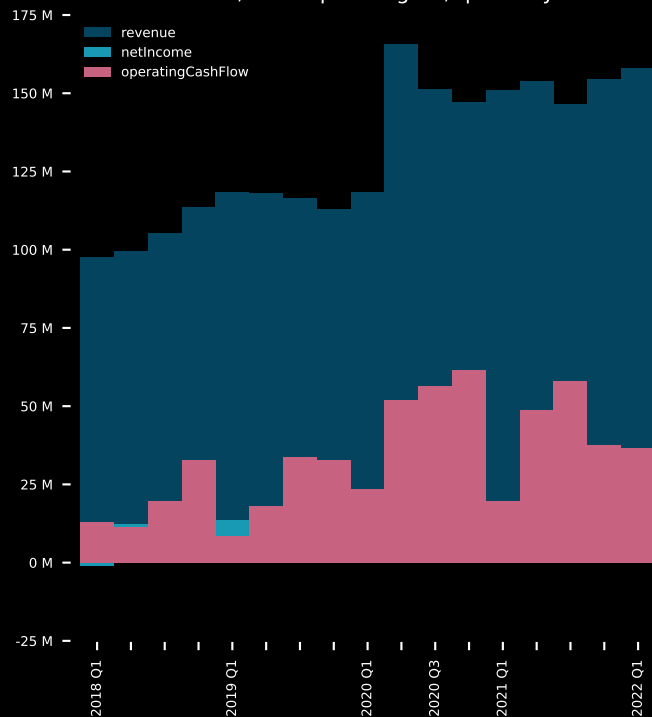


Owners Earnings, annually

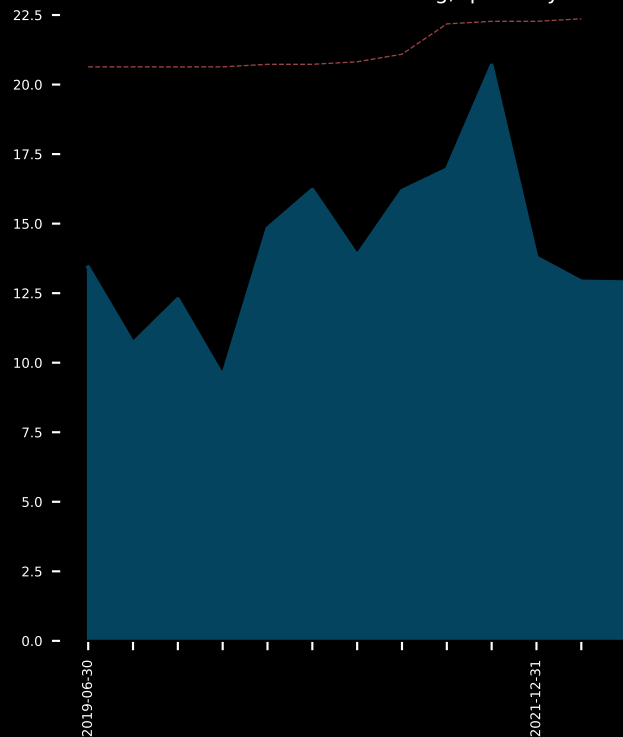


SciPlay Corporation develops, markets, and operates a portfolio of social games for mobile and web platforms in North America and internationally. It offers social casino games, such as Jackpot Party Casino, Gold Fish Casino, Quick Hit Slots, 88 Fortunes Slots, MONOPOLY Slots, and Hot Shot Casino, as well as casual games comprising Bingo Showdown, Solitaire Pets Adventure, and Backgammon Live. The company's social casino games include slots-style game play, as well as table games-style game play; and casual games blend slots-style or bingo game play with adventure game features. It also offers titles and content from third-party licensed brands. The company was formerly known as SG Social Games Corporation and changed its name to SciPlay Corporation in March 2019. SciPlay Corporation was founded in 1997 and is based in Las Vegas, Nevada. SciPlay Corporation is a subsidiary of Scientific Games Corporation.

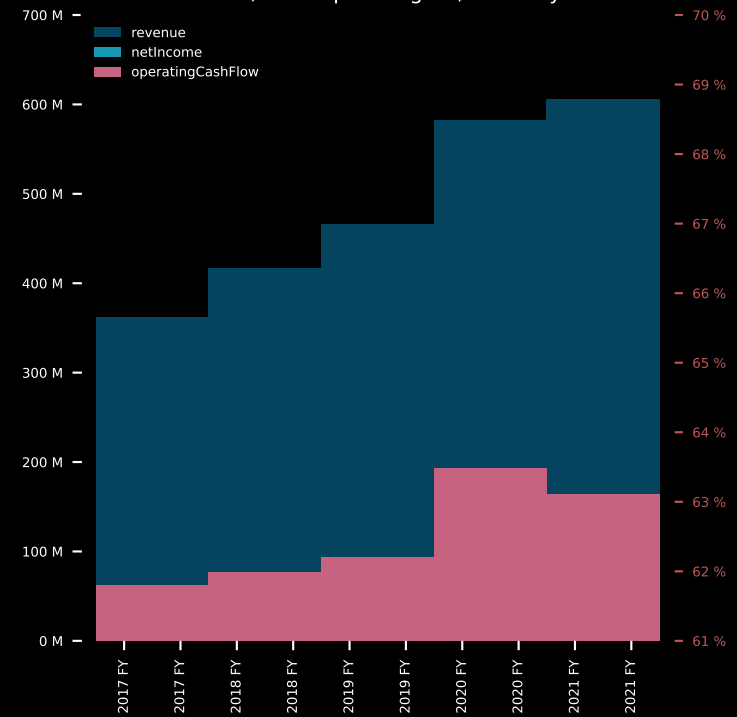
Sales, NI & Operating CF, quarterly



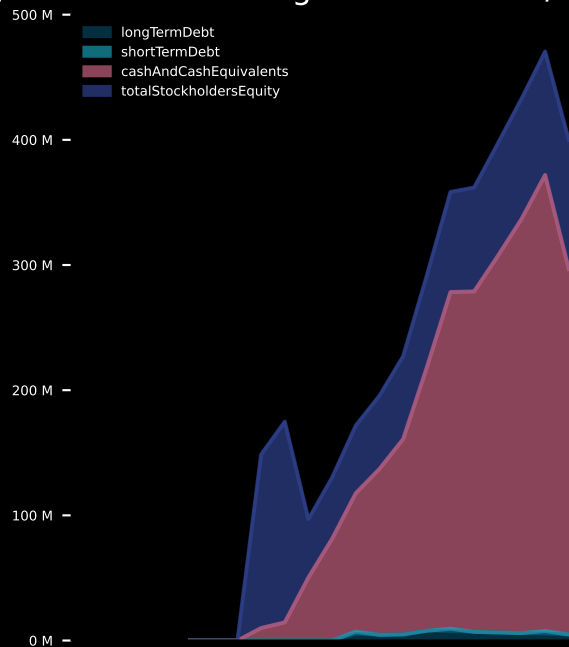
Price vs shares outstanding, quarterly



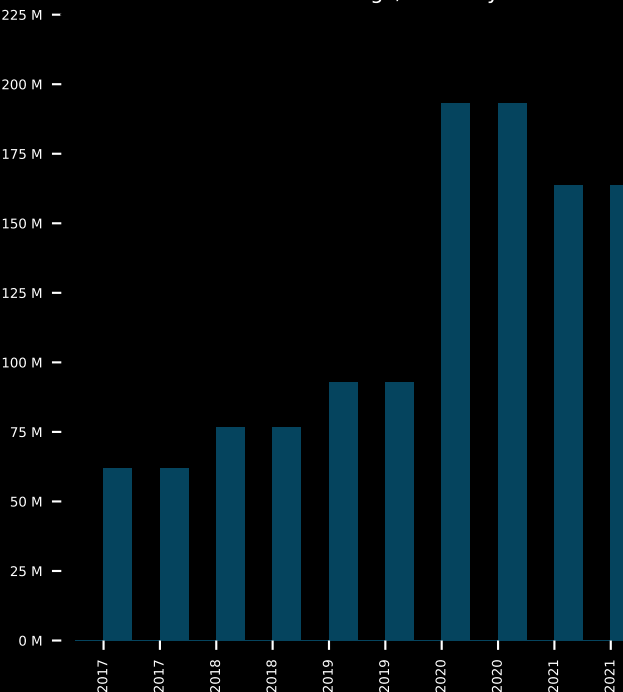
Sales, NI & Operating CF, annually



/ Electronic Gaming & Multimedia / US / 2022-08-23

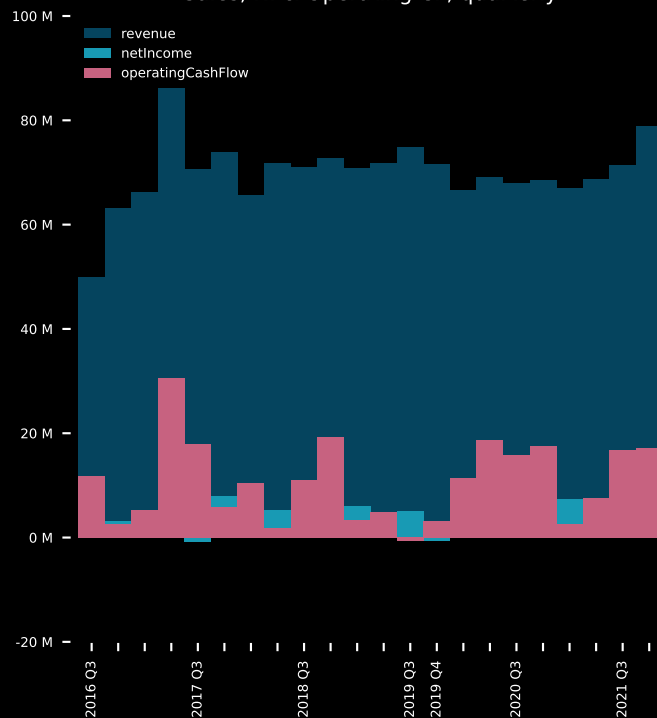


Owners Earnings, annually

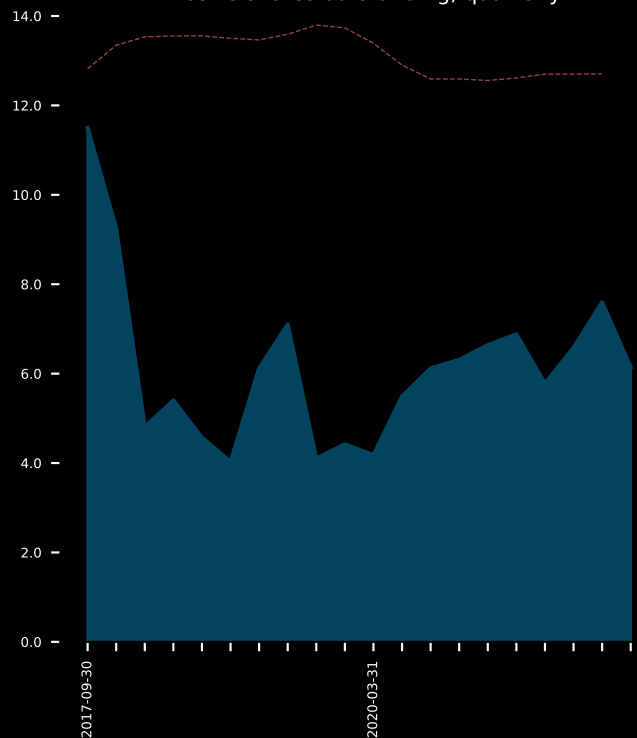


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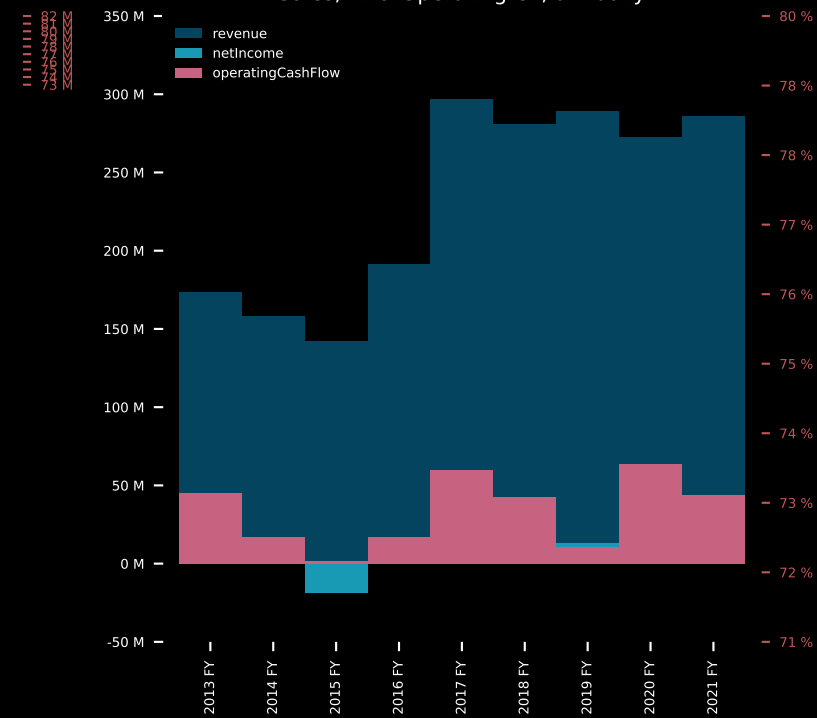
Sales, NI & Operating CF, quarterly



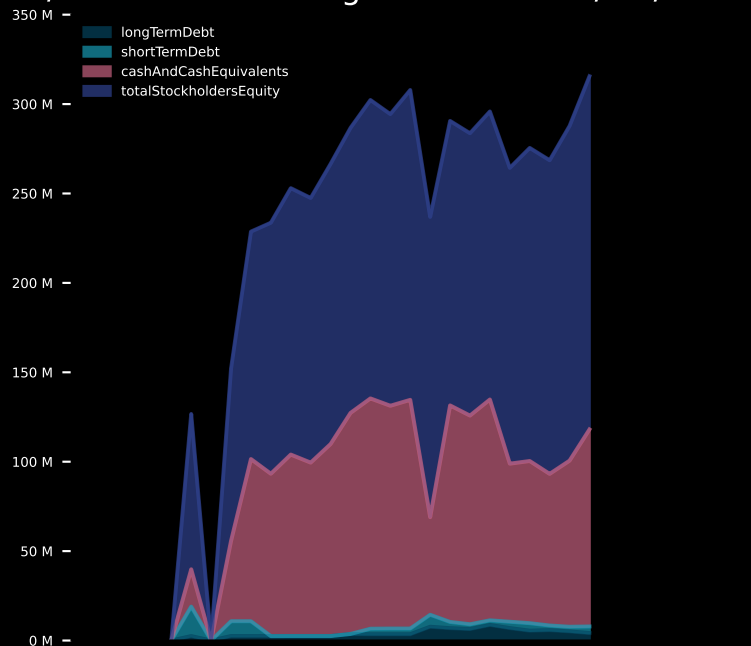
Price vs shares outstanding, quarterly



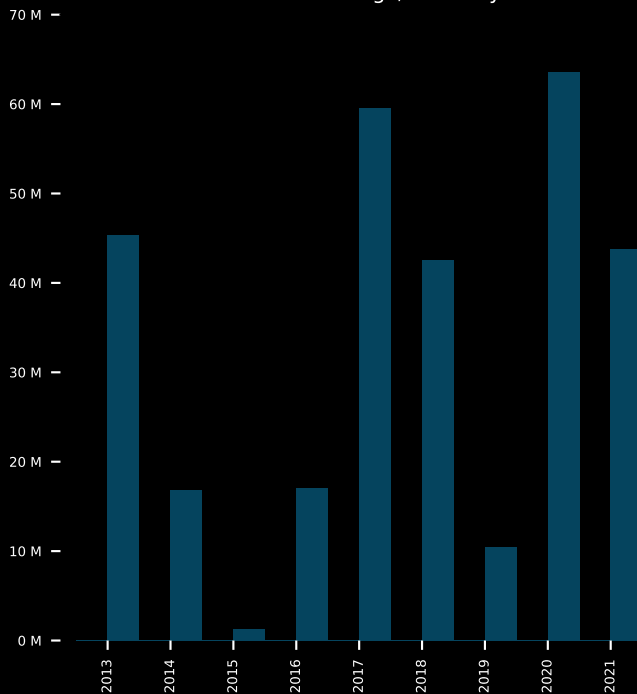
Sales, NI & Operating CF, annually



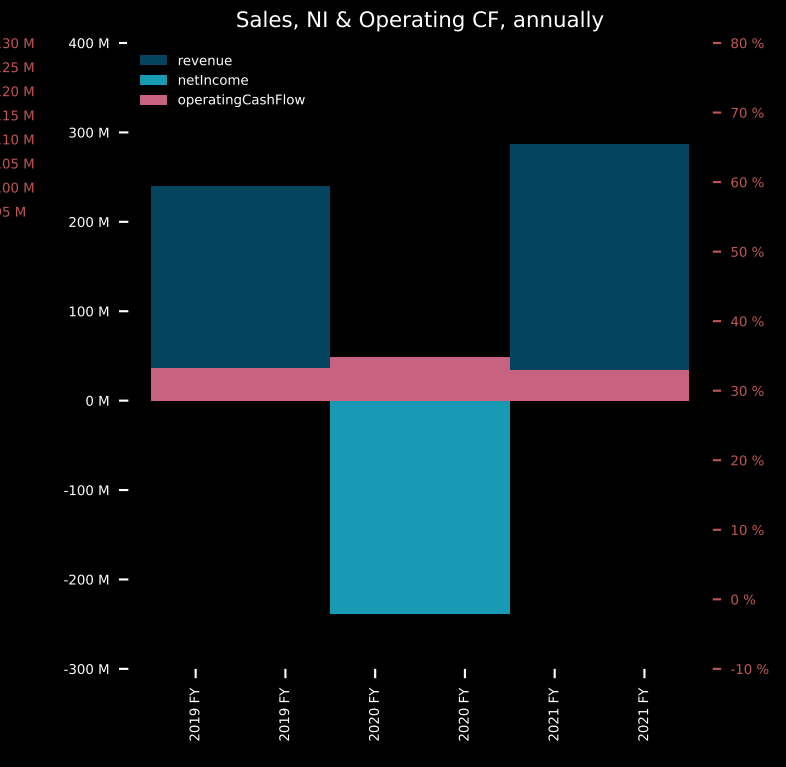
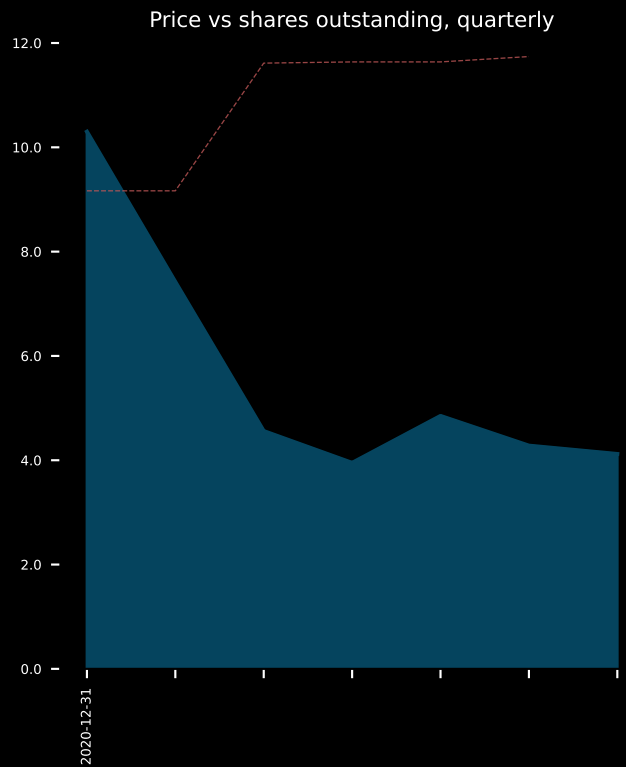
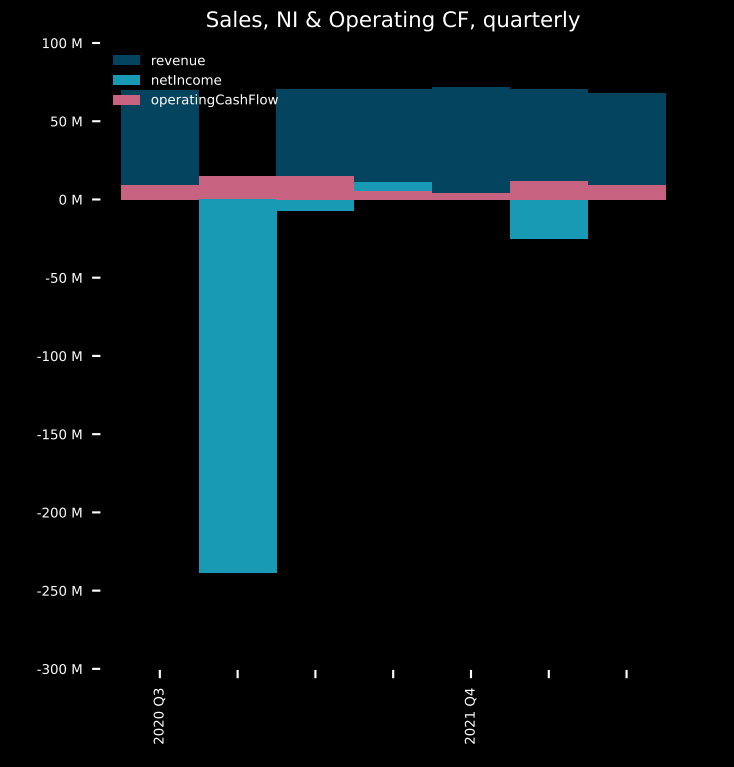
HE / Electronic Gaming & Multimedia / FI / 2022-08-23



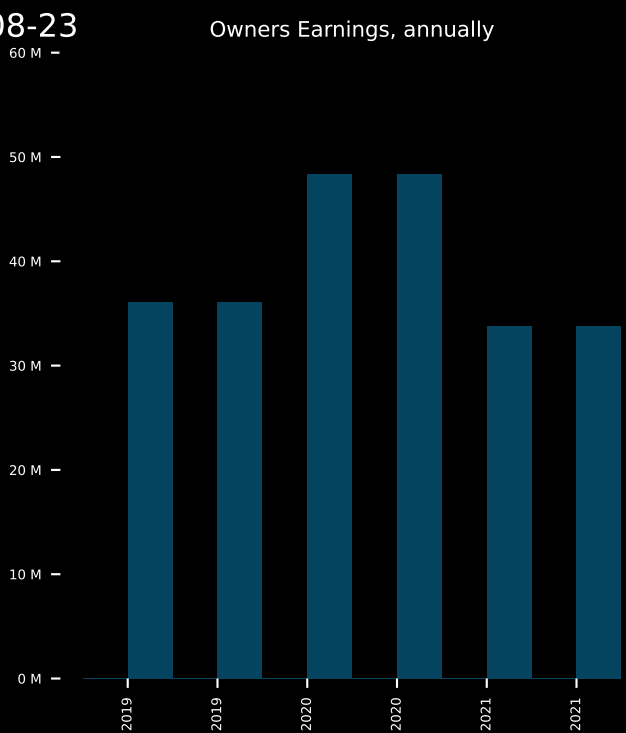
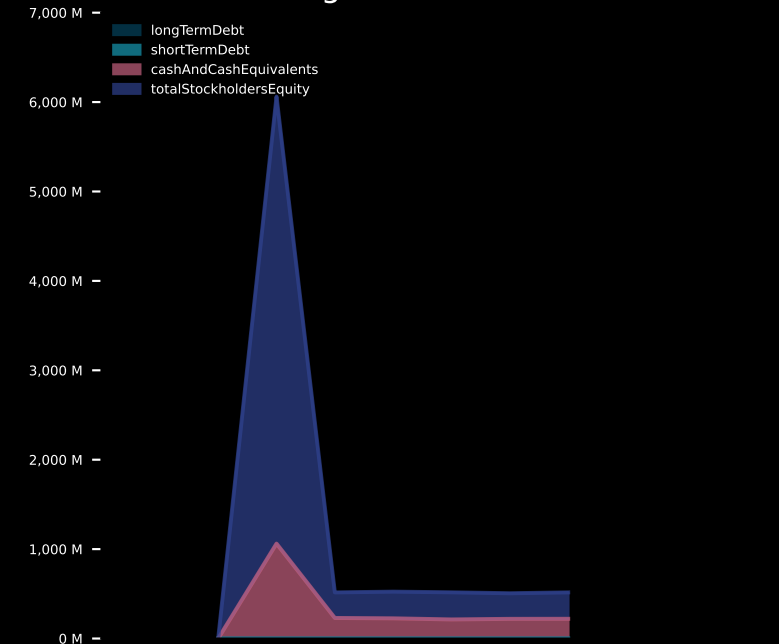
Owners Earnings, annually



Rovio Entertainment Oyj, a games-first entertainment company, creates, develops, and publishes mobile games in North America, Latin America, Europe, the Middle East, Africa, and the Asia Pacific. It operates through Games, Brand Licensing, and Other segments. The company offers various mobile games through mobile application stores; produces movies; and licenses various consumer and entertainment products. It also provides physical merchandise, including toys and apparel, as well as location-based entertainment, such as activity parks; and books and comics, animated series, and digital products. Rovio Entertainment Oyj was incorporated in 2003 and is headquartered in Espoo, Finland.



