

# OREGON

	Interactive Entertainment Software Locations	Direct Employment	Direct + Indirect Employment
Publisher Group	3	322	1,005
Developer Group	13	429	1,339
<b>Total</b>	<b>16</b>	<b>751</b>	<b>2,343</b>
	2009 Average Compensation per Employee (Direct Only)	2009 Total Direct Compensation (000)	2009 Total Direct + Indirect Compensation (000)
<b>Total</b>	<b>\$83,335</b>	<b>\$62,552</b>	<b>\$113,920</b>
Interactive Entertainment Software Industry	2005	2008	2009
Value Added (Current Dollars)	\$51.6	\$114.9	\$106.1
Real Value Added (Inflation Adjusted Dollars)	\$51.6	\$118.6	\$109.3
Real Annual Growth	N/A	32.00%	20.65%
State	2005	2008	2009
GDP* (Current Dollars)	\$138,002.0	\$161,573.0	\$154,824.1
Compensation (Current Dollars)	\$80,322.6	\$91,410.5	\$87,592.3
Real GDP (Inflation Adjusted Dollars)	\$138,002.0	\$148,942.7	\$141,069.8
Real Annual Growth	N/A	2.58%	0.55%
Information Sector	2005	2008	2009
GDP* (Current Dollars)	\$4,448.0	\$5,420.0	\$5,002.8
Compensation (Current Dollars)	N/A	\$2,823.7	\$2,606.3
Real GDP (inflation Adjusted Dollars)	\$4,448.0	\$5,595.1	\$5,154.4
Real Annual Growth	N/A	7.95%	3.75%

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