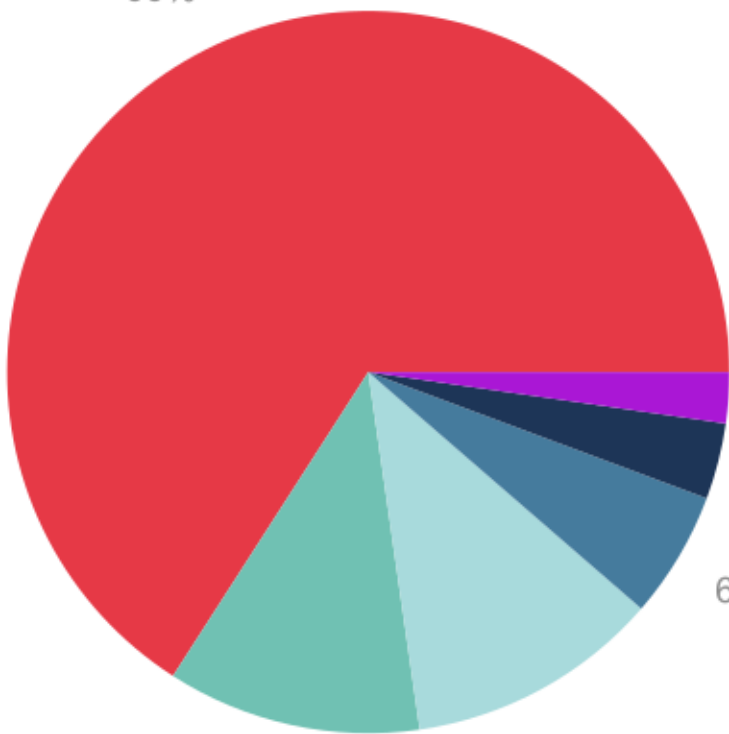


Gaming

66%



11%

Media

11%

Simulation

6%

Productivity

3%

Modelling

2%

Therapeutic



Gaming



Media



Simulation



Productivity



Modelling



Therapeutic