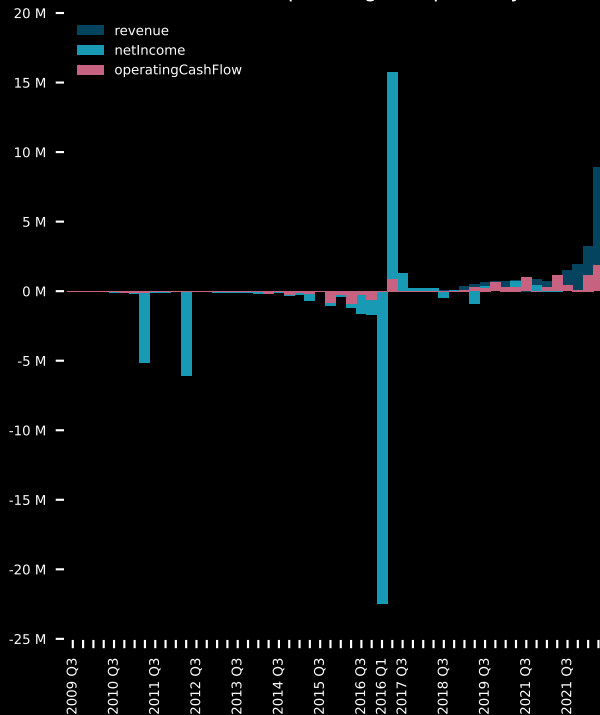
S / Electronic Gaming & Multimedia / US / 2022-08-23



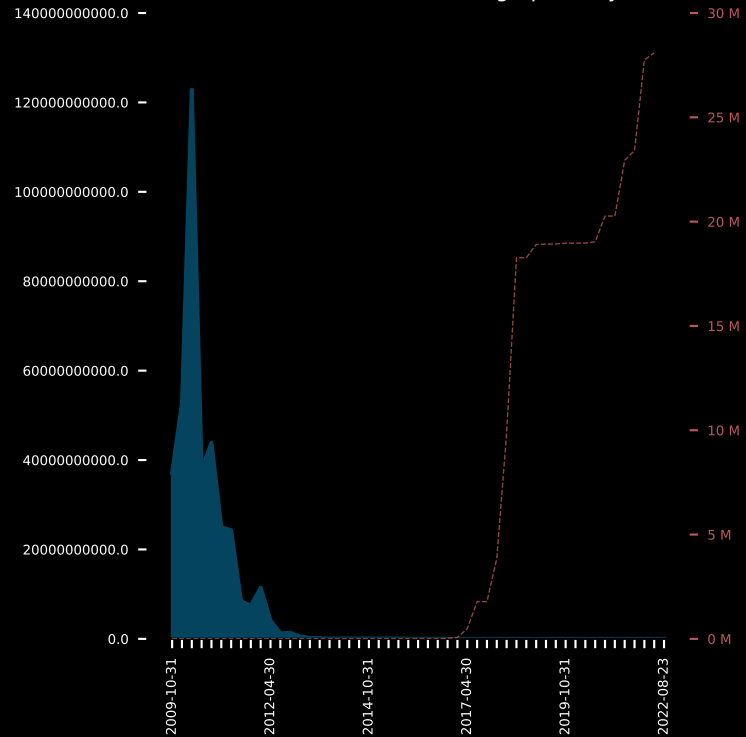
PLAYSTUDIOS, Inc. develops and publishes free-to-play casual games for mobile and social platforms in the United States, North America, and internationally. The company is headquartered in Las Vegas, Nevada.



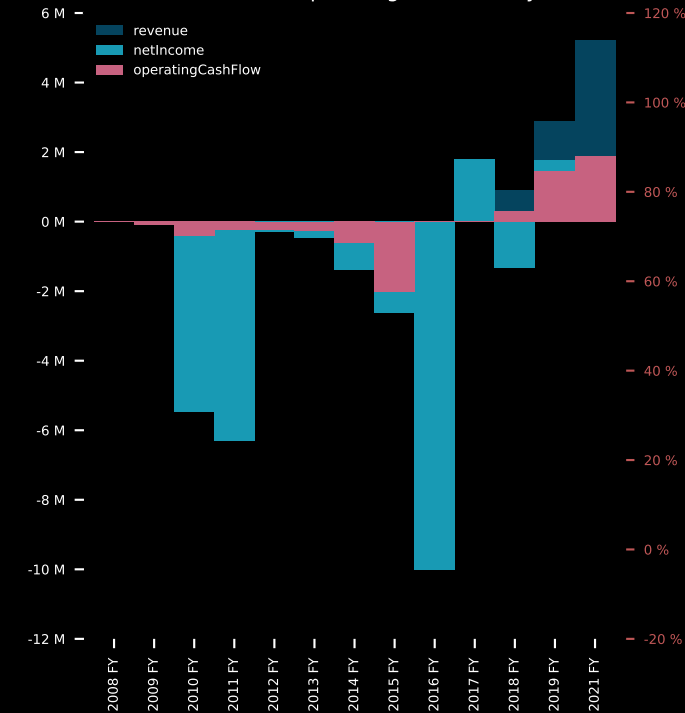
Sales, NI & Operating CF, quarterly



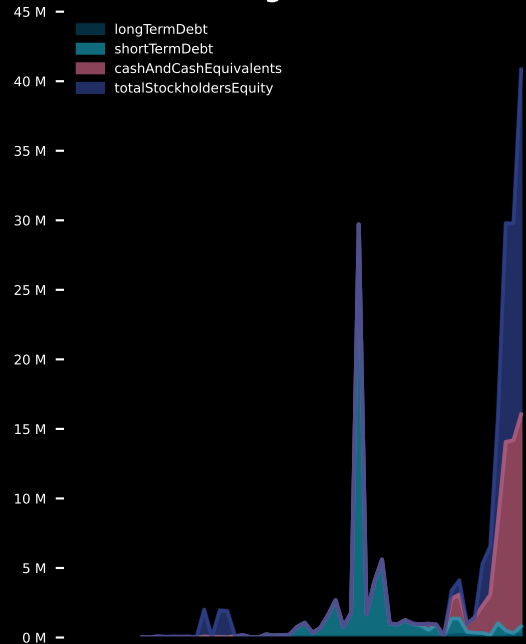
Price vs shares outstanding, quarterly



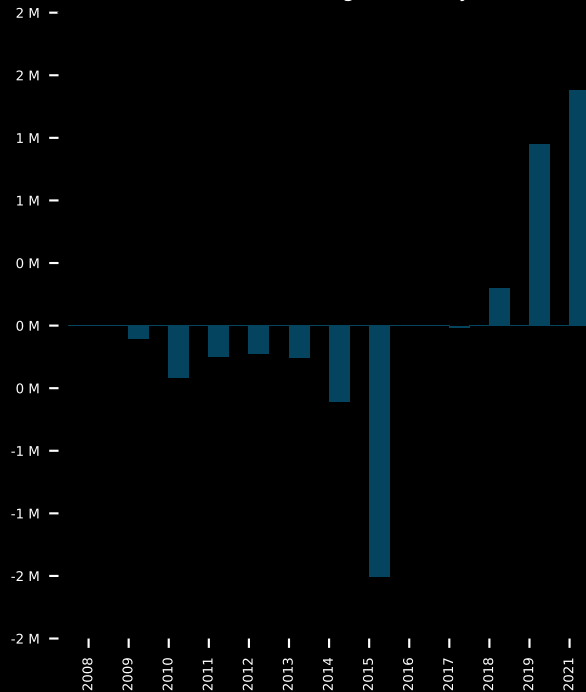
Sales, NI & Operating CF, annually



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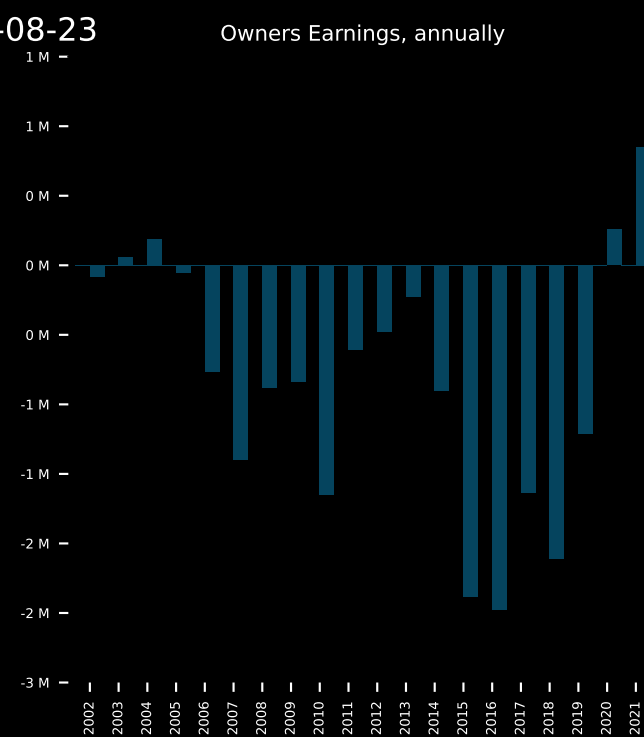
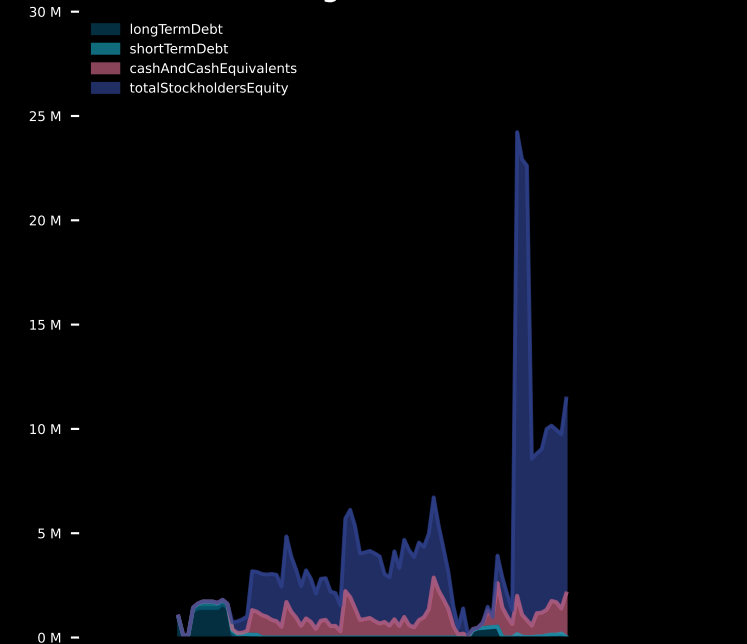
Owners Earnings, annually



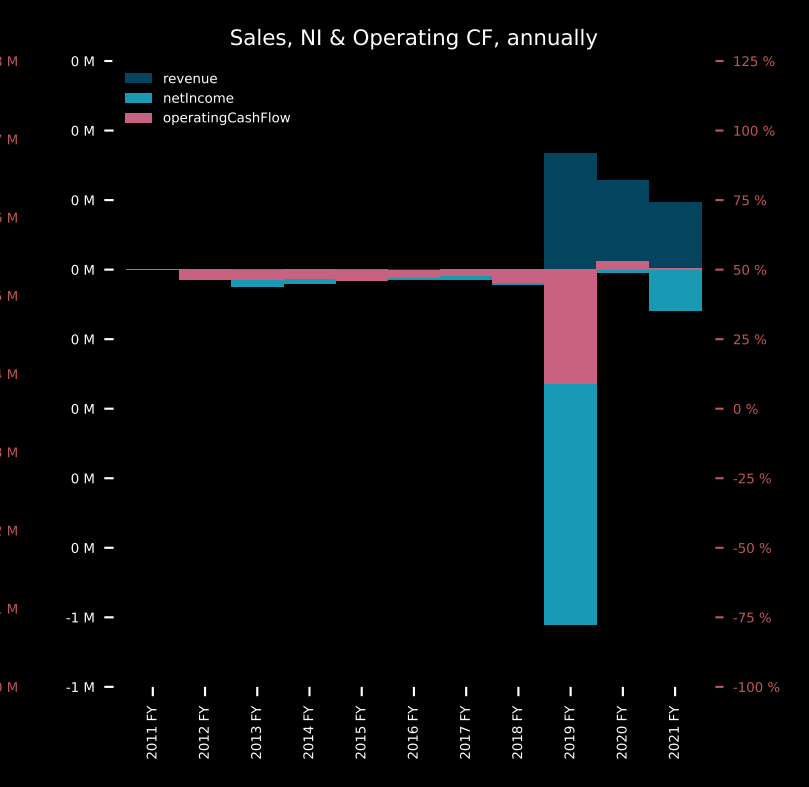
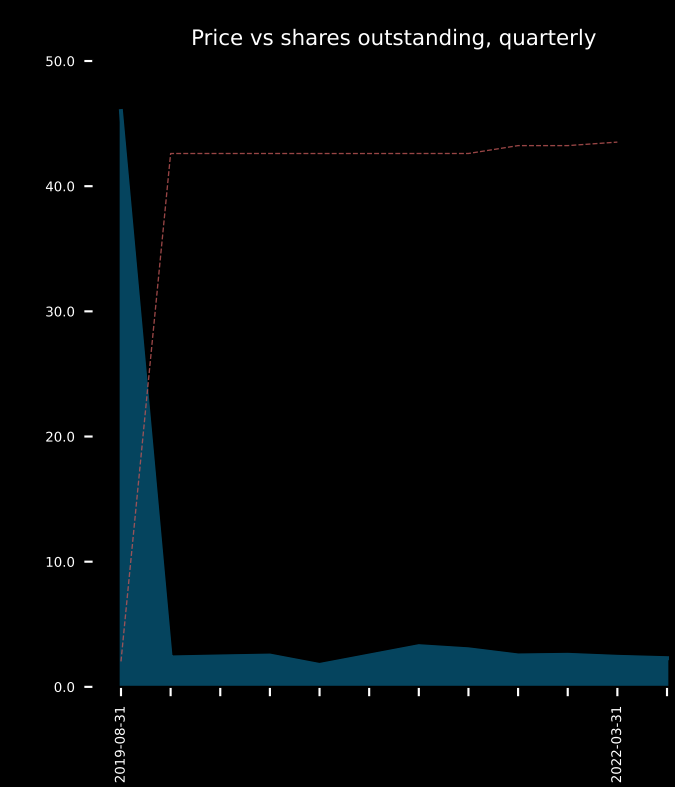
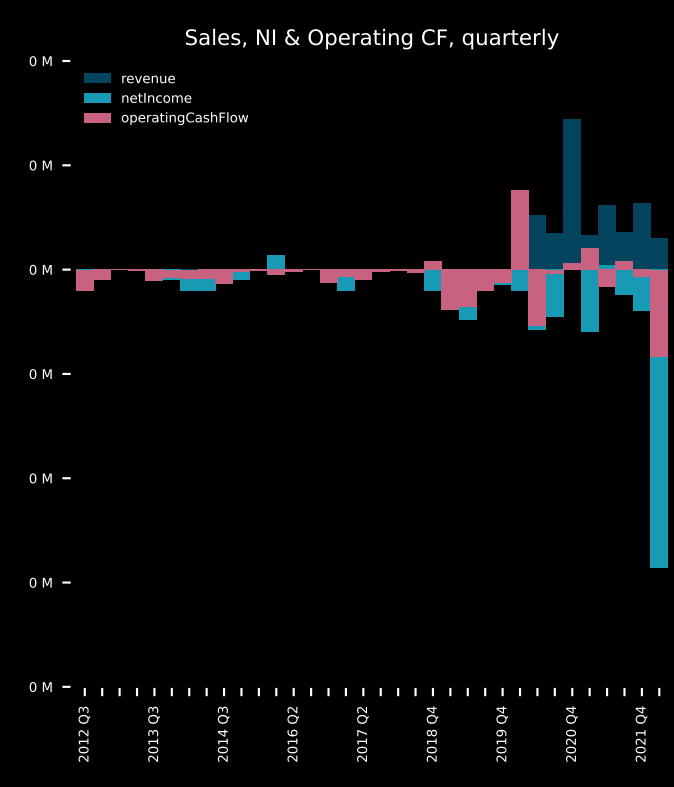
Golden Matrix Group, Inc. provides enterprise software-as-a-service solutions for online casino and sports betting operators. The company develops and owns online gaming intellectual property; and builds gaming platforms for customers located primarily in the Asia Pacific region and Europe. Its platform facilitates gaming customers in operating online casinos, sportsbooks, lottery, and live games; and provides customers with access to a portfolio of licensed gaming content, which are provided by gaming content providers. The company also provides services and resells third party gaming content to licensed online gaming distributors. Its platform is accessed through desktop and mobile applications. The company was formerly known as Source Gold Corp. and changed its name to Golden Matrix Group, Inc. in April 2016. Golden Matrix Group, Inc. was incorporated in 2008 and is based in Las Vegas, Nevada.



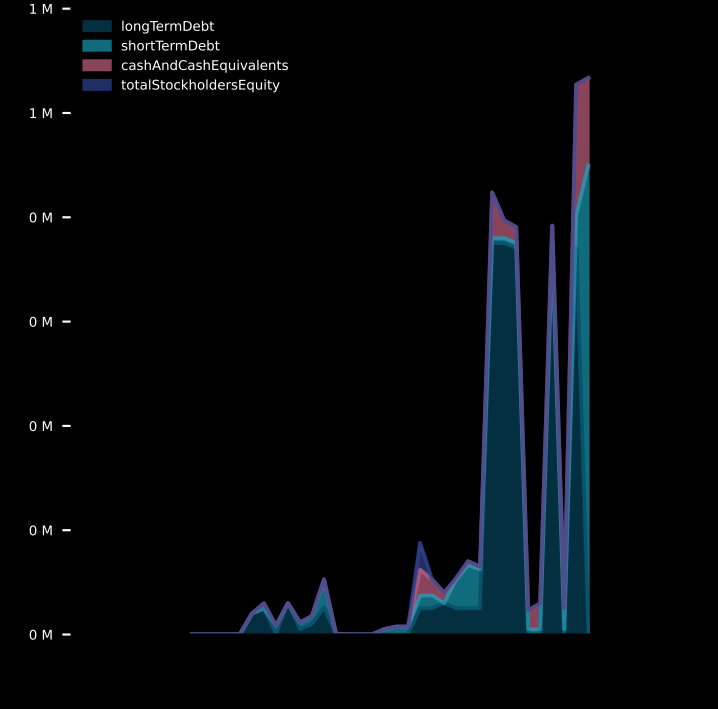
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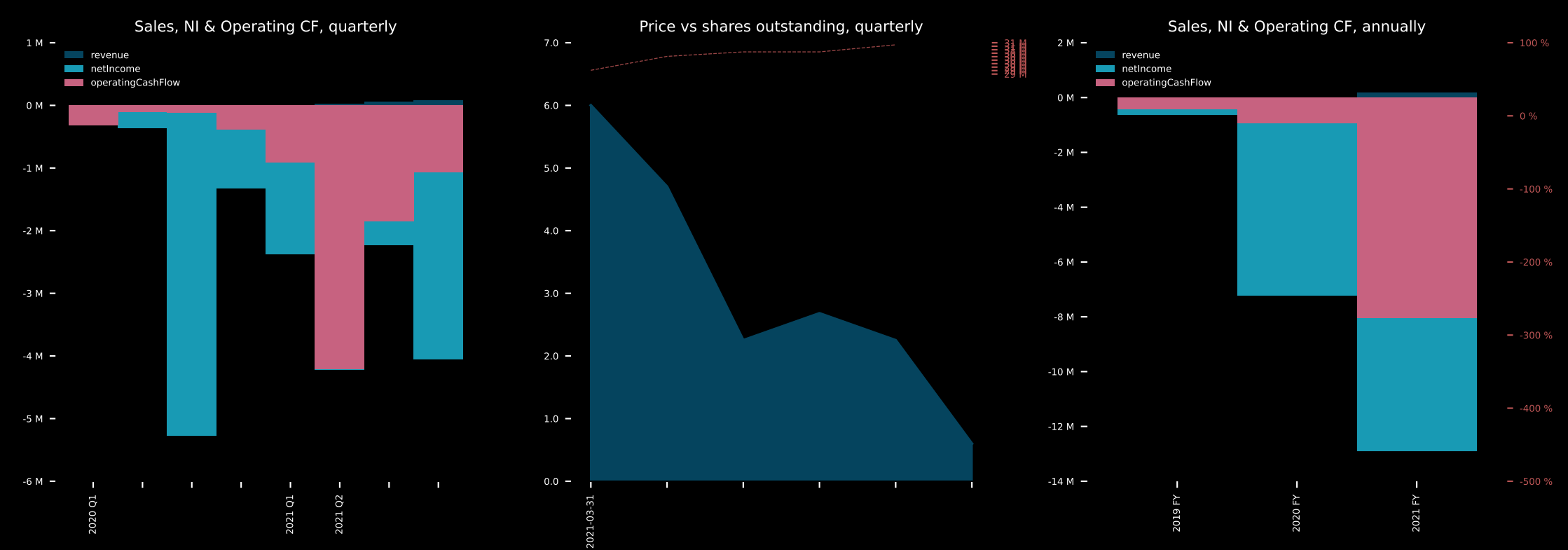
Kidoz Inc. develops and sells AdTech software products in Western Europe; Central, Eastern, and Southern Europe; North America; and internationally. The company also owns and develops mobile Kidoz safe ad network, the Kidoz kid-mode operating system, the Kidoz publisher SDK, the Rooplay edugames platform, and the Rooplay originals. In addition, it offers Rooplay, the cloud-based EduGame system for kids to learn and play. The company was formerly known as Shoal Games Ltd. and changed its name to Kidoz Inc. in April 2019. Kidoz Inc. was incorporated in 1987 and is based in The Valley, Anguilla.



