THE IMPACT ON OREGON

Connecting People, Driving Innovation and Fueling Economic Growth
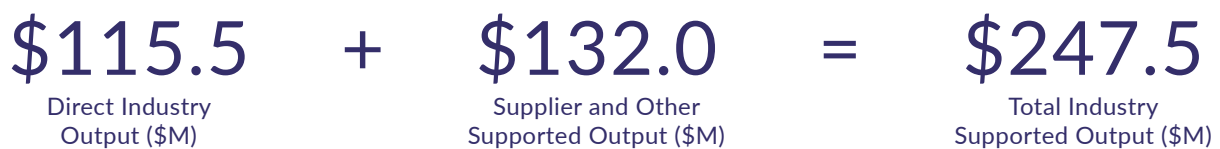
One in three people on the planet play video games, a figure that illustrates the appeal, reach and potential of this vibrant, modern and global industry now redefining and reimagining entertainment. More people are playing games than ever and on multiple platforms, both individually and with others. More than 214 million people play video games in the United States. The average player is between 35- and 44-years-old and has been playing for 16 years. Nearly 80% of all players are over 18. And about half of all players are female.

Building on powerful and long-standing U.S. strengths in advanced technology, creative arts, and entertainment, the video game industry now has an impact in every state and supports over 428,000 jobs across the country with family-sustaining incomes and compensation averaging $121,459—more than double the national average.

Video Game Industry Supported Jobs in Oregon

837 + **893** = **1,730**

Direct Industry Jobs | Supplier and Other Supported Jobs | Total Industry Supported Jobs

Video Game Industry Supported Output in Oregon

$115.5 + **$132.0** = **$247.5**

Direct Industry Output ($M) | Supplier and Other Supported Output ($M) | Total Industry Supported Output ($M)

Broader Video Game Ecosystem in Oregon

24
Number of of Publisher, Developer, or Hardware Company Locations

2
Higher Education Programs

5
Varsity Esports Teams

TECONOMY PARTNERS LLC

esa entertainment software association