



# MINNESOTA

	GAME SOFTWARE LOCATIONS	DIRECT EMPLOYMENT	DIRECT + INDIRECT EMPLOYMENT
<b>PUBLISHER GROUP</b>	7	357	1,098
<b>DEVELOPER GROUP</b>	26	99	304
<b>TOTAL</b>	33	456	1,402
	2015 AVERAGE COMPENSATION PER EMPLOYEE (DIRECT ONLY)	2015 TOTAL DIRECT COMPENSATION (000)	2015 TOTAL DIRECT + INDIRECT COMPENSATION (000)
<b>TOTAL</b>	\$96,779	\$44,131	\$86,731

GAME INDUSTRY	2013	2015
VALUE ADDED (MILLIONS OF CURRENT DOLLARS)	\$80.5	\$87.7
COMPENSATION (MILLIONS OF CURRENT DOLLARS)	\$40.5	\$44.1
REAL VALUE ADDED (MILLIONS OF CHAINED DOLLARS)	\$81.58	\$90.94
REAL ANNUAL GROWTH		3.69%
INFORMATION SECTOR	2013	2015
VALUE ADDED (MILLIONS OF CURRENT DOLLARS)	\$11,836.0	\$12,175.0
COMPENSATION (MILLIONS OF CURRENT DOLLARS)	\$4,581.0	\$4,803.8
REAL VALUE ADDED (MILLIONS OF CHAINED DOLLARS)	\$11,860.32	\$12,317.84
REAL ANNUAL GROWTH		1.27%
STATE	2013	2015
VALUE ADDED (MILLIONS OF CURRENT DOLLARS)	\$306,593.0	\$317,237.0
COMPENSATION (MILLIONS OF CURRENT DOLLARS)	\$170,693.0	\$178,994.7
REAL VALUE ADDED (MILLIONS OF CHAINED DOLLARS)	\$286,724.87	\$288,987.9
REAL ANNUAL GROWTH		0.26%