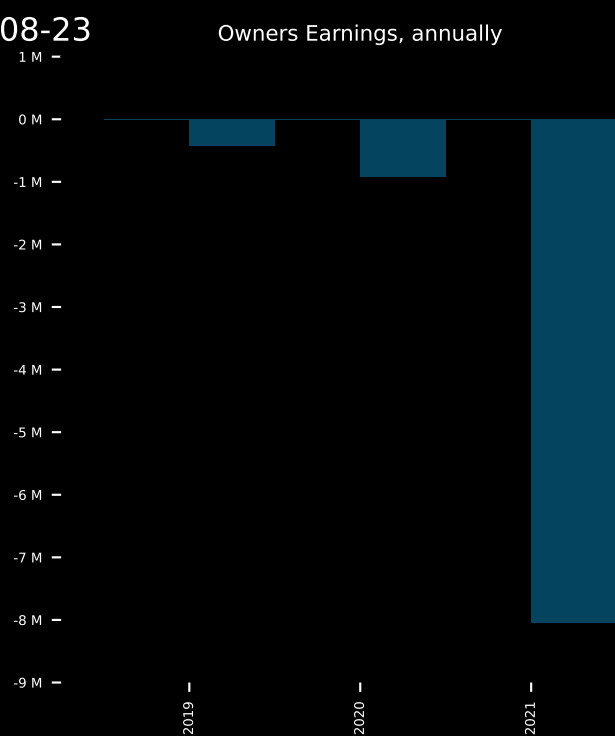
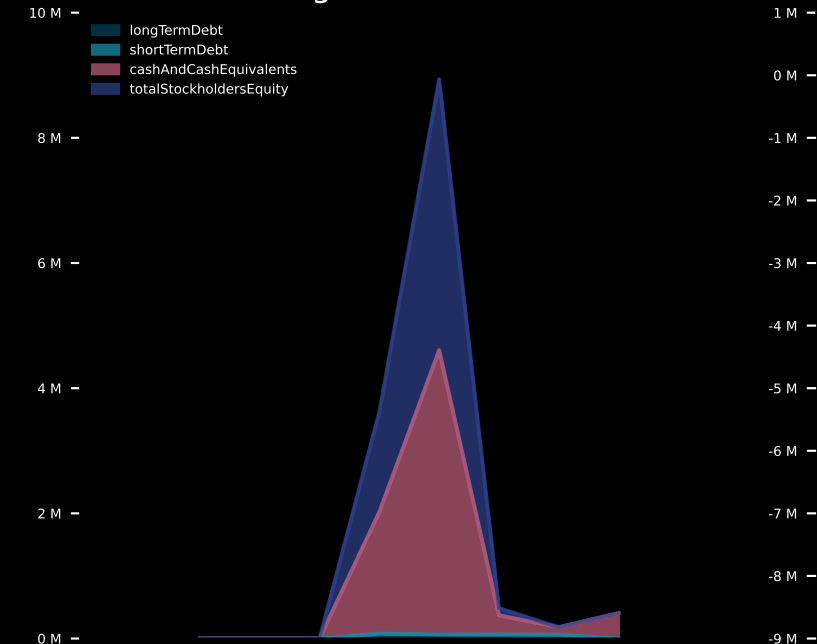
/ Electronic Gaming & Multimedia / US / 2022-08-23



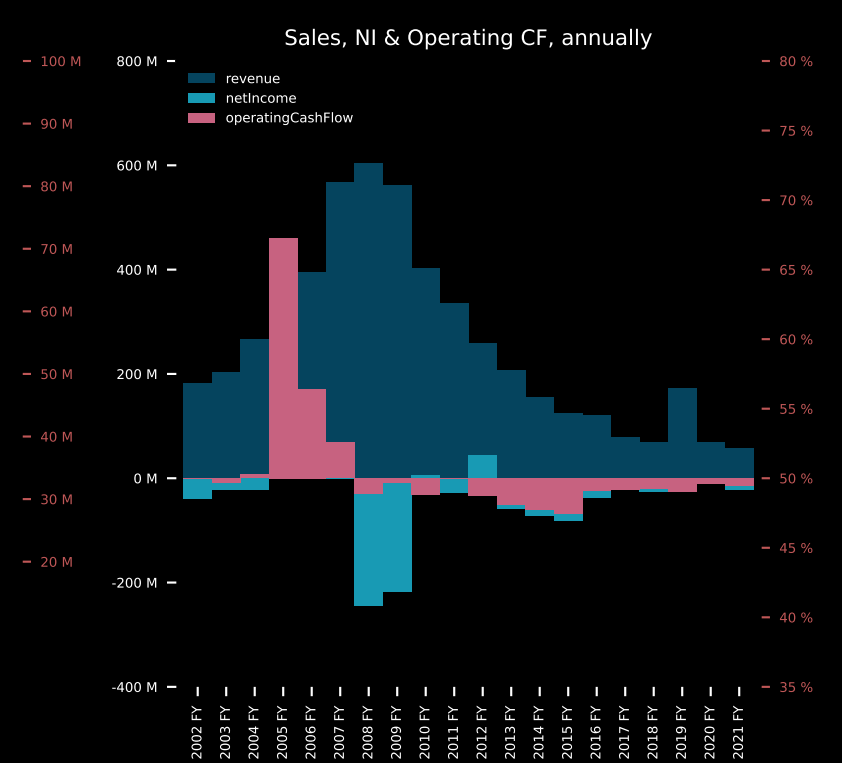
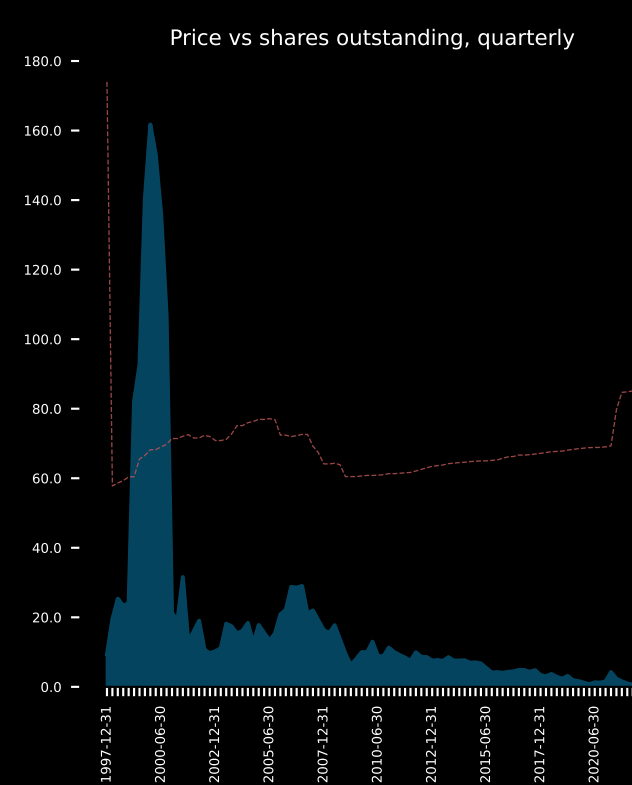
Virtual Interactive Technologies Corp. provides financing solutions for independent video game developers worldwide. It finances the development of video game projects to be released on various gaming platforms in exchange for a royalty stream on the games. Virtual Interactive Technologies Corp. was founded in 2016 and is headquartered in Denver, Colorado.



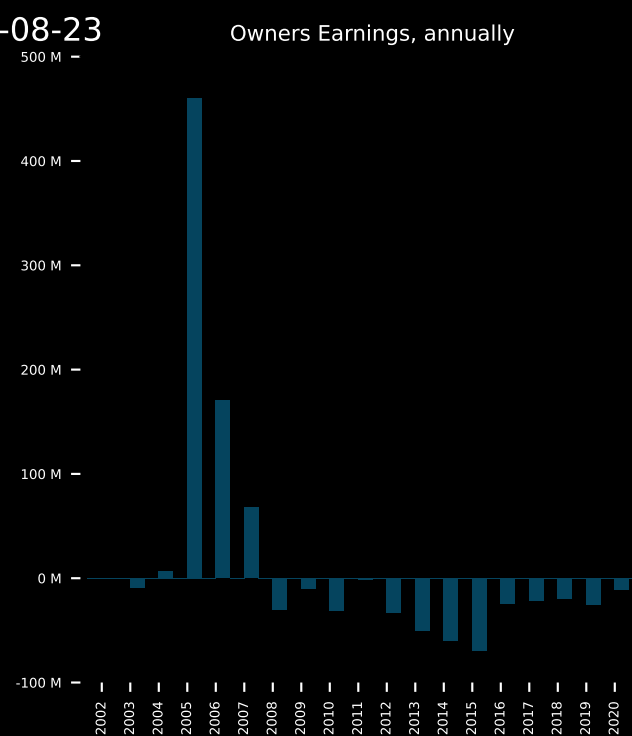
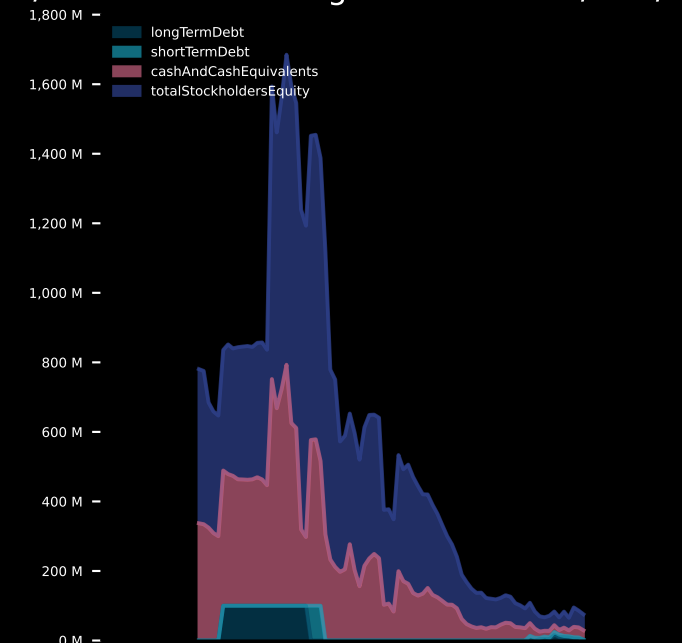
/ Electronic Gaming & Multimedia / US / 2022-08-23



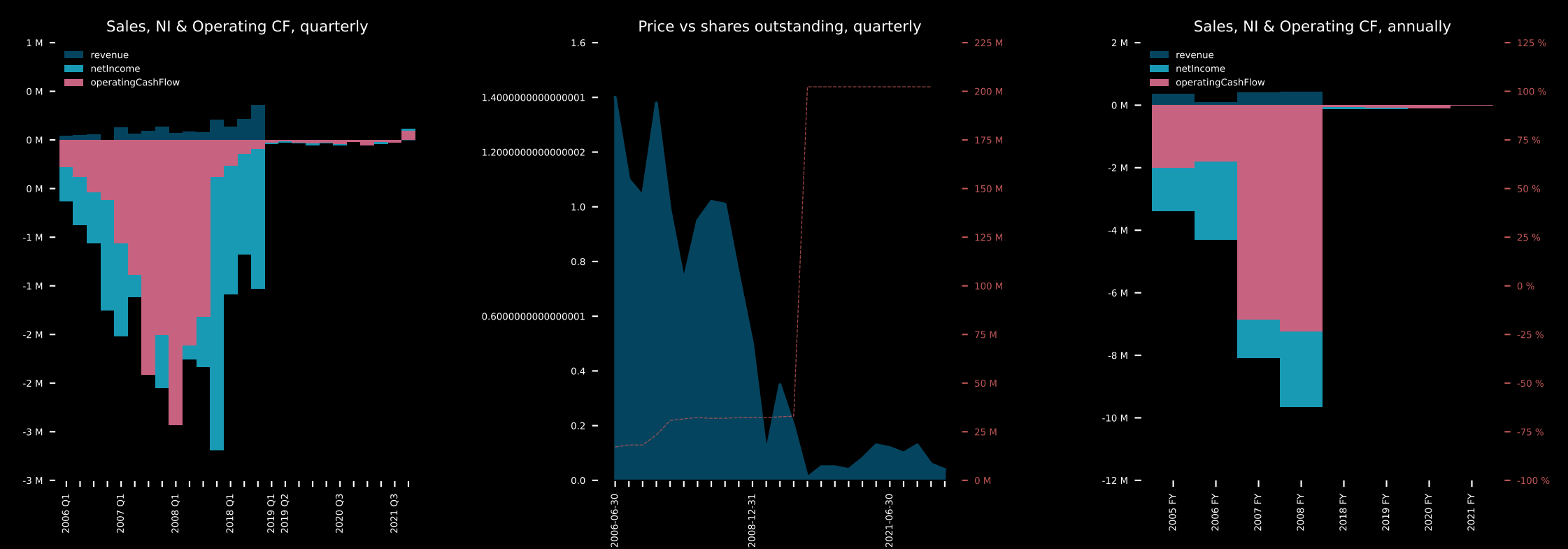
Gaming Technologies, Inc. operates as a software company that specializes in online gaming in the United States, Mexico, and the United Kingdom. The company develops, publishes, and operates mobile games. It also provides consulting and management services related to their interactive online betting and gaming business in Mexico through the web site www.vale.mx, a regulated online casino and sports betting site. The company was formerly known as Dito, Inc. and changed its name to Gaming Technologies, Inc. in December 2020. Gaming Technologies, Inc. was founded in 2017 and is headquartered in Las Vegas, Nevada.



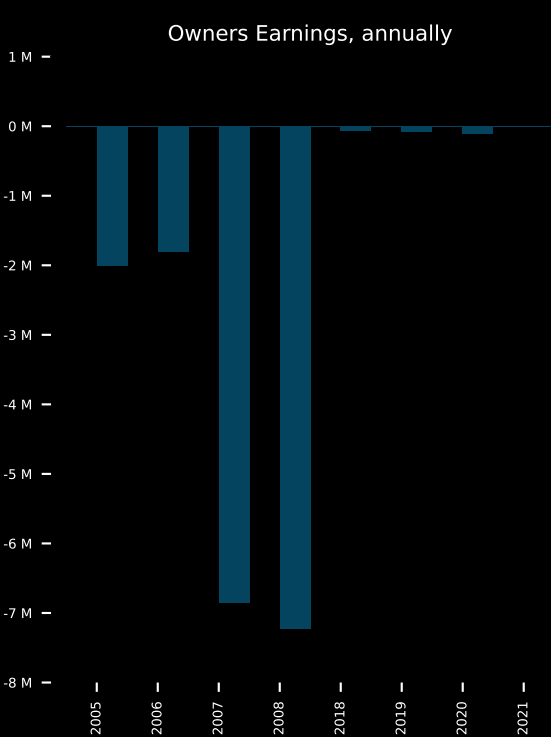
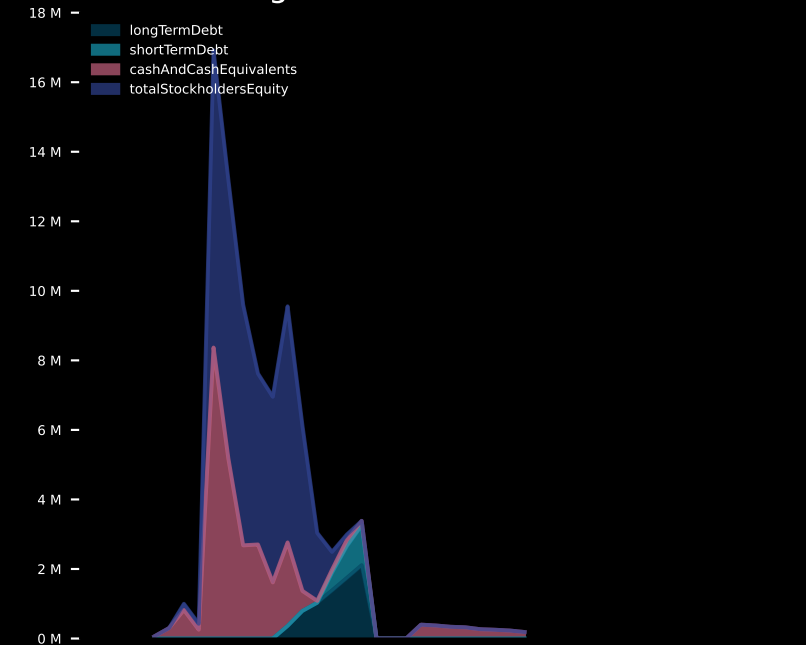
K / Electronic Gaming & Multimedia / US / 2022-08-23



RealNetworks, Inc. provides digital media software and services in the United States, Europe, and internationally. Its Consumer Media segment offers RealPlayer media player, a software that enables consumers to discover, play, download, manage, and edit digital video, stream audio and video, download and save photos and videos from the web, transfer and share content on social networks, and edit their own photo and video content. This segment also licenses its codec technology to electronic equipment, microchip, and integrated circuit manufacturers. The company's Mobile Services segment provides digital media services to mobile and online service providers as software as a service offerings, which include intercarrier messaging services; KONTXT, a text message management, anti-spam, and classification product; ringback tone that enables callers to hear subscriber-selected music or messages; business intelligence, and subscriber management and billing for the carriers; RealTimes, a photo and video sharing platform that offers to wireless carriers for integration in their hosted cloud solutions; and SAFR, a computer virus detection and removal software.

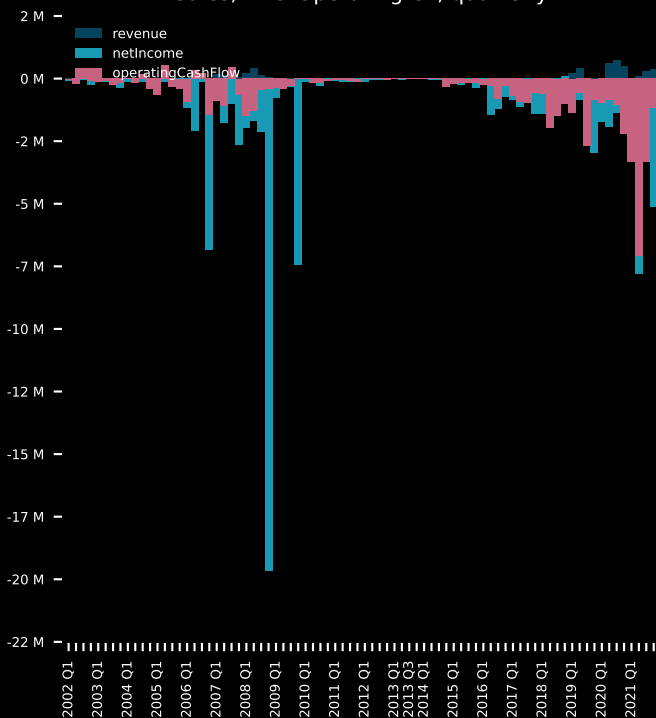


Electronic Gaming & Multimedia / US / 2022-08-23

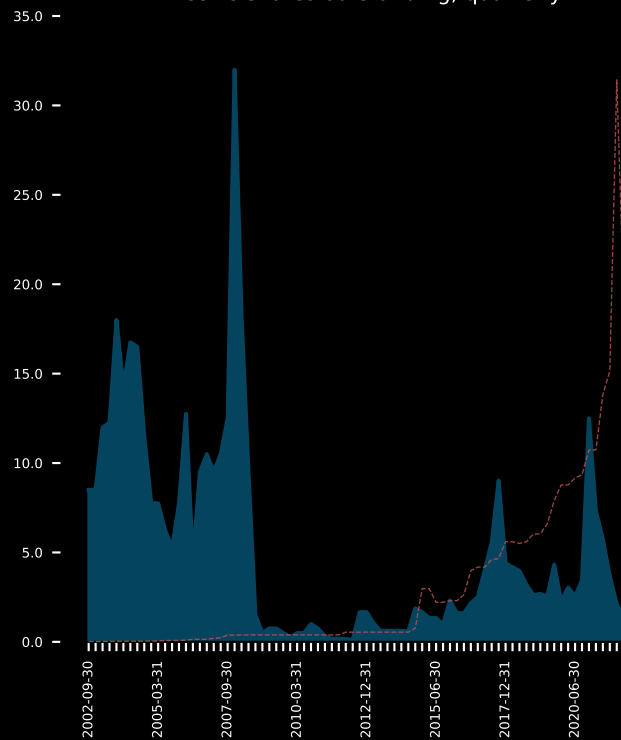


Novint Technologies, Inc. engages in the development and sale of 3D haptics products and equipment in New Mexico. The company offers Falcon 3D Touch Haptic Controller, a human-computer user interface and related accessories, which allows the user to experience the sense of touch when using a computer while holding its interchangeable handle. It offers its products directly to consumers and through retail channels. The company was incorporated in 1999 and is based in Rockville Centre, New York.

