

## VIDEO GAMES IN THE 21<sup>ST</sup> CENTURY

ECONOMIC CONTRIBUTIONS OF THE US ENTERTAINMENT SOFTWARE INDUSTRY

## **MARYLAND**

	GAME SOFTWARE LOCATIONS		DIRECT EMPLOYMENT	DIRECT + INDIRECT EMPLOYMENT
PUBLISHER GROUP	7		196	537
DEVELOPER GROUP	2	27	639	1,751
TOTAL	34		835	2,288
	<b>2015</b> AVERAGE COMPENSATION PER EMPLOYEE (DIRECT ONLY)		2015 TOTAL DIRECT COMPENSATION (000)	<b>2015</b> TOTAL DIRECT + INDIRECT COMPENSATION (000)
TOTAL	\$99,424		\$83,019	\$151,493
GAME INDUSTRY	20		2013	2015
VALUE ADDED (MILLIONS OF CURRENT DOLLARS)		\$152.7		\$165.0
COMPENSATION (MILLIONS OF CURRENT DOLLARS)		\$76.9		\$83.0
REAL VALUE ADDED (MILLIONS OF CHAINED DOLLARS)		\$154.77		\$171.07
REAL ANNUAL GROWTH				3.39%
INFORMATION SECTOR		2013		2015
VALUE ADDED (MILLIONS OF CURRENT DOLLARS)		\$14,320.0		\$14,593.0
COMPENSATION (MILLIONS OF CURRENT DOLLARS)		\$4,008.0		\$4,202.9
REAL VALUE ADDED (MILLIONS OF CHAINED DOLLARS)		\$14,349.42		\$14,764.21
REAL ANNUAL GROWTH				0.95%
STATE		2013		2015
VALUE ADDED (MILLIONS OF CURRENT DOLLARS)		\$336,365.0		\$346,857.0
COMPENSATION (MILLIONS OF CURRENT DOLLARS)		\$187,677.0		\$196,804.7
REAL VALUE ADDED (MILLIONS OF CHAINED DOLLARS)		\$314,567.55		\$315,970.3
REAL ANNUAL GROWTH				0.15%