



MINNESOTA

	Interactive Entertainment Software Locations	Direct Employment	Direct + Indirect Employment
Publisher Group	1	107	348
Developer Group	10	330	1,069
Total	11	437	1,417
	2009 Average Compensation per Employee (Direct Only)	2009 Total Direct Compensation (000)	2009 Total Direct + Indirect Compensation (000)
Total	\$83,335	\$36,425	\$69,645
Interactive Entertainment Software Industry	2005	2008	2009
Value Added* (Current Dollars)	\$33.4	\$65.1	\$61.8
Real Value Added (Inflation Adjusted Dollars)	\$33.4	\$67.2	\$63.6
Real Annual Growth	N/A	26.26%	17.52%
State	2005	2008	2009
GDP* (Current Dollars)	\$232,802.0	\$262,847.0	\$251,016.2
Compensation (Current Dollars)	\$137,909.2	\$155,664.1	\$148,657.7
Real GDP (Inflation Adjusted Dollars)	\$232,802.0	\$242,300.0	\$228,716.3
Real Annual Growth	N/A	1.34%	-0.44%
Information Sector	2005	2008	2009
GDP* (Current Dollars)	\$8,544.0	\$9,088.0	\$8,629.2
Compensation (Current Dollars)	N/A	\$4,223.4	\$4,010.2
Real GDP (Inflation Adjusted Dollars)	\$8,544.0	\$9,381.5	\$8,890.7
Real Annual Growth	N/A	3.17%	1.00%

**Estimates based on changes in information sector compensation (Game & Information) and total compensation (States) levels in 2008-2009*