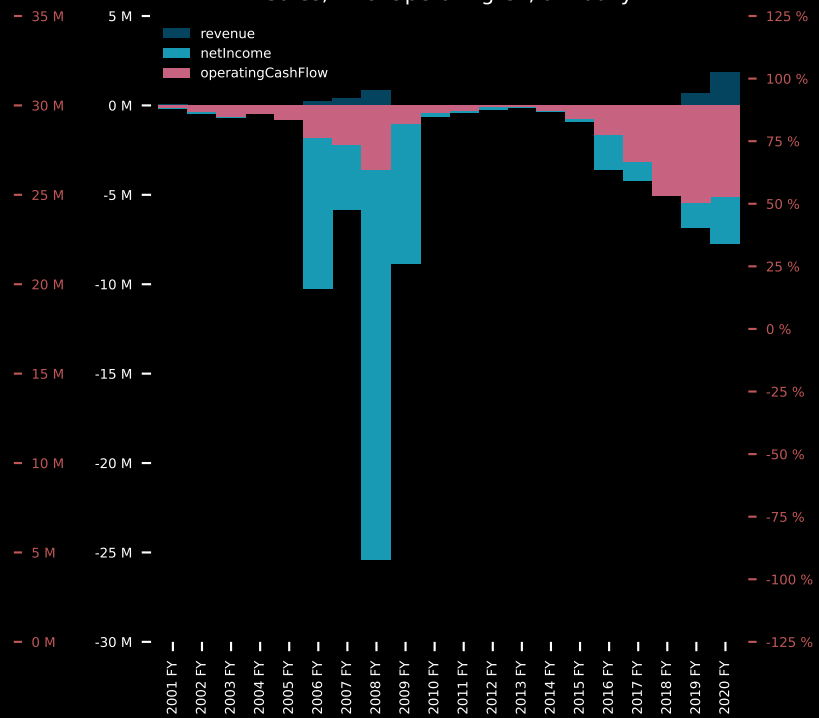
Sales, NI & Operating CF, quarterly



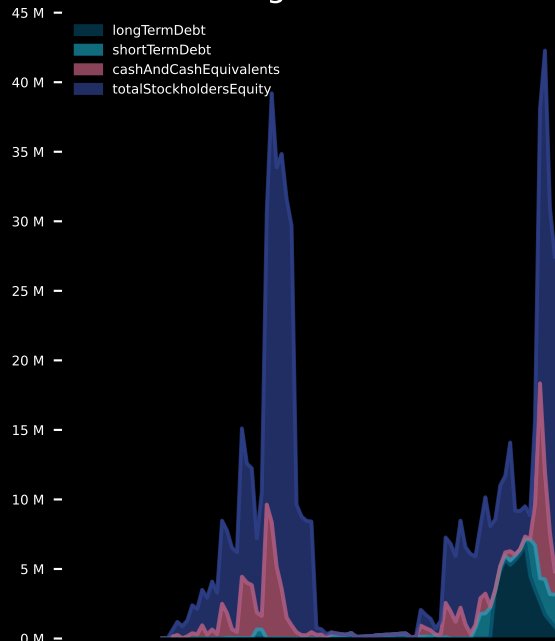
Price vs shares outstanding, quarterly



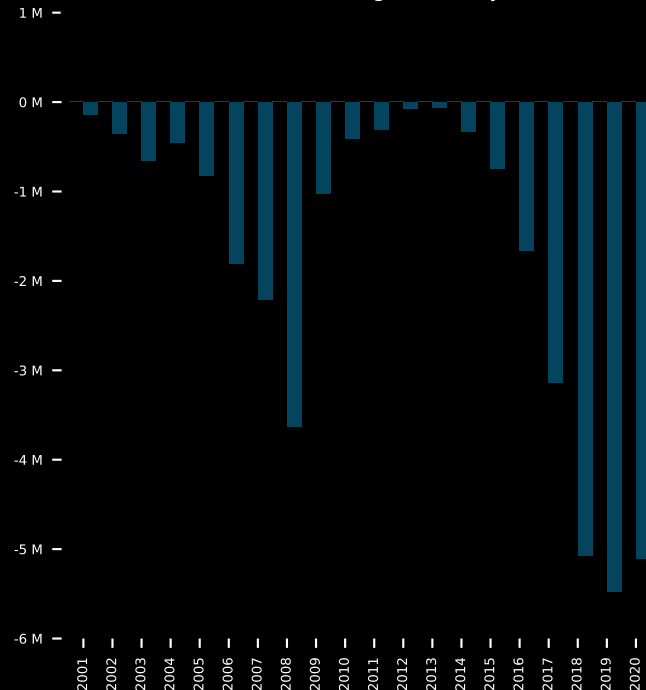
Sales, NI & Operating CF, annually



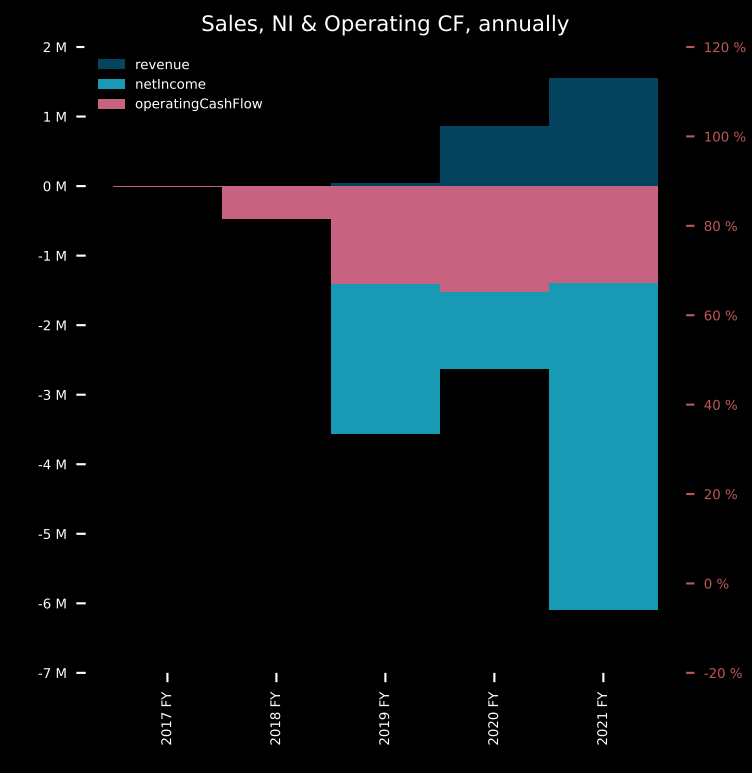
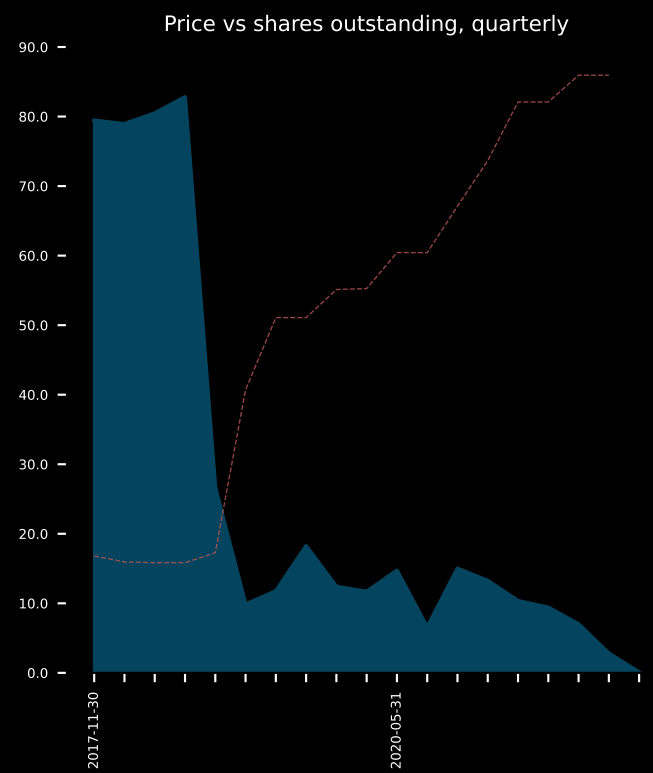
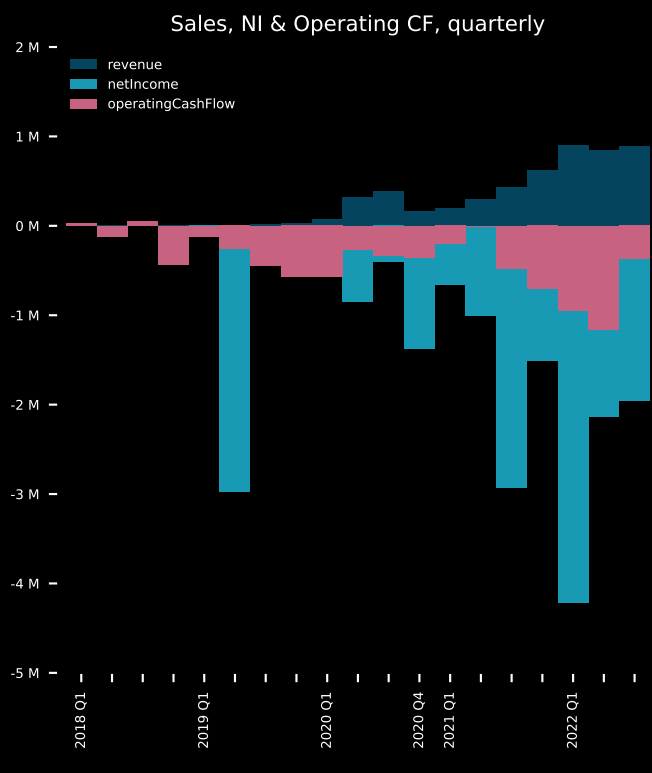
Electronic Gaming & Multimedia / CA / 2022-08-23



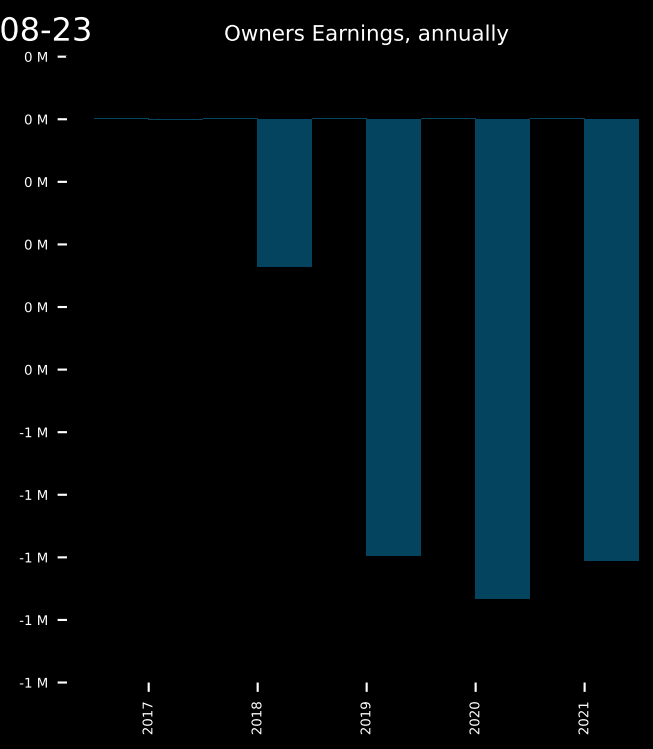
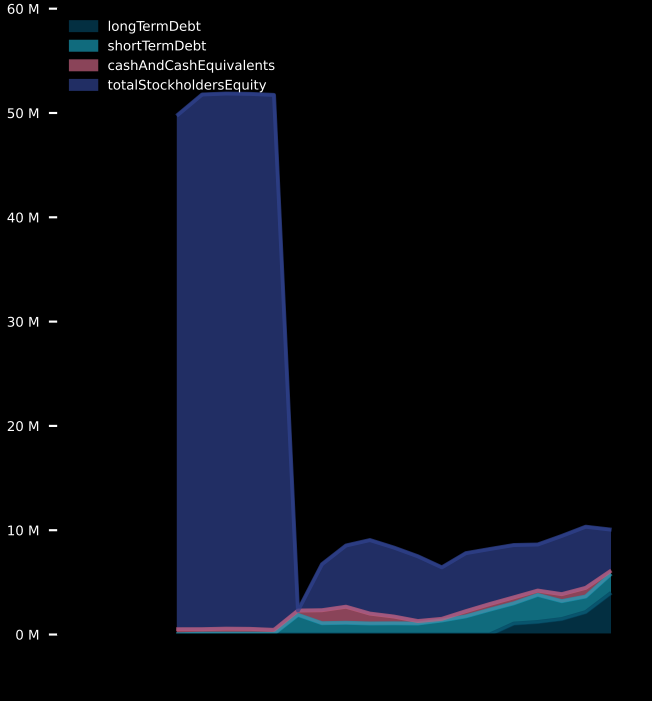
Owners Earnings, annually



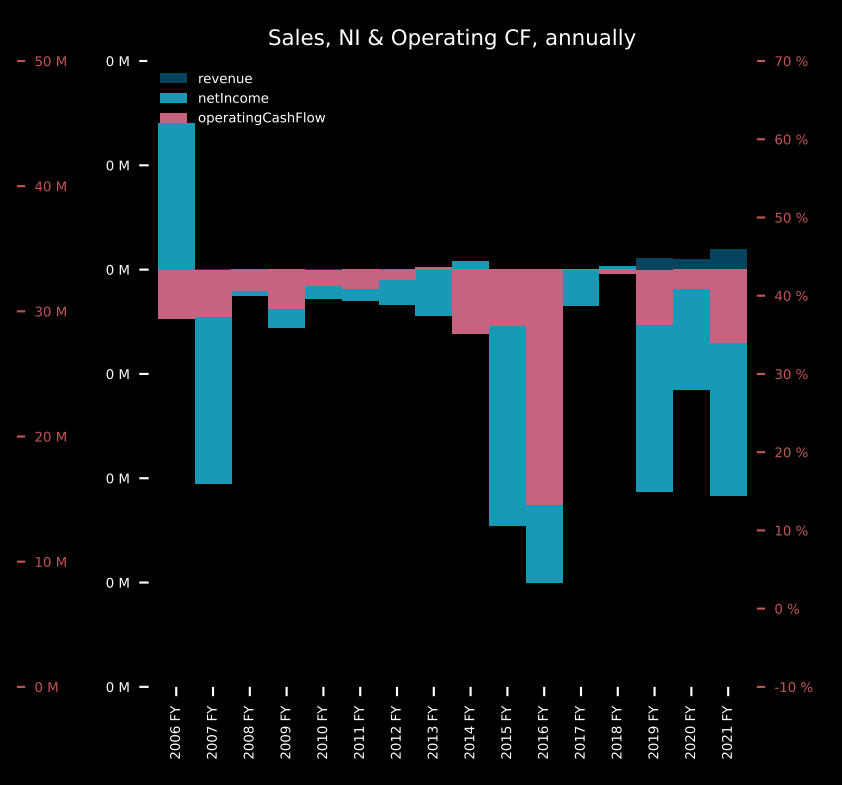
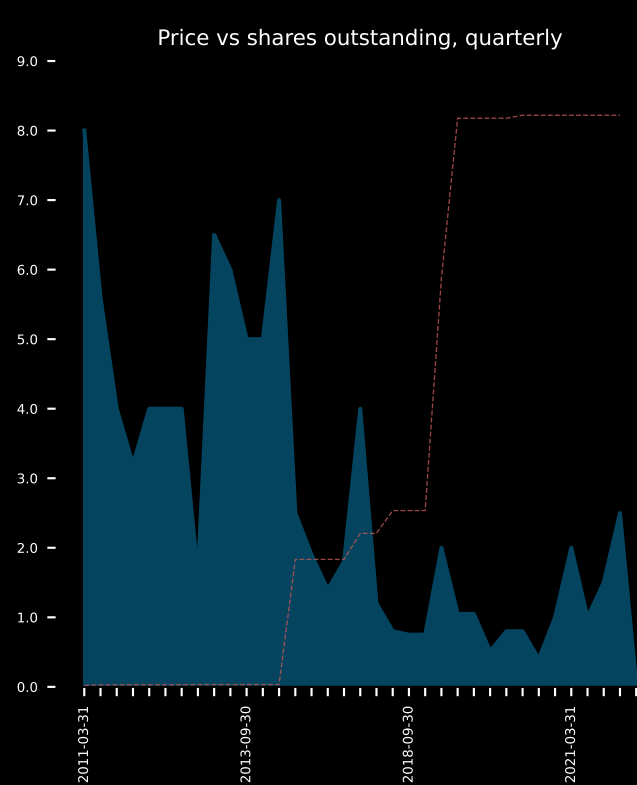
Versus Systems Inc. develops and operates a business-to-business software platform in the United States and Canada. The company operates eXtreme Engagement Online, a platform that allows live event producers, professional sports franchises, video game publishers and developers, live event producers, and professional sports franchises, as well as other interactive media content creators, to offer in-game prizes and rewards based on the completion of in-content challenges alongside other user engagement tools. It primarily sells its access to platform and service offerings through its direct sales organization. Versus Systems Inc. is headquartered in Vancouver, Canada.



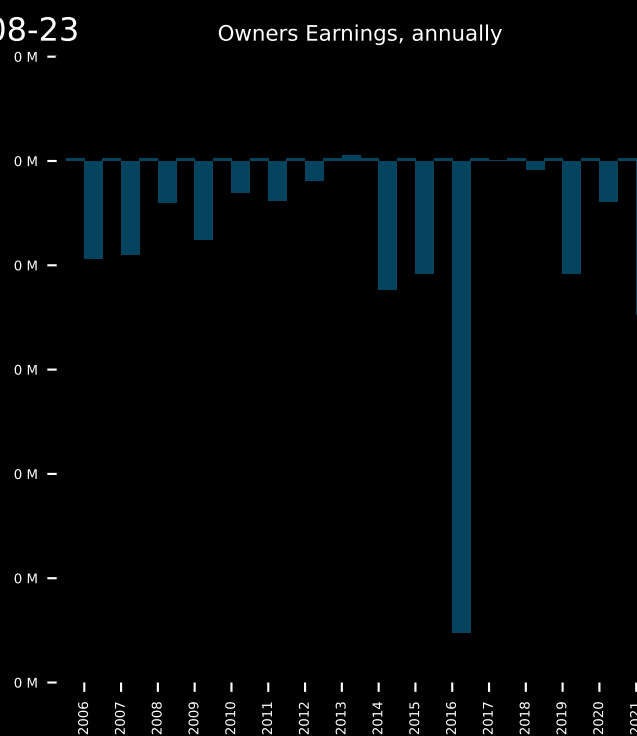
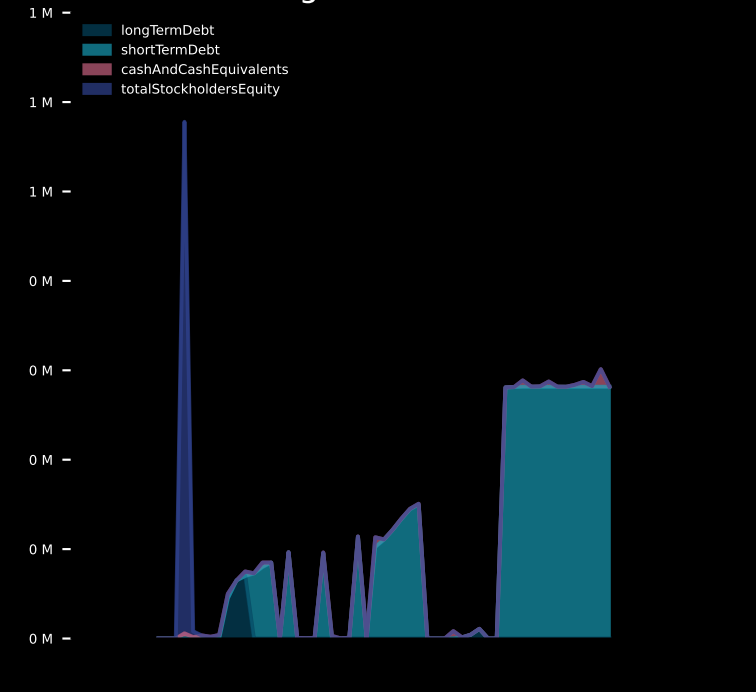
/ Electronic Gaming & Multimedia / US / 2022-08-23



Simplicity Esports and Gaming Company operates as an esports company in the United States and India. It owns and operates games and entertainment centers, as well as e-sports gaming centers. It offers an interactive and fun experience to customers at its centers; blending augmented reality, virtual reality, and other games; indoor entertainment; and food and beverage options to corporate customers, families, friends, and children. The company was formerly known as Smaaash Entertainment Inc. and changed its name to Simplicity Esports and Gaming Company in January 2019. Simplicity Esports and Gaming Company was incorporated in 2017 and is based in Boca Raton, Florida.



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StemGen, Inc. engages in the community offering and management of online competitions in the motorsports arena. The company offers a virtual to real platform in the motorsports industry. StemGen, Inc. is based in Angleton, Texas.

This waterfall chart displays the quarterly financial performance of a company from 2009 Q3 to 2021 Q2. The y-axis represents monetary values in millions, ranging from -4 M to 3 M. The chart is divided into three categories: revenue (dark blue), net income (light blue), and operating cash flow (pink). Revenue shows a steady upward trend, starting around 0.2 M in 2009 Q3 and reaching approximately 0.5 M by 2021 Q2. Net income shows significant volatility, with a major loss of about -2.8 M in 2013 Q4 and a peak of about 1.7 M in 2016 Q4. Operating cash flow remains relatively stable, fluctuating between -0.1 M and 0.1 M throughout the period.

| Quarter | revenue | netIncome | operatingCashFlow |
|---------|---------|-----------|-------------------|
| 2009 Q3 | 0.2 | -0.1 | -0.1 |
| 2009 Q4 | 0.2 | -0.1 | -0.1 |
| 2010 Q1 | 0.2 | -0.1 | -0.1 |
| 2010 Q2 | 0.2 | -0.1 | -0.1 |
| 2010 Q3 | 0.2 | -0.1 | -0.1 |
| 2010 Q4 | 0.2 | -0.1 | -0.1 |
| 2011 Q1 | 0.2 | -0.1 | -0.1 |
| 2011 Q2 | 0.2 | -0.1 | -0.1 |
| 2011 Q3 | 0.2 | -0.1 | -0.1 |
| 2011 Q4 | 0.2 | -0.1 | -0.1 |
| 2012 Q1 | 0.2 | -0.1 | -0.1 |
| 2012 Q2 | 0.2 | -0.1 | -0.1 |
| 2012 Q3 | 0.2 | -0.1 | -0.1 |
| 2012 Q4 | 0.2 | -0.1 | -0.1 |
| 2013 Q1 | 0.2 | -0.1 | -0.1 |
| 2013 Q2 | 0.2 | -0.1 | -0.1 |
| 2013 Q3 | 0.2 | -0.1 | -0.1 |
| 2013 Q4 | 0.2 | -2.8 | -0.1 |
| 2014 Q1 | 0.2 | -0.1 | -0.1 |
| 2014 Q2 | 0.2 | -0.1 | -0.1 |
| 2014 Q3 | 0.2 | -0.1 | -0.1 |
| 2014 Q4 | 0.2 | -0.1 | -0.1 |
| 2015 Q1 | 0.2 | -0.1 | -0.1 |
| 2015 Q2 | 0.2 | -0.1 | -0.1 |
| 2015 Q3 | 0.2 | -0.1 | -0.1 |
| 2015 Q4 | 0.2 | -0.1 | -0.1 |
| 2016 Q1 | 0.2 | -0.1 | -0.1 |
| 2016 Q2 | 0.2 | -0.1 | -0.1 |
| 2016 Q3 | 0.2 | -0.1 | -0.1 |
| 2016 Q4 | 0.2 | 1.7 | -0.1 |
| 2017 Q1 | 0.2 | -0.1 | -0.1 |
| 2017 Q2 | 0.2 | -0.1 | -0.1 |
| 2017 Q3 | 0.2 | -0.1 | -0.1 |
| 2017 Q4 | 0.2 | -0.1 | -0.1 |
| 2018 Q1 | 0.2 | -0.1 | -0.1 |
| 2018 Q2 | 0.2 | -0.1 | -0.1 |
| 2018 Q3 | 0.2 | -0.1 | -0.1 |
| 2018 Q4 | 0.2 | -0.1 | -0.1 |
| 2019 Q1 | 0.2 | -0.1 | -0.1 |
| 2019 Q2 | 0.2 | -0.1 | -0.1 |
| 2019 Q3 | 0.2 | -0.1 | -0.1 |
| 2019 Q4 | 0.2 | -0.1 | -0.1 |
| 2020 Q1 | 0.2 | -0.1 | -0.1 |
| 2020 Q2 | 0.2 | -0.1 | -0.1 |
| 2020 Q3 | 0.2 | -0.1 | -0.1 |
| 2020 Q4 | 0.2 | -0.1 | -0.1 |
| 2021 Q1 | 0.2 | -0.1 | -0.1 |
| 2021 Q2 | 0.2 | -0.1 | -0.1 |

The chart displays three financial metrics over a 14-year period. Revenue (blue bars) shows a steady increase from approximately 62M in 2008 to 78M in 2021. Net income (orange bars) starts at about 1M in 2008, peaks at 2M in 2009, and then fluctuates between -1M and -4M until 2016, after which it rises sharply to 20M by 2021. Operating cash flow (green line) remains relatively stable, starting at 0% in 2008, dipping slightly to -10% in 2010, and then rising to 10% by 2021.

| Fiscal Year | Revenue (M) | Net Income (M) | Operating Cash Flow (%) |
|-------------|-------------|----------------|-------------------------|
| 2008 FY | 62 | 1 | 0 |
| 2009 FY | 65 | 2 | -5 |
| 2010 FY | 64 | 1 | -10 |
| 2011 FY | 64 | -1 | -10 |
| 2012 FY | 62 | -1 | -10 |
| 2013 FY | 60 | -3.5 | -10 |
| 2014 FY | 59 | -2.5 | -10 |
| 2015 FY | 59 | -2 | -10 |
| 2016 FY | 60 | -1 | -10 |
| 2017 FY | 78 | 20 | 10 |
| 2018 FY | 77 | 20 | 10 |
| 2019 FY | 76 | 19 | 10 |
| 2020 FY | 75 | 18 | 10 |
| 2021 FY | 78 | 20 | 10 |

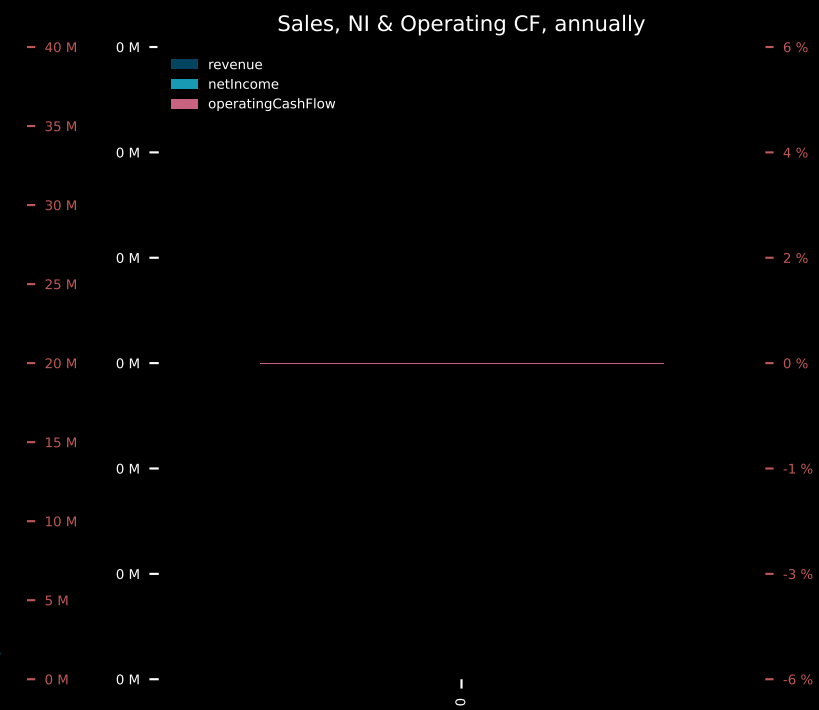
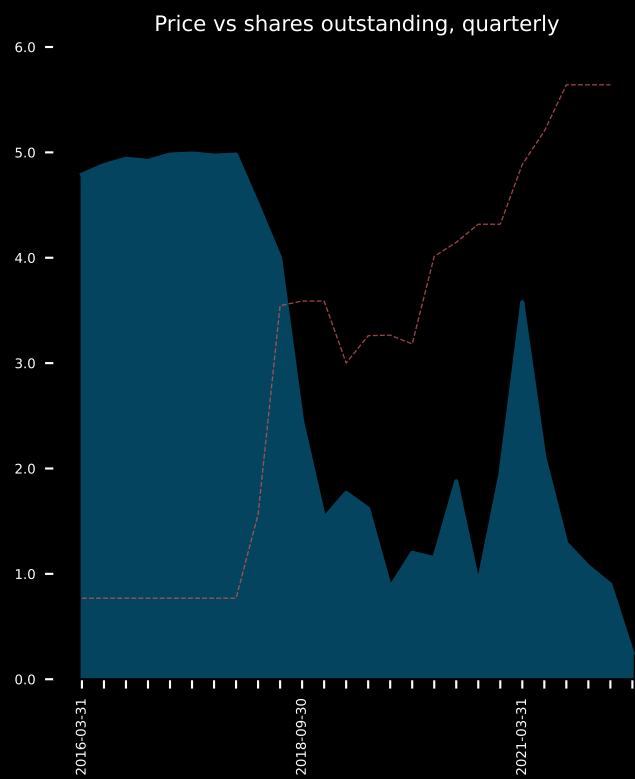
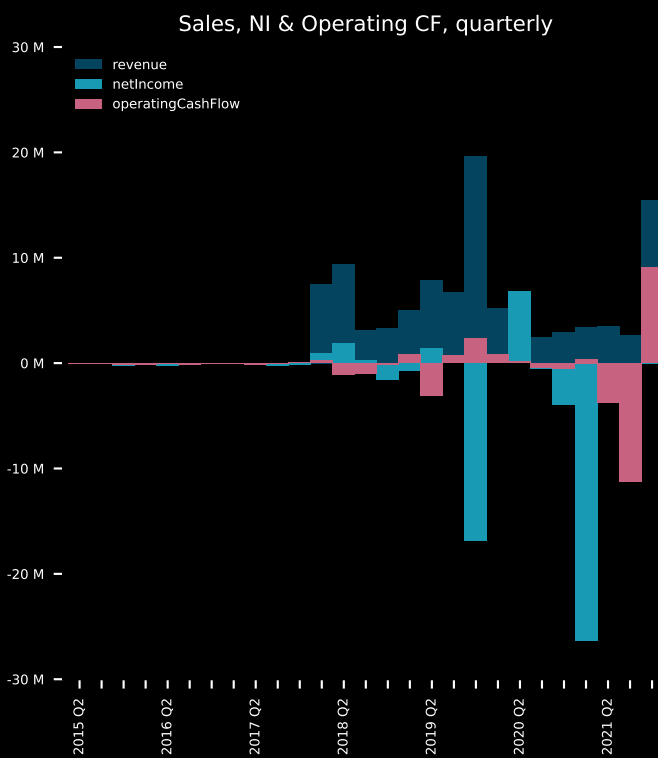
The chart displays the financial structure of the top 100 companies from 2007 to 2019. The y-axis represents the amount in millions of dollars, ranging from 0 M to 4 M. The x-axis represents the years. The components are stacked as follows: longTermDebt (dark blue), shortTermDebt (medium blue), cashAndCashEquivalents (light blue), and totalStockholdersEquity (grey). The chart shows a significant increase in total debt starting around 2012, peaking in 2018, and then a sharp decline in 2019.

