



# WASHINGTON

|                        | GAME SOFTWARE LOCATIONS                              | DIRECT EMPLOYMENT                    | DIRECT + INDIRECT EMPLOYMENT                    |
|------------------------|--|--------------------------------------|---|
| <b>PUBLISHER GROUP</b> | 35   | 2,199                                | 7,067   |
| <b>DEVELOPER GROUP</b> | 147  | 3,872                                | 12,443  |
| <b>TOTAL</b>           | 182  | 6,071                                | 19,510  |
|                        | 2015 AVERAGE COMPENSATION PER EMPLOYEE (DIRECT ONLY) | 2015 TOTAL DIRECT COMPENSATION (000) | 2015 TOTAL DIRECT + INDIRECT COMPENSATION (000) |
| <b>TOTAL</b>           | \$110,034  | \$668,019                            | \$1,252,201                                     |

| GAME INDUSTRY                                  | 2013         | 2015        |
|--|--------------|-------------|
| VALUE ADDED (MILLIONS OF CURRENT DOLLARS)      | \$1,146.3    | \$1,327.5   |
| COMPENSATION (MILLIONS OF CURRENT DOLLARS)     | \$576.8      | \$668.0     |
| REAL VALUE ADDED (MILLIONS OF CHAINED DOLLARS) | \$1,161.50   | \$1,376.55  |
| REAL ANNUAL GROWTH                             |              | 5.83%       |
| INFORMATION SECTOR                             | 2013         | 2015        |
| VALUE ADDED (MILLIONS OF CURRENT DOLLARS)      | \$41,196.0   | \$45,388.0  |
| COMPENSATION (MILLIONS OF CURRENT DOLLARS)     | \$18,976.0   | \$19,898.9  |
| REAL VALUE ADDED (MILLIONS OF CHAINED DOLLARS) | \$41,280.64  | \$45,920.52 |
| REAL ANNUAL GROWTH                             |              | 3.61%       |
| STATE  | 2013         | 2015        |
| VALUE ADDED (MILLIONS OF CURRENT DOLLARS)      | \$402,535.0  | \$422,877.0 |
| COMPENSATION (MILLIONS OF CURRENT DOLLARS)     | \$213,058.0  | \$223,420.2 |
| REAL VALUE ADDED (MILLIONS OF CHAINED DOLLARS) | \$376,449.54 | \$385,221.0 |
| REAL ANNUAL GROWTH                             |              | 0.77%       |