| Year | longTermDebt | shortTermDebt | cashAndCashEquivalents | totalStockholdersEquity |
|------|--------------|---------------|------------------------|-------------------------|
| 2007 | 0.0 | 0.0 | 0.0 | 0.0 |
| 2008 | 0.0 | 0.0 | 0.0 | 0.0 |
| 2009 | 0.0 | 0.0 | 0.0 | 0.0 |
| 2010 | 0.0 | 0.0 | 0.0 | 0.0 |
| 2011 | 0.0 | 0.0 | 0.0 | 0.0 |
| 2012 | 0.0 | 0.0 | 0.0 | 0.0 |
| 2013 | 0.0 | 0.0 | 0.0 | 0.0 |
| 2014 | 0.0 | 0.0 | 0.0 | 0.0 |
| 2015 | 0.0 | 0.0 | 0.0 | 0.0 |
| 2016 | 0.0 | 0.0 | 0.0 | 0.0 |
| 2017 | 0.0 | 0.0 | 0.0 | 0.0 |
| 2018 | 0.0 | 0.0 | 0.0 | 0.0 |
| 2019 | 0.0 | 0.0 | 0.0 | 0.0 |

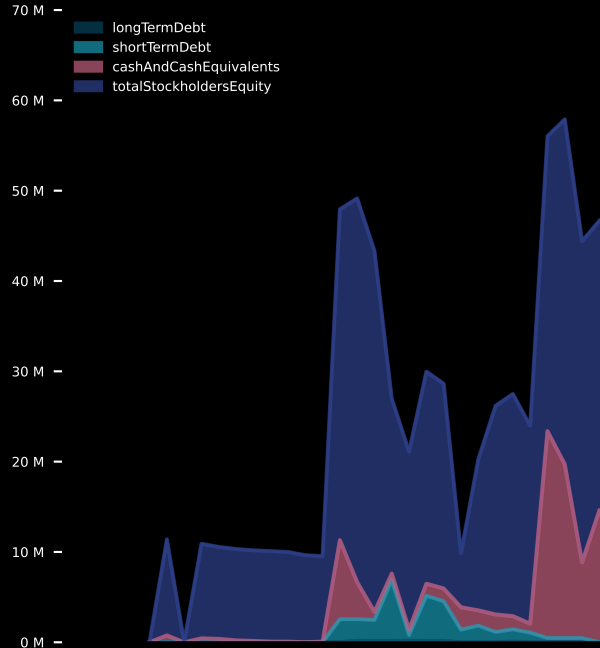
The bar chart illustrates the annual change in the number of employees in the manufacturing sector from 2008 to 2021. The vertical axis represents the change in thousands of employees, ranging from -1 M to 0 M. The horizontal axis lists the years. The data shows a consistent decline from 2008 to 2015, followed by a period of relative stability and a sharp increase in 2021.

| Year | Change in employees (thousands) |
|------|---------------------------------|
| 2008 | 150 |
| 2009 | 150 |
| 2010 | -250 |
| 2011 | -400 |
| 2012 | -750 |
| 2013 | -450 |
| 2014 | -650 |
| 2015 | -950 |
| 2016 | -700 |
| 2017 | 50 |
| 2018 | 400 |
| 2019 | -150 |
| 2020 | -250 |
| 2021 | 1050 |

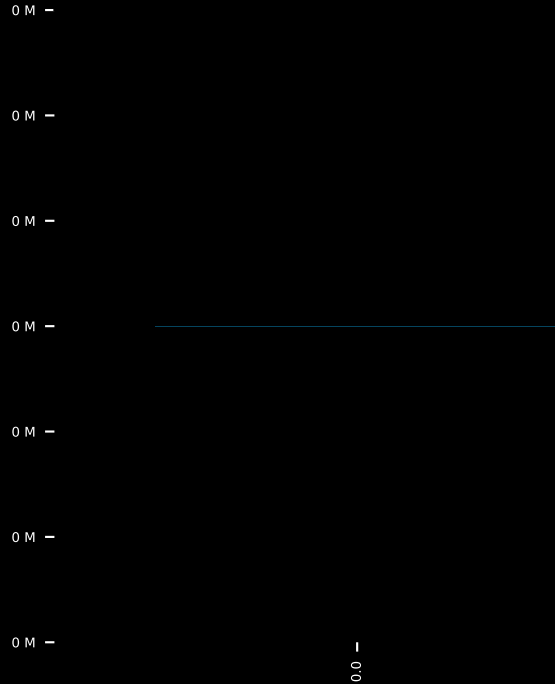
Freeze Tag, Inc. develops and publishes location-based mobile social games for consumers and businesses worldwide. The company markets, sells, and distributes its games through direct-to-consumer digital storefronts, such as Apple's App Store, the Google Play Store, and Amazon's App Store; and sells players directly through its websites, such as freezetag.com and store.freezetag.com. It also publishes titles on other platforms, such as the Facebook App Store and Mac App Store, as well as on PC download portals, such as Big Fish Games and others. The company was founded in 2005 and is headquartered in Tustin, California.

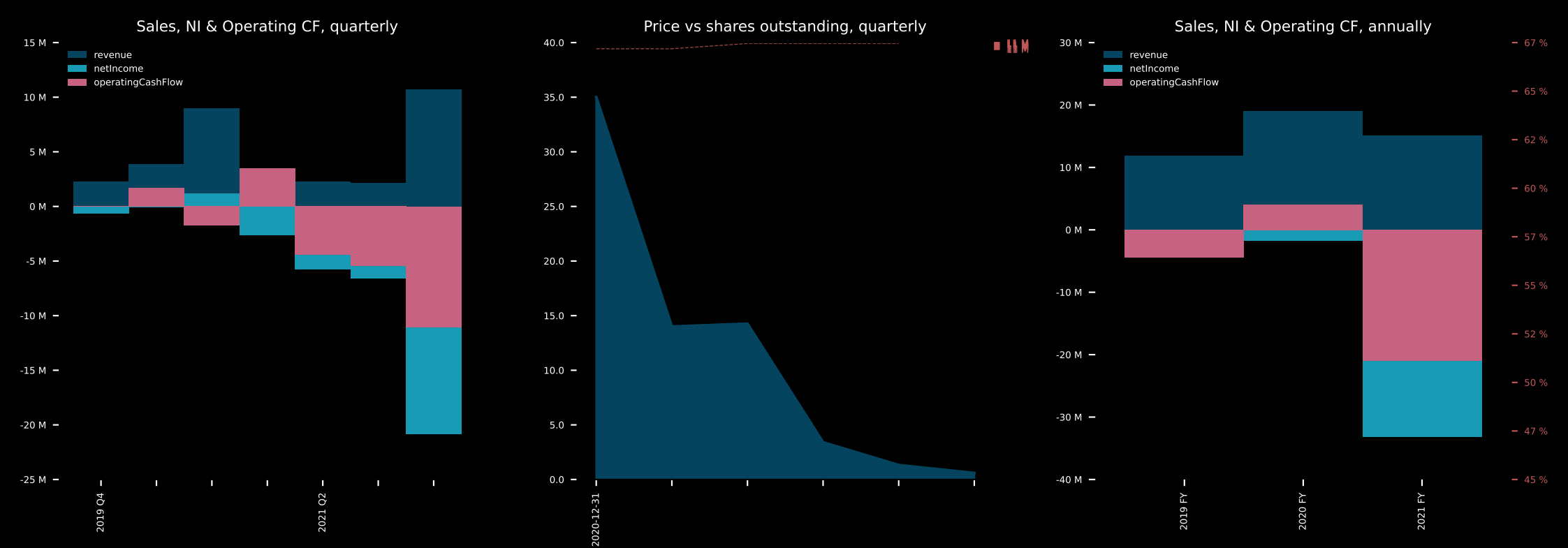


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Owners Earnings, annually

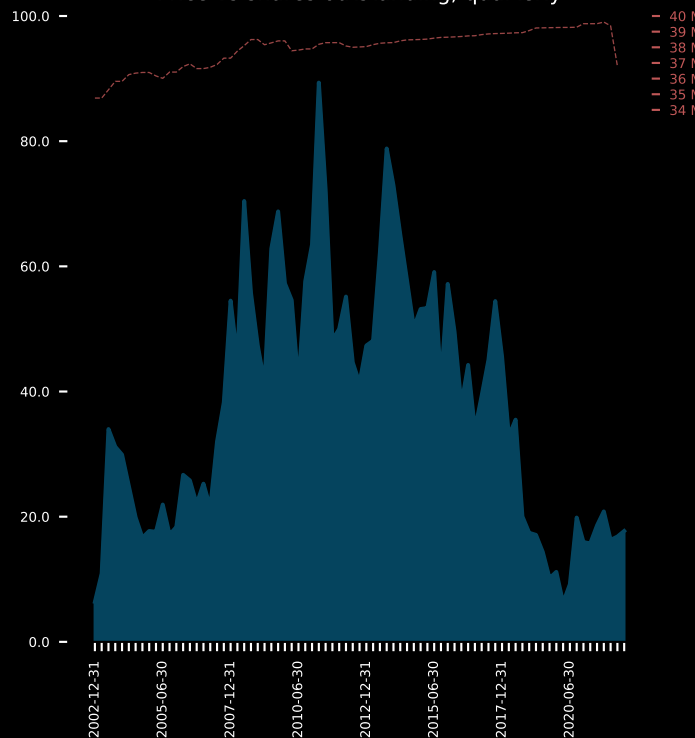




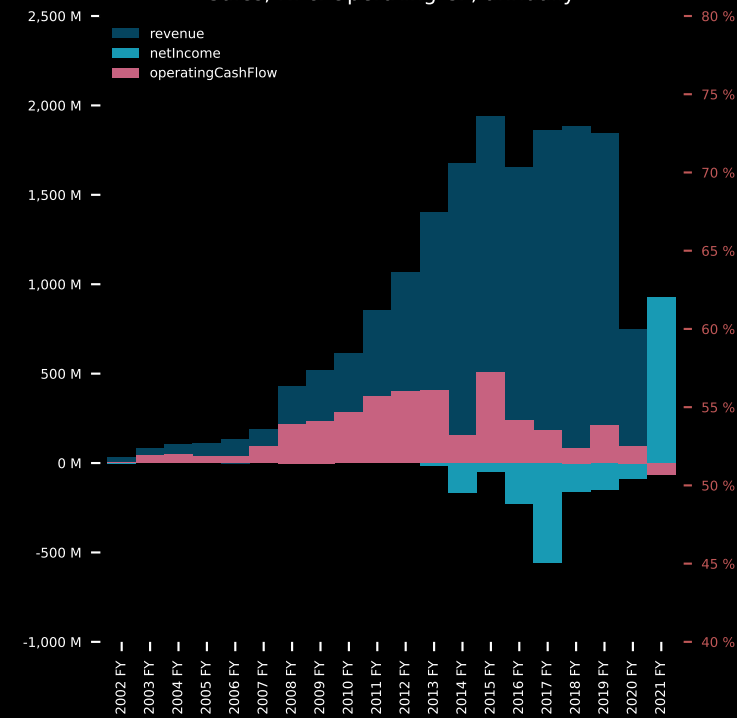
Sales, NI & Operating CF, quarterly



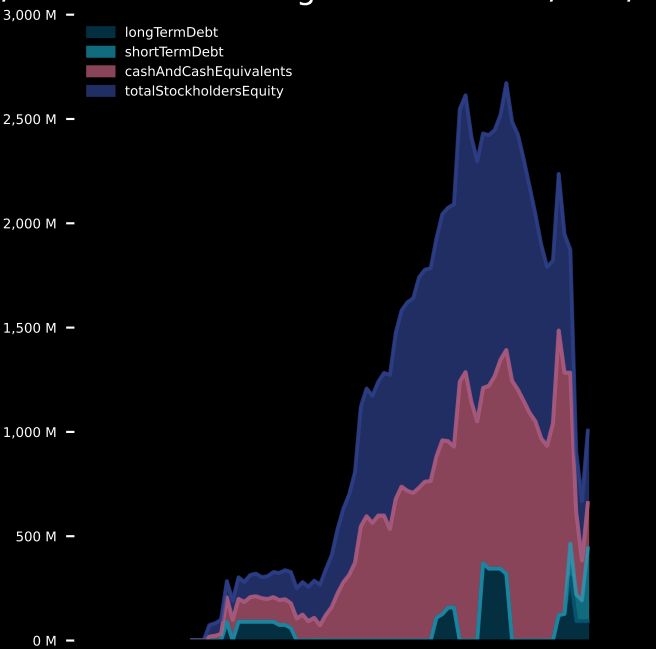
Price vs shares outstanding, quarterly



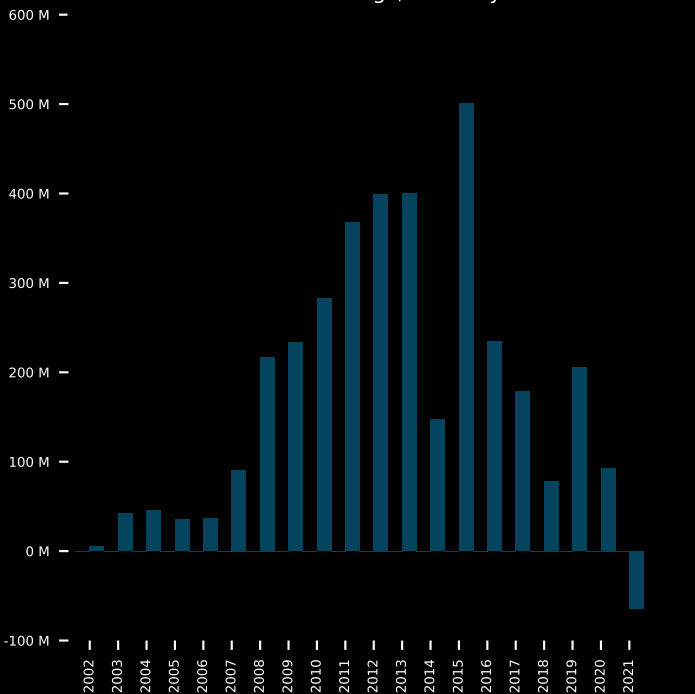
Sales, NI & Operating CF, annually



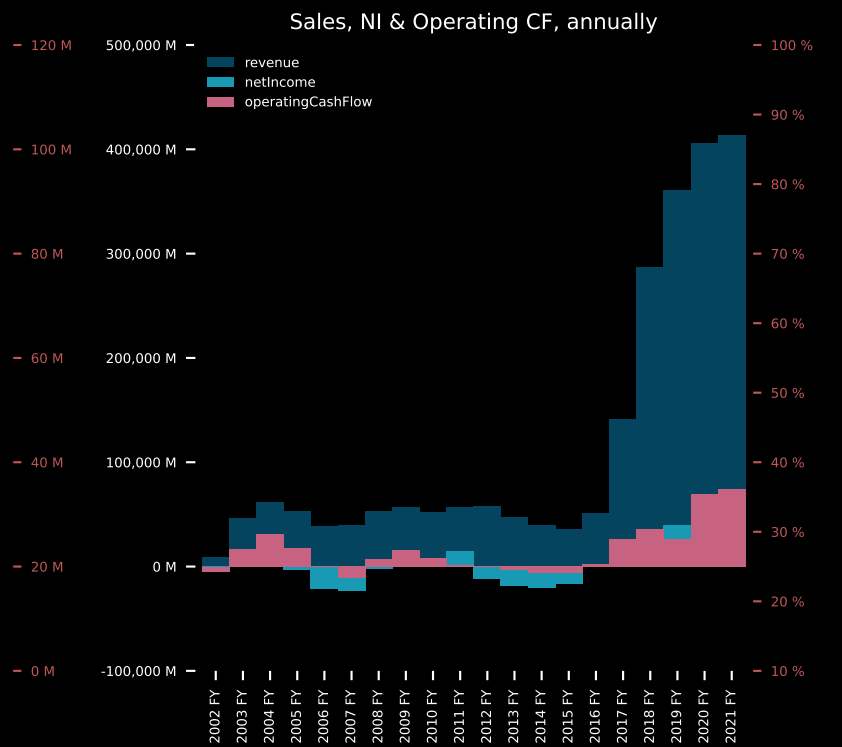
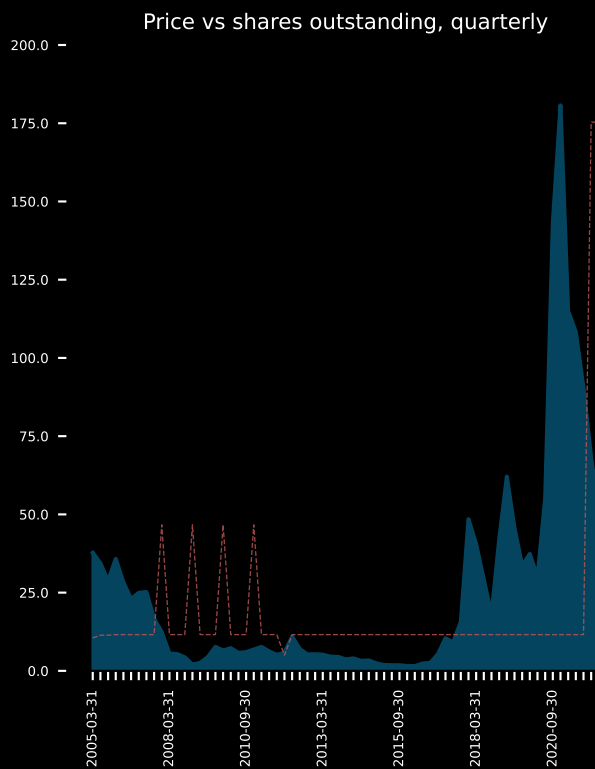
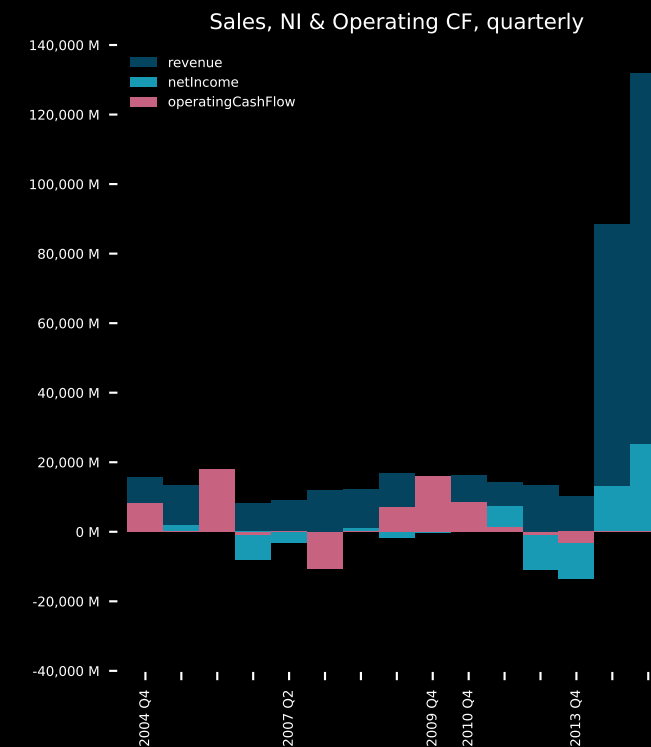
U / Electronic Gaming & Multimedia / CN / 2022-08-23



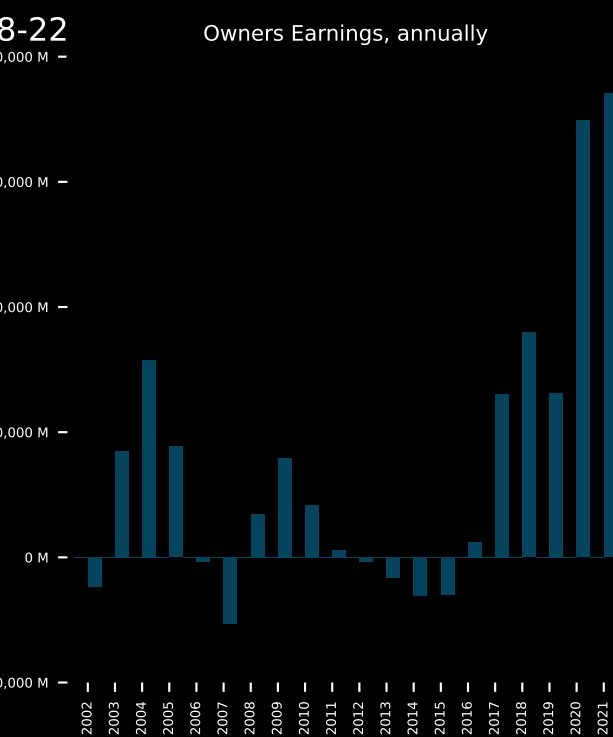
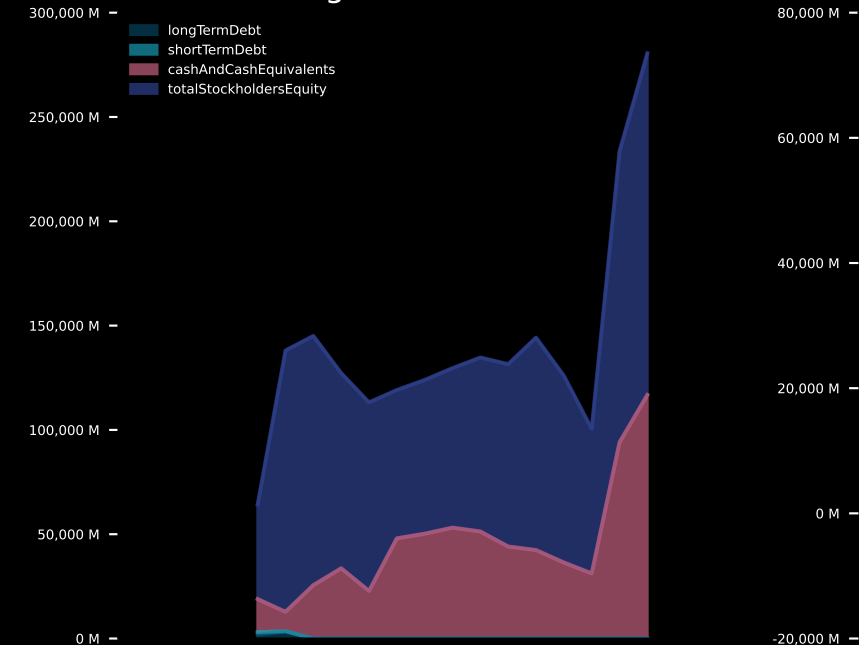
Owners Earnings, annually



Sohu.com Limited provides online media, video, and game products and services on PCs and mobile devices in China. The company offers online news, information, and content services through the mobile phone application Sohu News APP, mobile portal m.sohu.com, and www.sohu.com for PCs; and online video content and services through mobile phone application Sohu Video APP and tv.sohu.com, and ifox, a PC video application. The company is also involved in the development, operation, and licensing of online games for PCs and mobile devices, which include massive multiplayer online role-playing games, and casual and strategy games. In addition, it operates focus.cn, which provides online real estate information and services; and 17173.com website, which provides news, electronic forums, online videos, and other online game information services to game players, as well as offers mobile game distribution services. Further, the company provides paid subscription services, interactive broadcasting services, and sub-licensing of purchased video content to third parties. Sohu.com Limited was incorporated in 1996 and is headquartered in Beijing, China.



Y / Electronic Gaming & Multimedia / KR / 2022-08-22

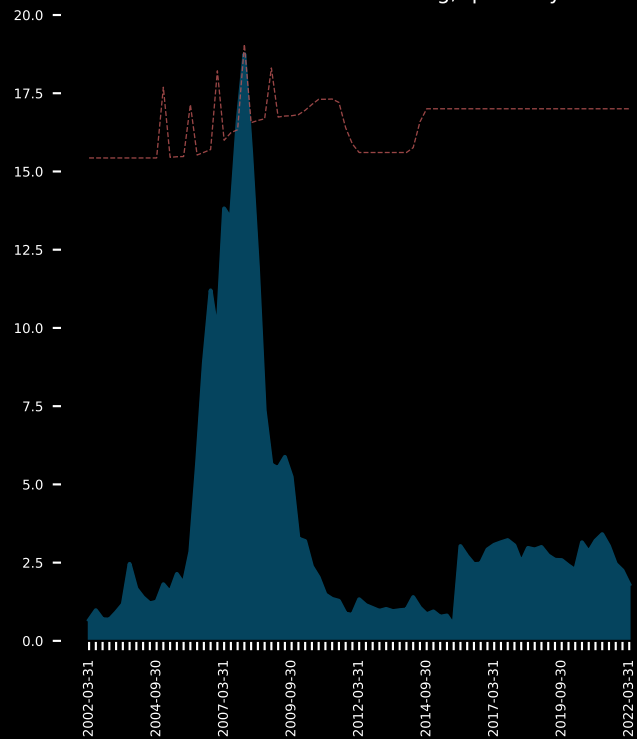


Gravity Co., Ltd. develops, publishes, and distributes online games mainly in South Korea, Taiwan, Thailand, the Philippines, and internationally. It offers a massively multiplayer online role-playing game, including Ragnarok Online, Requiem, Dragonica, Ragnarok Online II, and Ragnarok Prequel II, as well as Ragnarok Clicker, a Web browser-based role-playing game. The company's mobile games portfolio includes Ragnarok M: Eternal Love; Ragnarok Origin; Ragnarok X: Next Generation; Sacred Blade; Dark Eden; the Labyrinth of Ragnarok; Ragnarok Poring Merge; Action RO2: Spear of Odin; Tera Classic; the Lord; and the Color of Dream Fantasy, Latale. It also provides console games, such as Ragnarok DS for Nintendo DS; Ragnarok: The Princess of Light and Darkness for PlayStation Portable; Ragnarok Odyssey for PlayStation Vita; Double Dragon II for Xbox 360; and Ragnarok Odyssey Ace for PlayStation Vita and PlayStation 3. In addition, the company offers games for IPTV, including Pororo: The Little Penguin; and markets dolls, stationery, food, and other character-based merchandises, as well as game manuals, monthly magazines, and other publications. Furthermore, the company

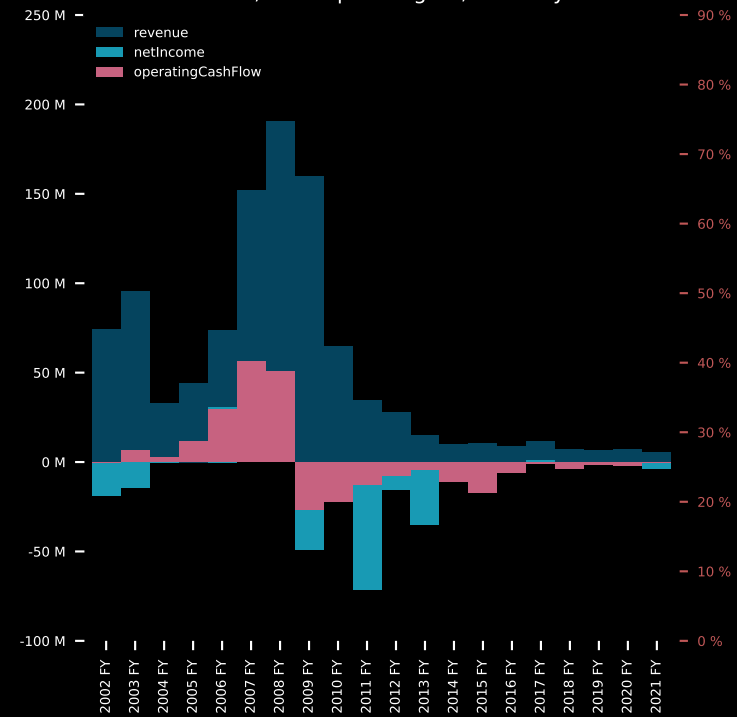
Sales, NI & Operating CF, quarterly



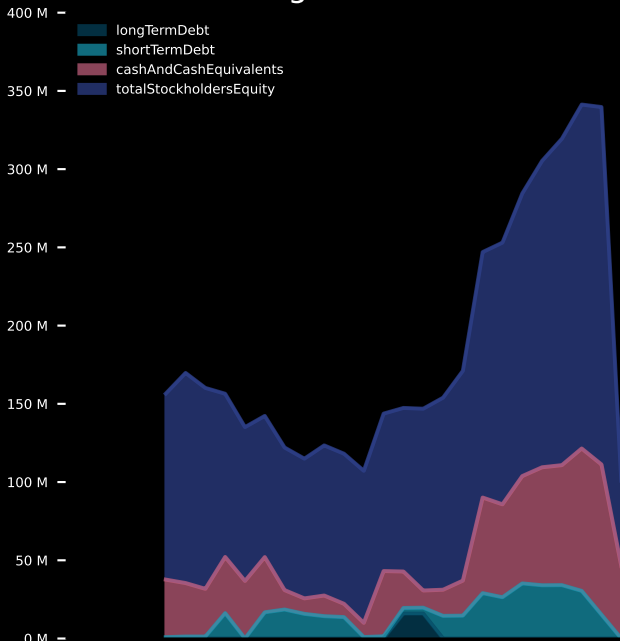
Price vs shares outstanding, quarterly



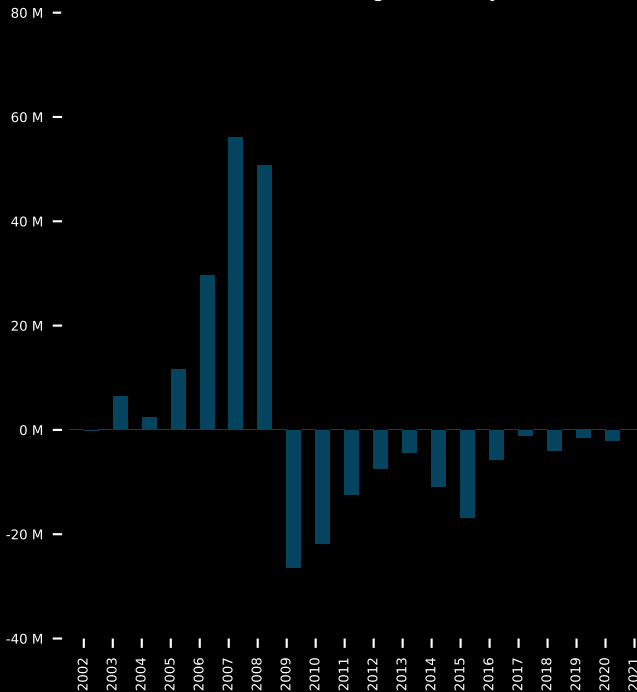
Sales, NI & Operating CF, annually



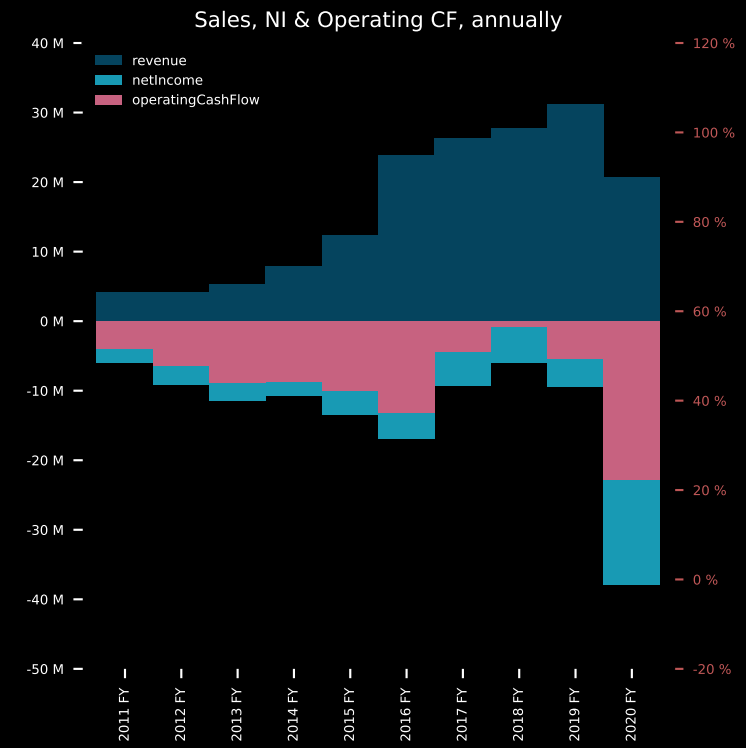
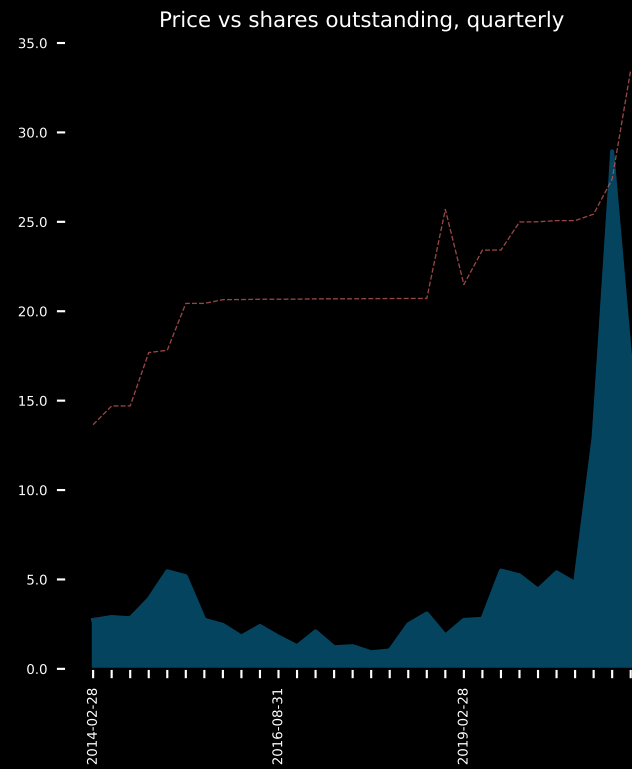
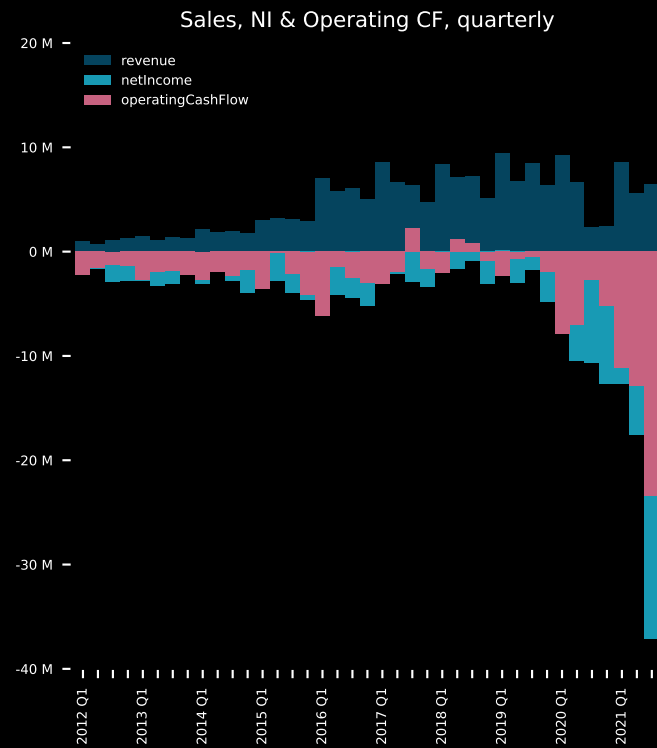
I / Electronic Gaming & Multimedia / TW / 2022-08-23



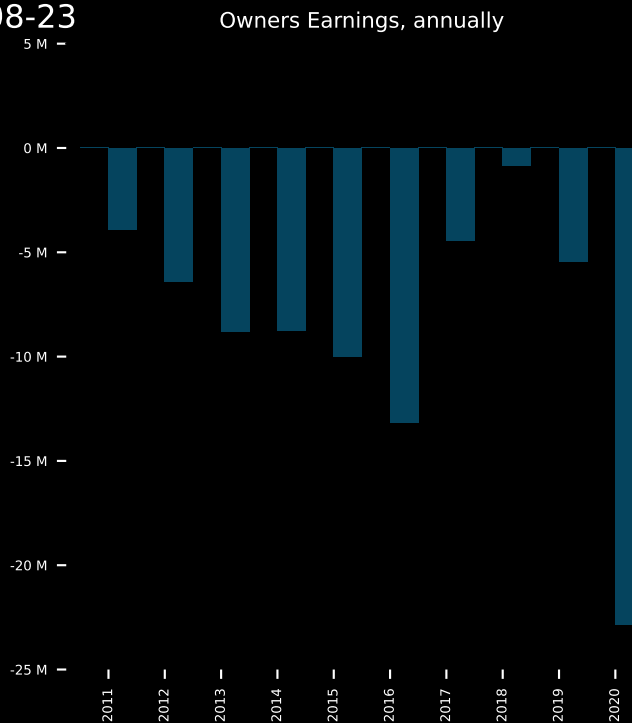
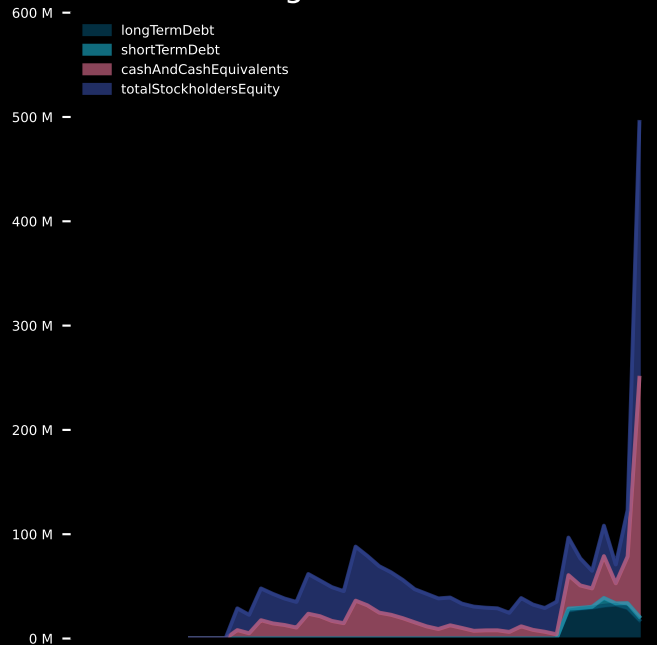
Owners Earnings, annually



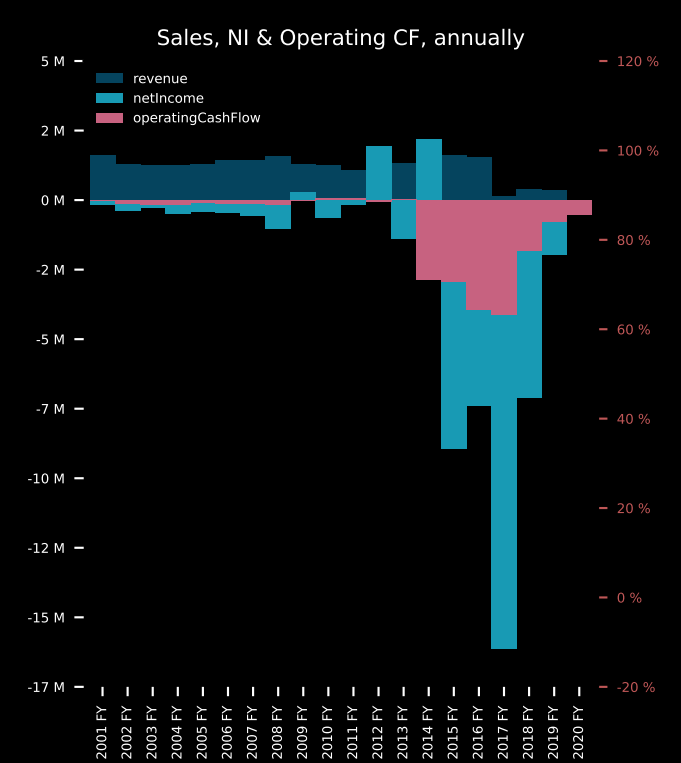
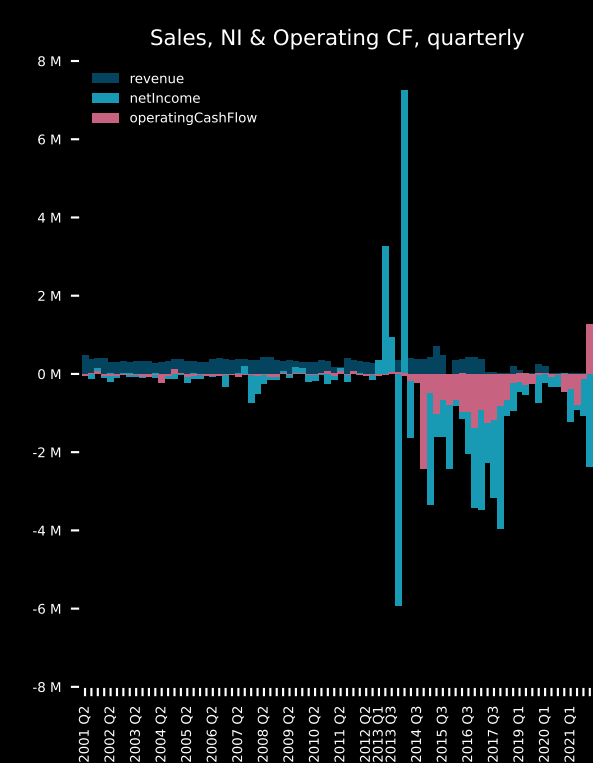
GigaMedia Limited provides digital entertainment services in Taiwan and Hong Kong. The company operates FunTown, a digital entertainment portal that offers mobile and browser-based casual games through -branded platform. It offers Mahjong, a traditional Chinese tile-based game; casual card and table games; online card games; and chance-based games, including bingo, lotto, horse racing, Sic-Bo, slots, and various casual games. It also provides role-playing and sports games, such as Tales Runner, a multi-player online obstacle running game; Yume 100, a story-based game that targets female players; Akaseka, a female-oriented game; and Shinobi Master New Link, a male-oriented game. The company was founded in 1998 and is headquartered in Taipei, Taiwan.



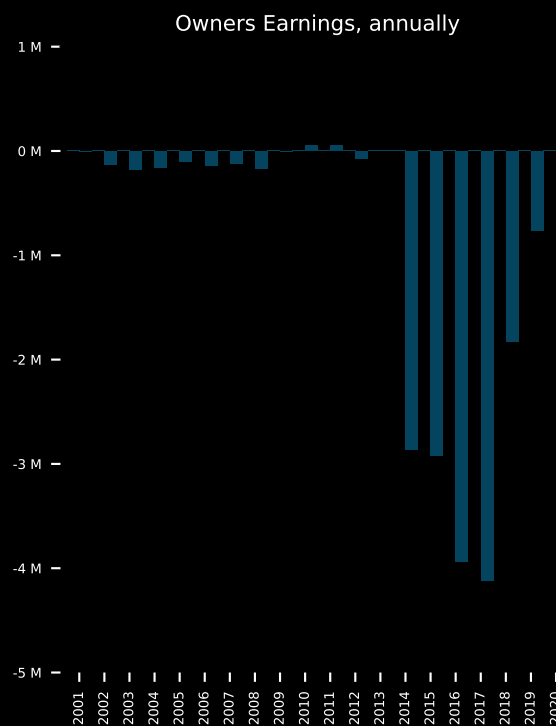
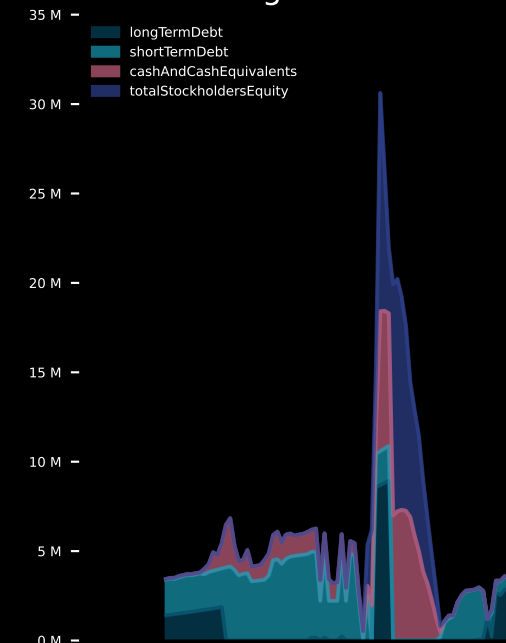
/ Electronic Gaming & Multimedia / CA / 2022-08-23



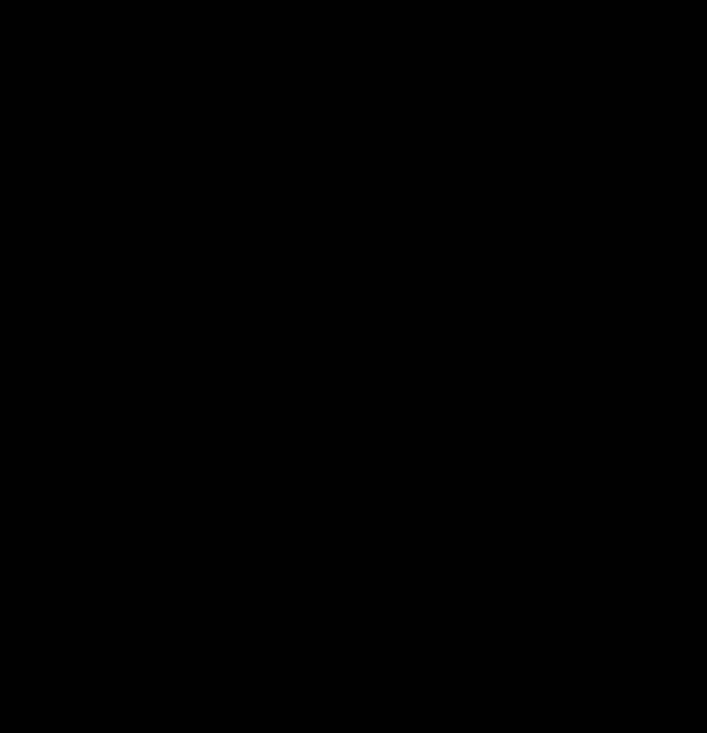
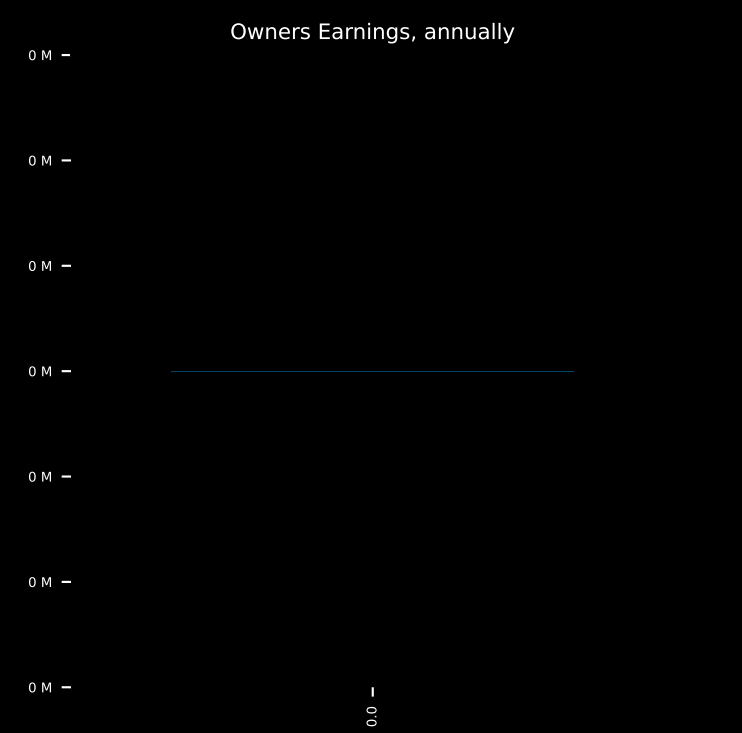
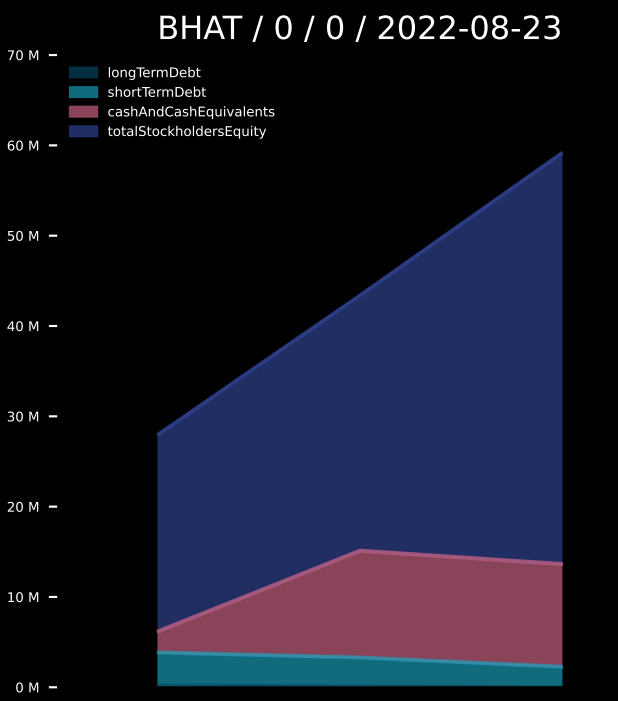
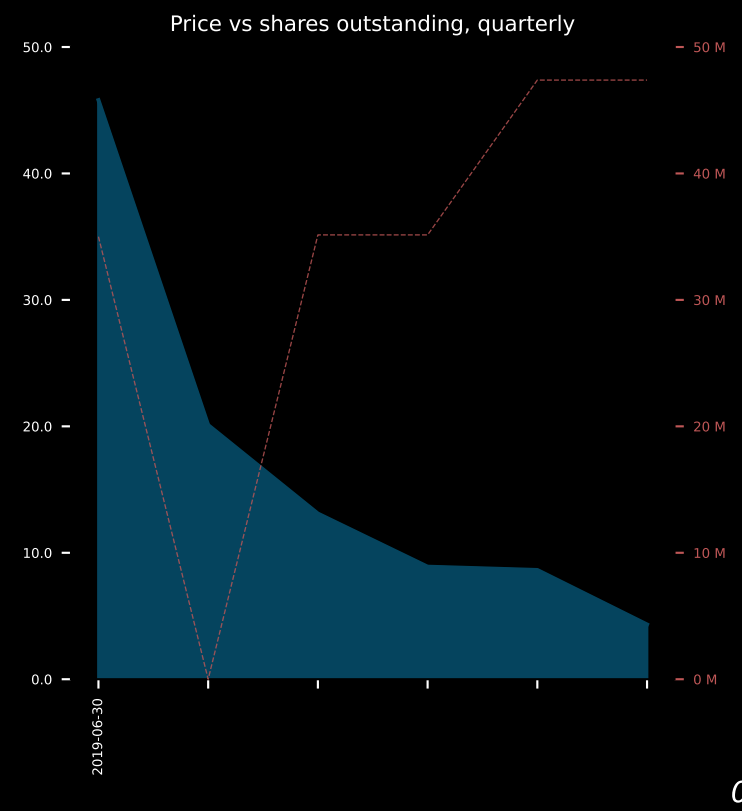
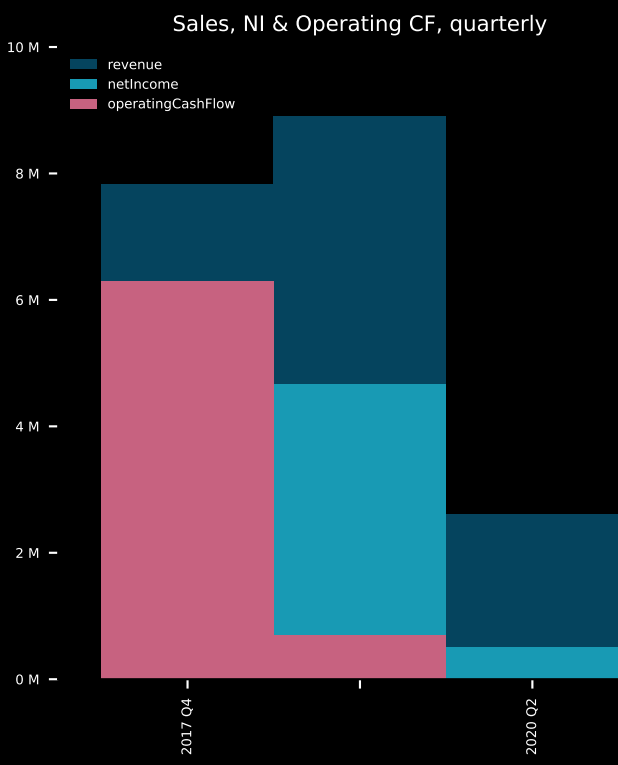
Score Media and Gaming Inc. operates as a sports media company in North America. It offers theScore, a mobile sports application that delivers customizable news, scores, stats, and notifications for various leagues and sports; and theScore esports, which produces and shares original video content pieces across its web and social platforms, including features and documentaries on high-profile teams, games, and players from across the esports scene, as well as highlights and interviews. The company also provides theScore Bet, a mobile sports betting platform that delivers various pre-game and in-game markets and betting options, lightning-fast scores, and in-game data comprising early cash-out, and easy and secure deposit and withdrawal options. In addition, it operates theScore.com, a web platform that provides sports news, scores, and video and editorial content written by original sports voices. The company was incorporated in 2012 and is based in Toronto, Canada.

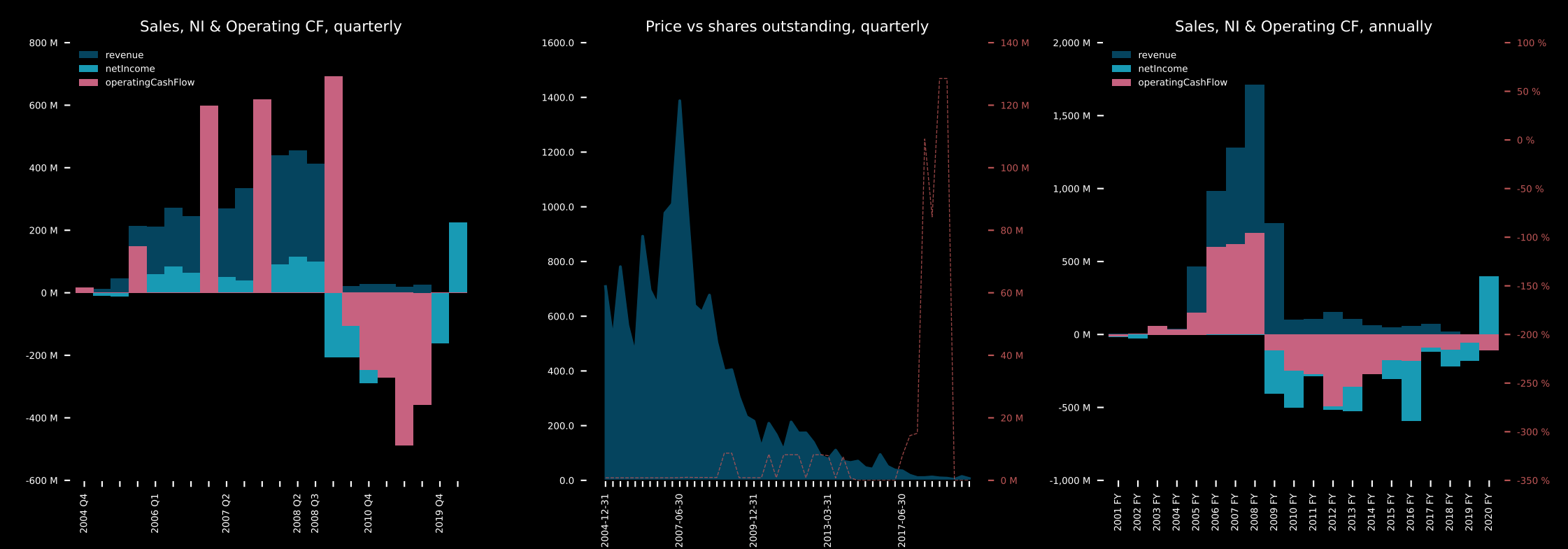


Electronic Gaming & Multimedia / US / 2022-08-23



SPYR, Inc., through its subsidiaries, operates as a technology company. The company develops and resells Apple ecosystem compatible products with focus on the smart home market. It is also involved in the development, publication, and co-publication of mobile electronic games cellular telephones and tablets. The company was formerly known as Eat at Joe's, Ltd. and changed its name to SPYR, Inc. in March 2015. SPYR, Inc. was incorporated in 1988 and is headquartered in Greenwood Village, Colorado.

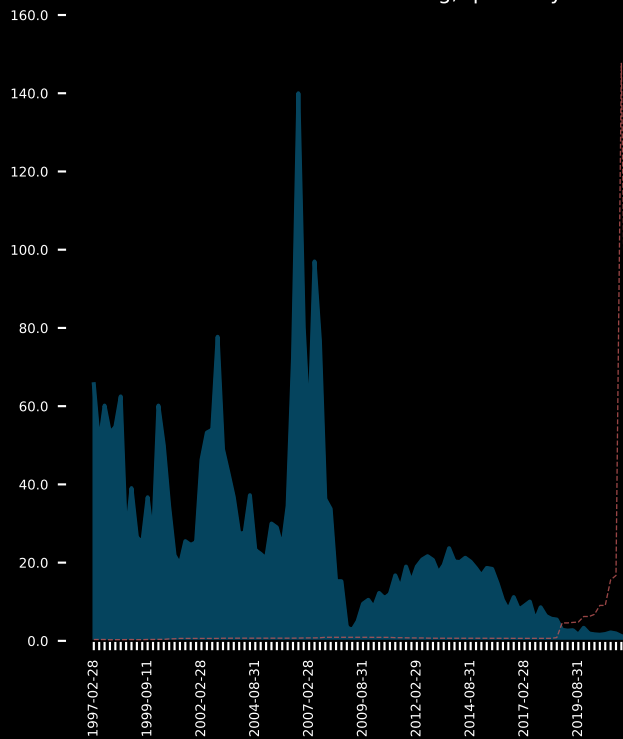




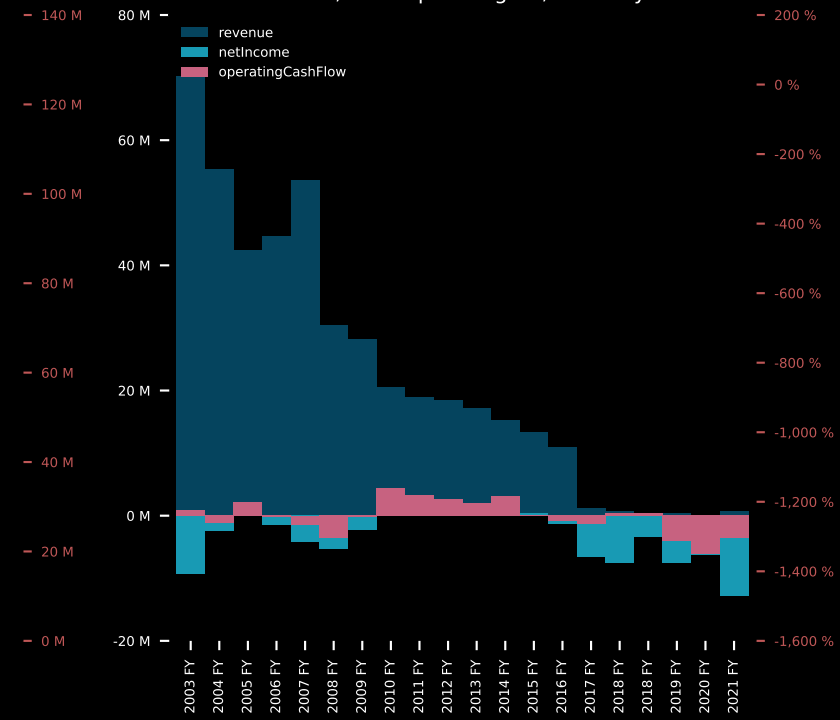
Sales, NI & Operating CF, quarterly



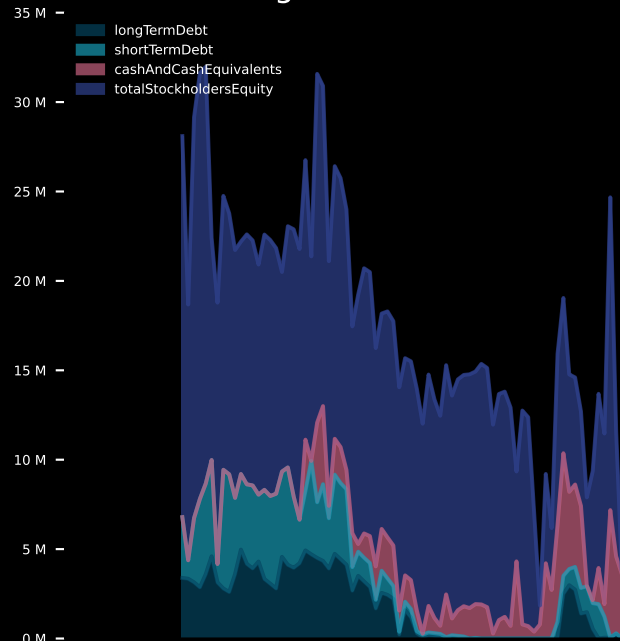
Price vs shares outstanding, quarterly



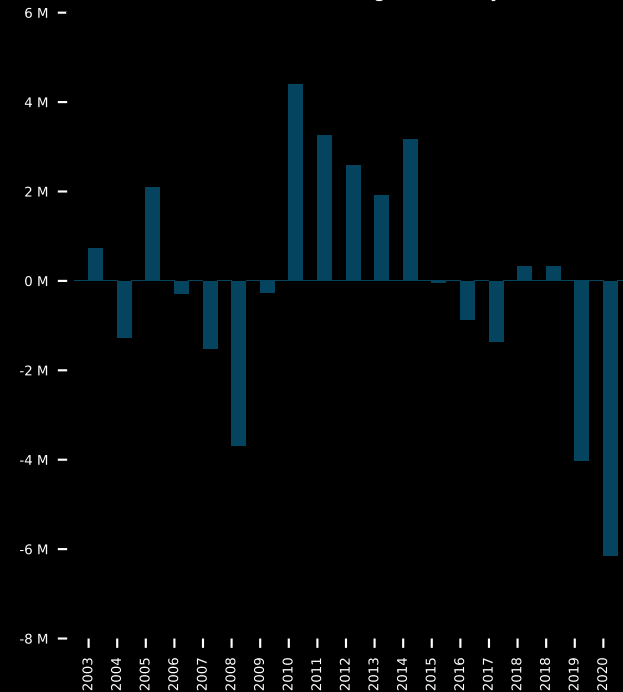
Sales, NI & Operating CF, annually



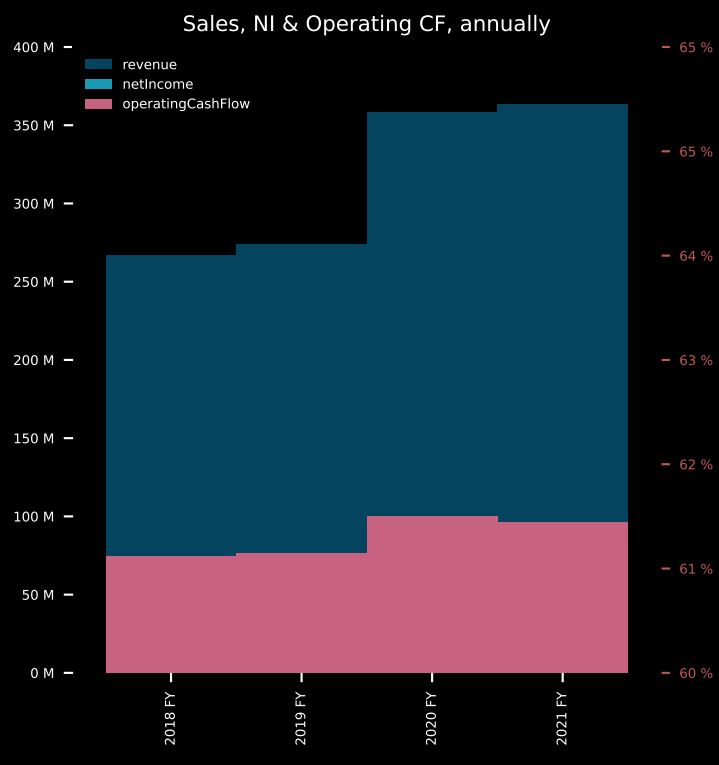
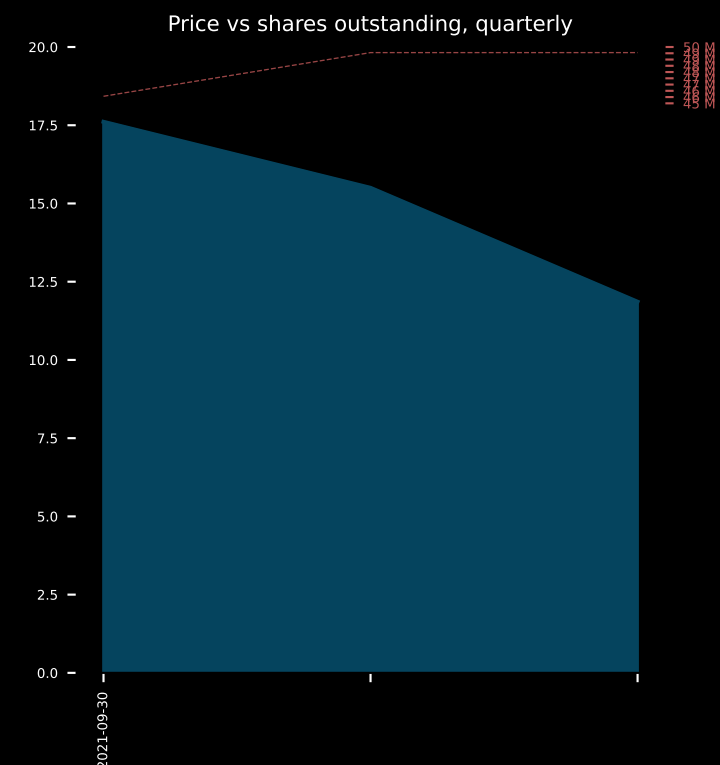
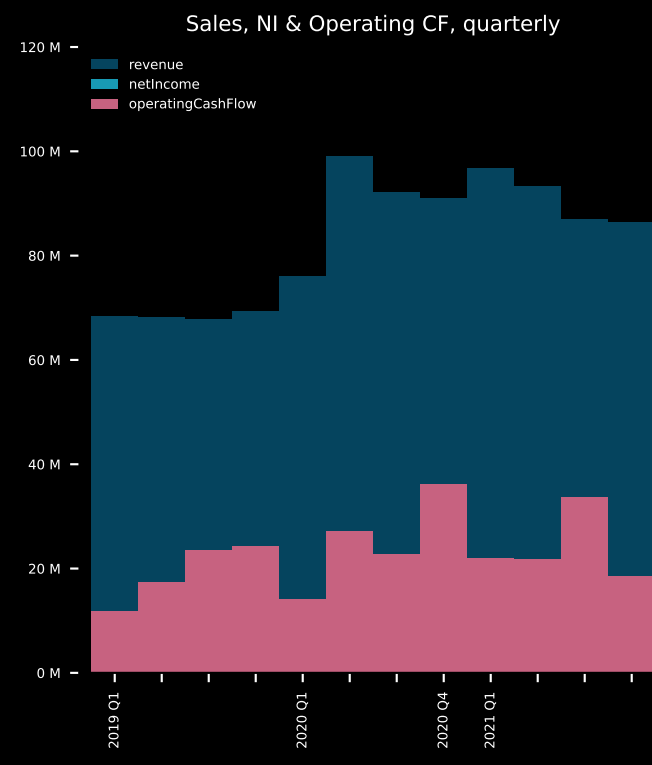
/ Electronic Gaming & Multimedia / CA / 2022-08-23



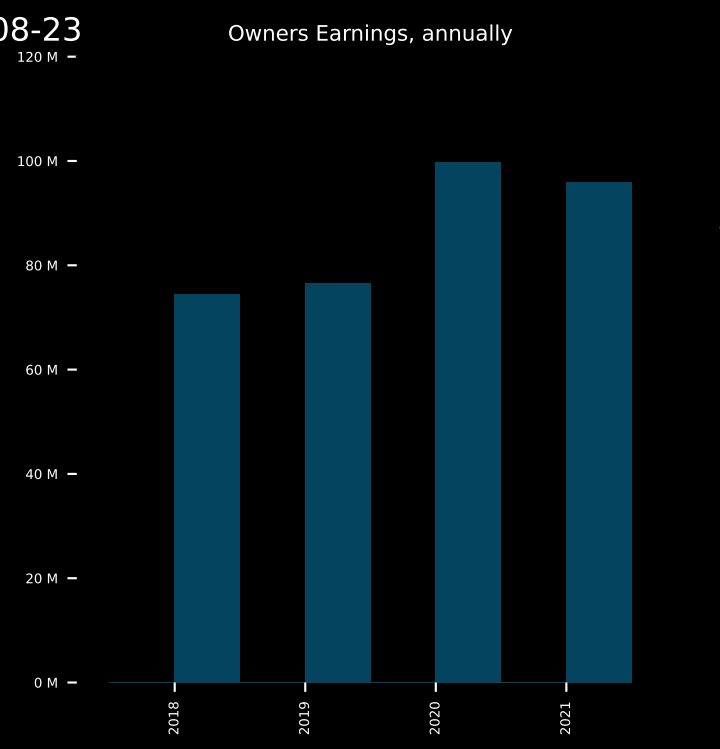
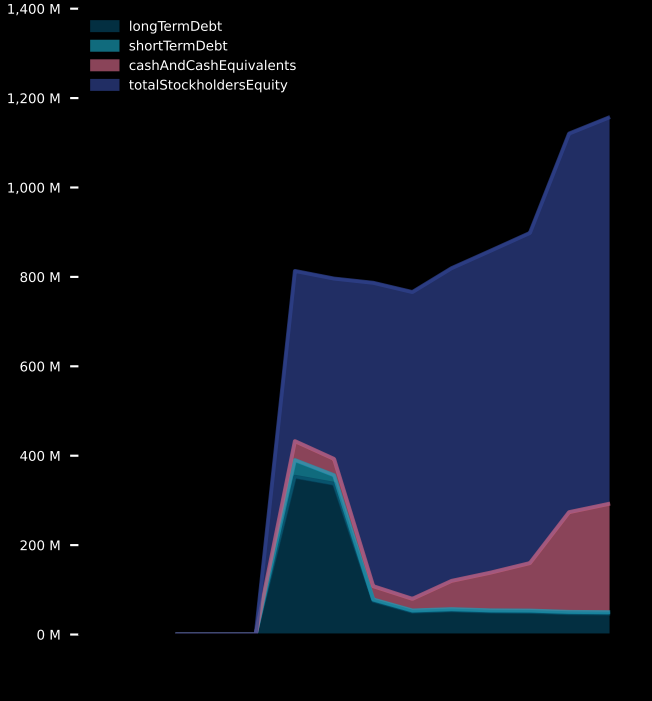
Owners Earnings, annually



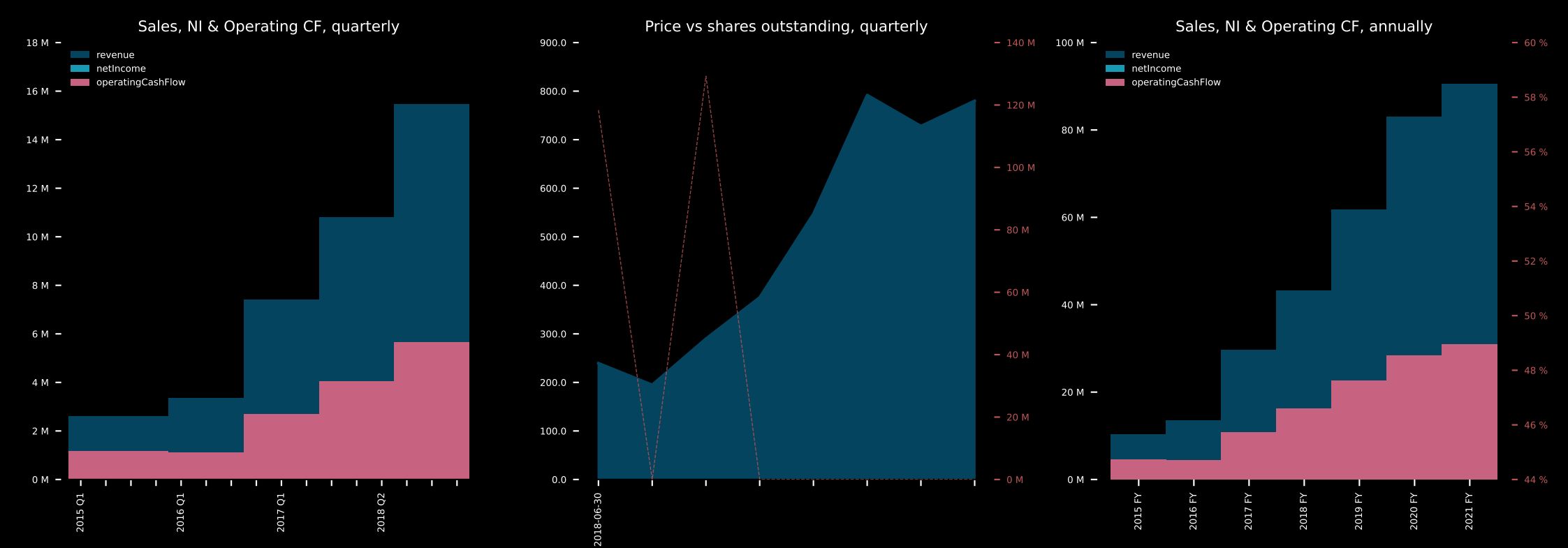
Liquid Media Group Ltd. provides business solutions empowering independent IP creators to package, finance, deliver, and monetize their professional video IP worldwide. The company has a strategic partnership with Slated, Inc. Liquid Media Group Ltd. is headquartered in Vancouver, Canada.



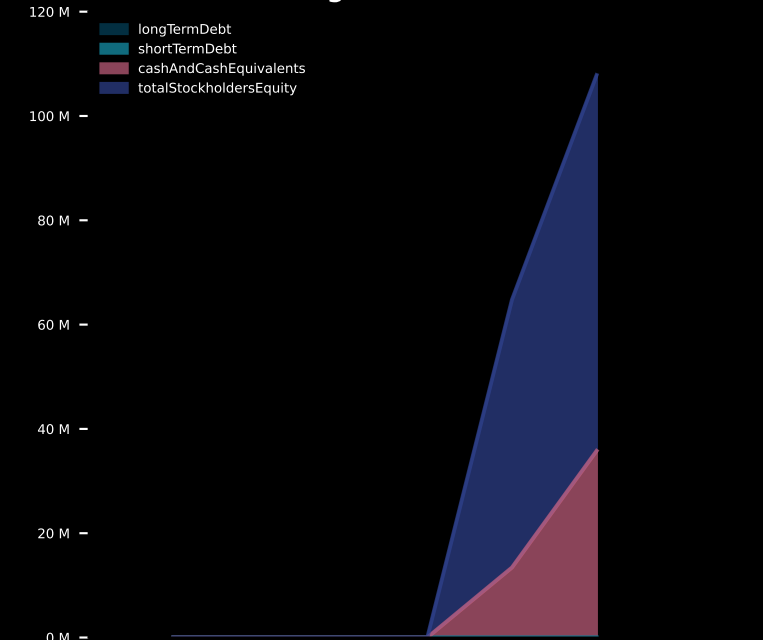
/ Electronic Gaming & Multimedia / US / 2022-08-23



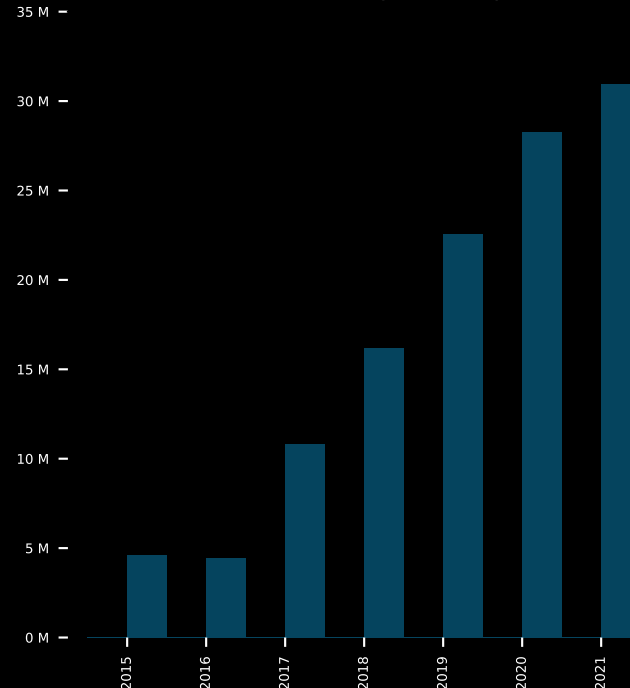
DoubleDown Interactive Co., Ltd. engages in the development and publishing of digital games on mobile and web-based platforms for casual players in South Korea. The company offers DoubleDown Casino, DoubleDown Classic, DoubleDown Fort Knox, and Undead World: Hero Survival games. Its games are primarily distributed, marketed, and promoted through third party platform providers. The company was formerly known as The8Games Co., Ltd. and changed its name to DoubleDown Interactive Co., Ltd. in December 2019. The company was incorporated in 2008 and is headquartered in Seoul, South Korea. DoubleDown Interactive Co., Ltd. operates as a subsidiary of DoubleU Games Co., Ltd.



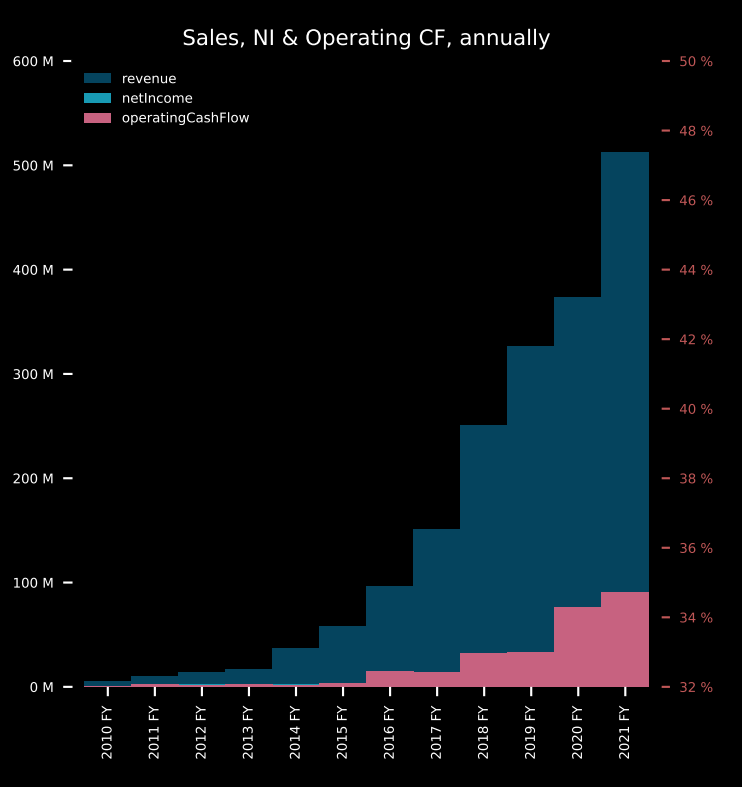
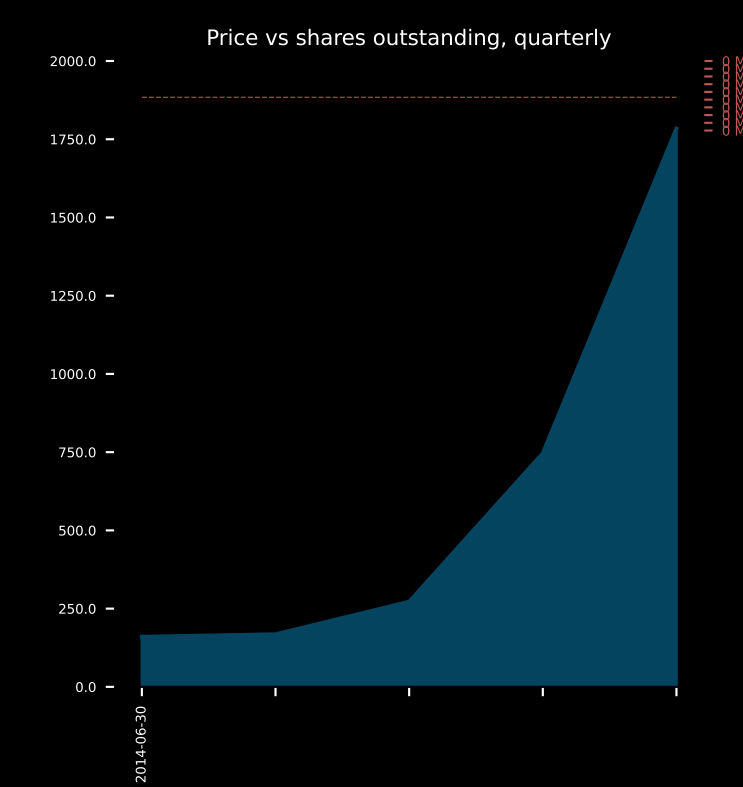
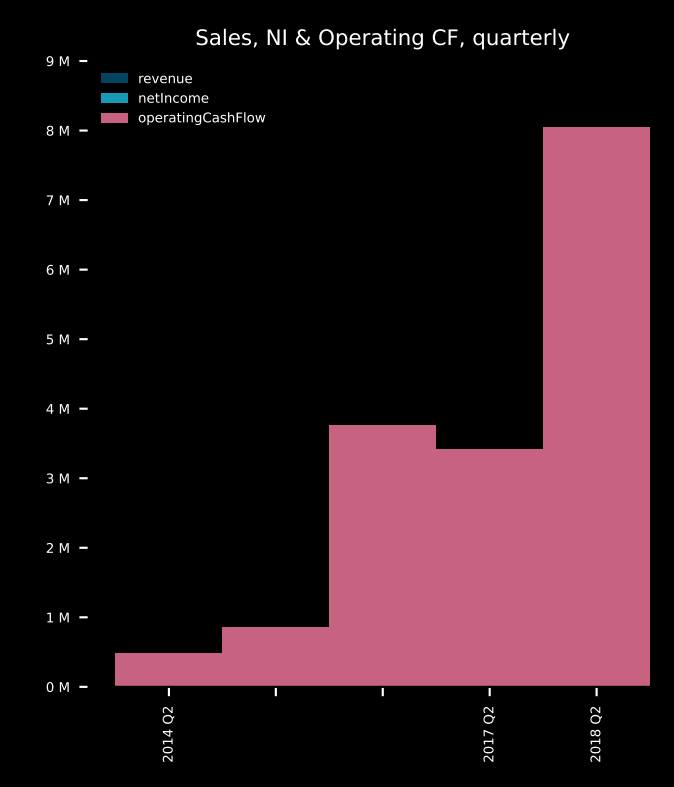
L / Electronic Gaming & Multimedia / GB / 2022-08-23



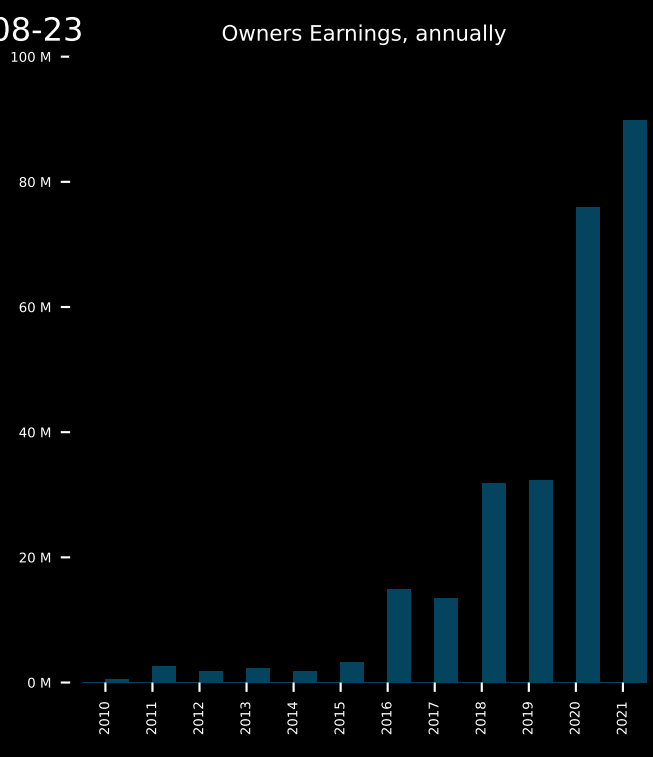
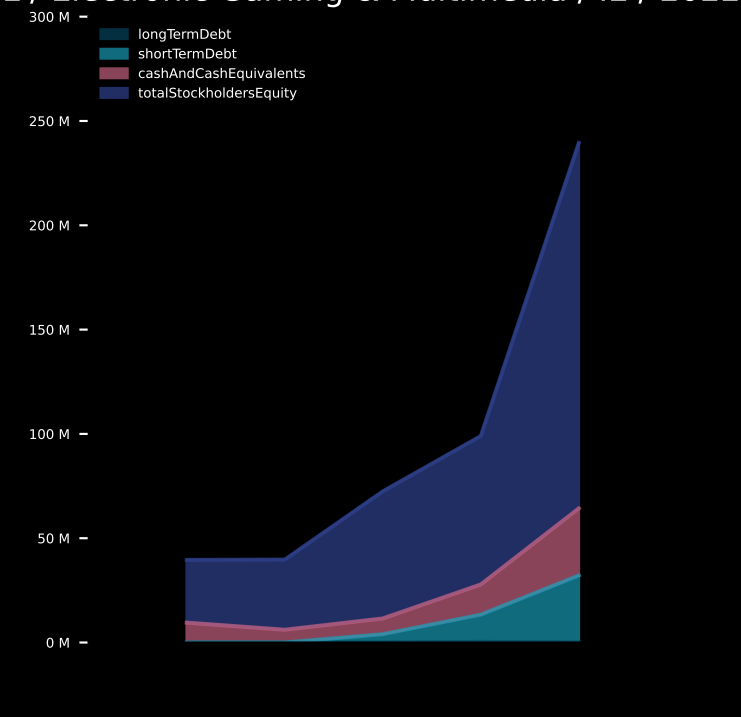
Owners Earnings, annually



Team17 Group PLC, together with its subsidiaries, develops video games label for independent developers worldwide. The company develops and publishes owned and third-party IP video games for the digital and physical market. Its portfolio comprises approximately 100 games, including the Worms franchise, Overcooked!, and The Escapists. Team17 Group PLC was founded in 1990 and is based in Wakefield, the United Kingdom.

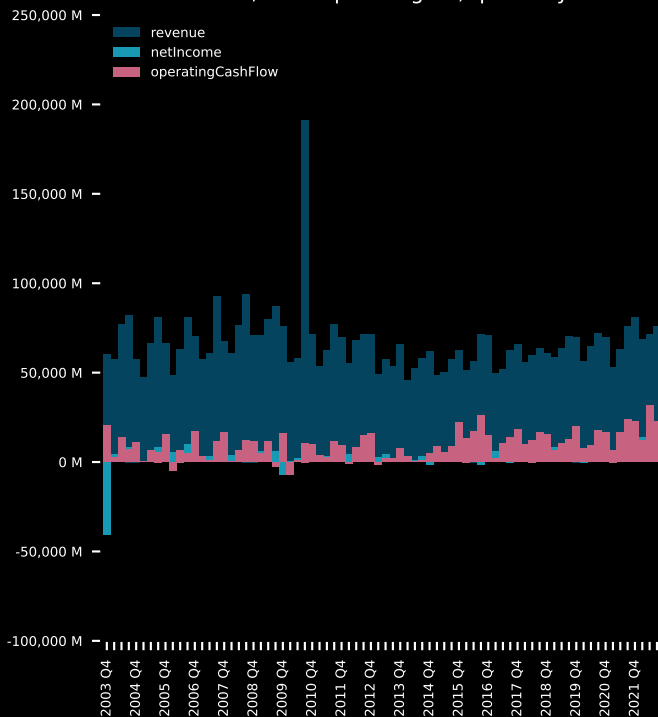


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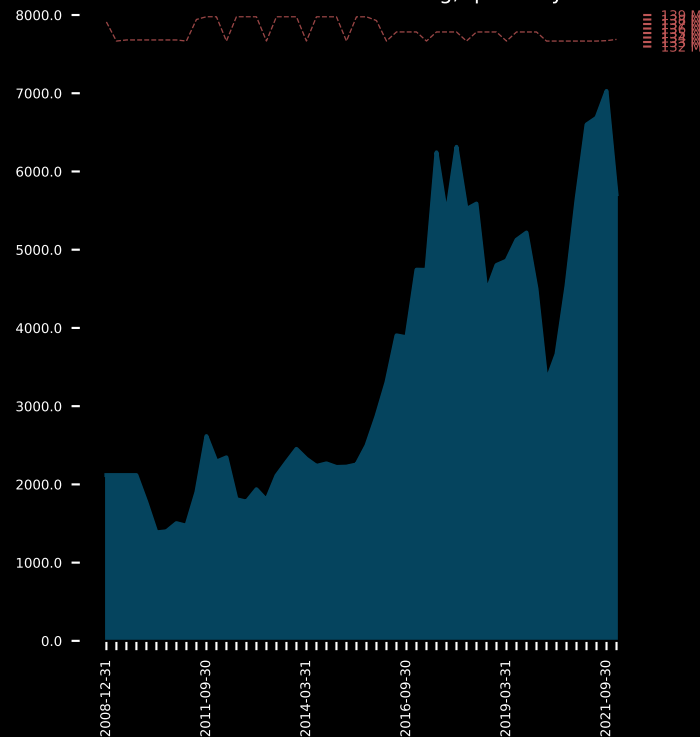


Keywords Studios plc provides integrated outsourced creative and technical services to the video game industry. The company offers art creation services related to the production of graphical art assets for inclusion in the video game, including concept art creation, as well as 2D and 3D art asset production and animation. It also provides marketing services, which include game trailers, marketing art and materials, PR, and brand campaign services; and audio/voice-over services, including script translation, actor selection, and talent management through pre-production, audio direction, recording, and post-production, as well as offers music licensing or music soundtracks selling services. In addition, the company offers localization services related to translation and cultural adaptation of in-game text and audio scripts in various game platforms and genres; and localization testing services consisting of testing the linguistic correctness and cultural acceptability of computer games. Further, it provides functional testing services related to quality assurance services provided to game producers to ensure game functions. Additionally, the company

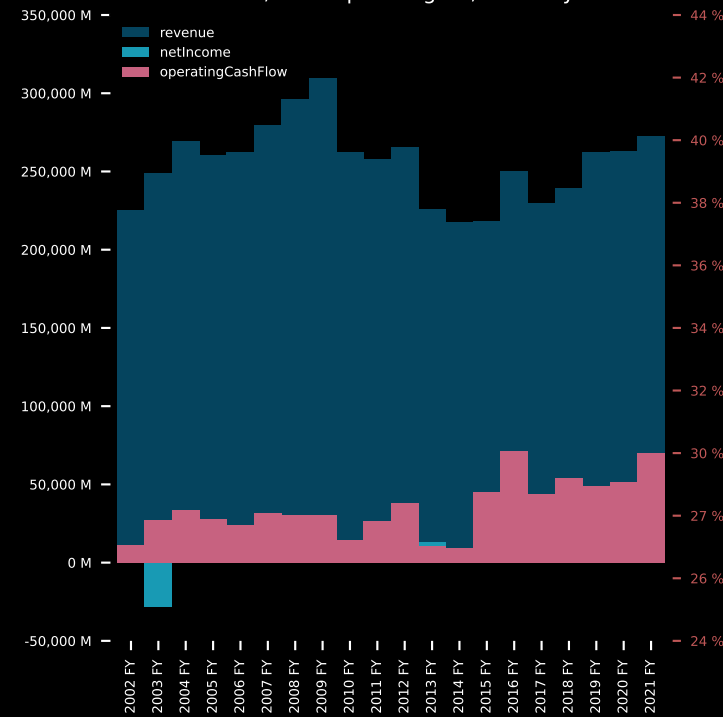
Sales, NI & Operating CF, quarterly



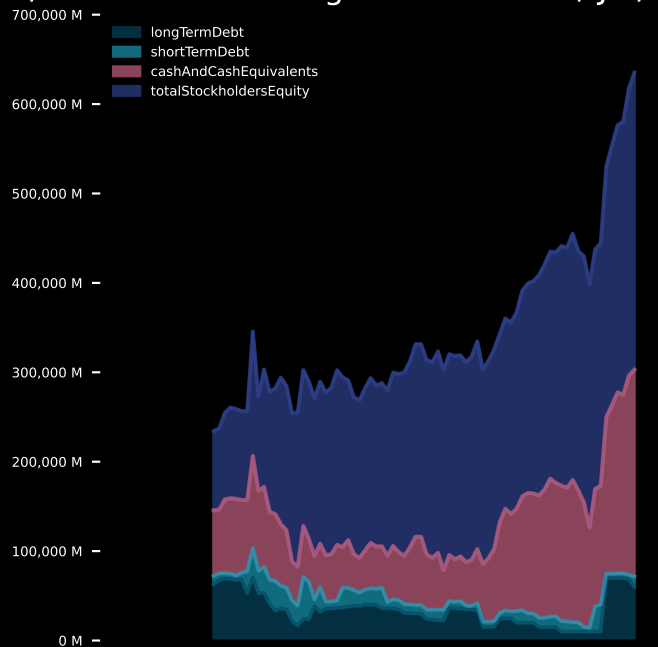
Price vs shares outstanding, quarterly



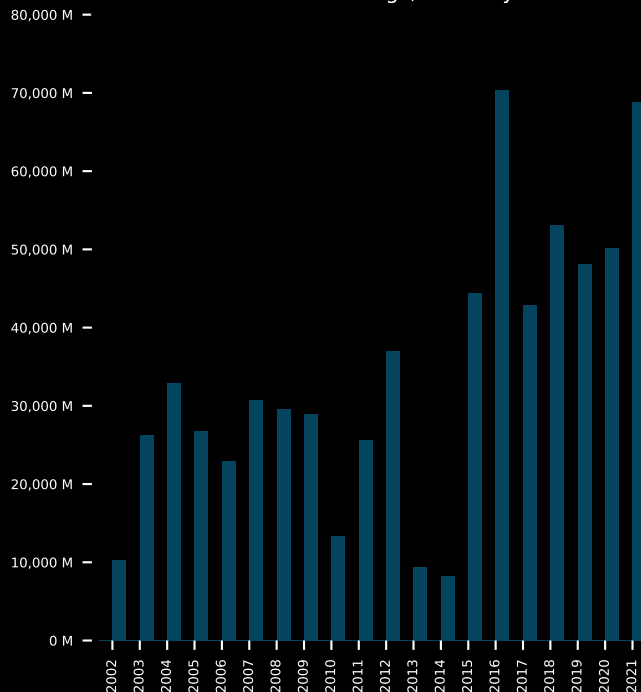
Sales, NI & Operating CF, annually



M.L / Electronic Gaming & Multimedia / JP / 2022-08-23



Owners Earnings, annually



Konami Holdings Corporation, together with its subsidiaries, primarily engages in the digital entertainment digital entertainment, amusement, gaming and systems, and sports businesses. The Digital Entertainment segment manufactures and sells digital content and related products, including mobile games, arcade games, card games, and computer and video games. The Amusement segment manufactures and sells amusement machines. The Gaming & Systems segment manufactures, sells, and services gaming machines and casino management systems. The Sports segment operates fitness activities and sports classes, including swimming, gymnastics, dance, soccer, tennis, and golf, as well as produces and sells sports related goods. It operates in Japan and other Asia/Oceania countries, the United States, and Europe. The company was formerly known as Konami Corporation and changed its name to Konami Holdings Corporation in October 2015. Konami Holdings Corporation was founded in 1969 and is headquartered in Tokyo, Japan.