THE BELGIAN GAMES INDUSTRY FACTS & FIGURES
COMPANIES PER REGION IN %

- Flanders: 70%
- Wallonia: 25%
- Brussels: 5%
COMPANY FOUNDATION IN %

- <1y ago: 13%
- >1y ago: 12%
- >2y ago: 10%
- >3y ago: 15%
- >4y ago: 14%
- >5y ago: 23%
- >10y ago: 13%
COMPANY GENDER SPLIT IN %

- Male: 93%
- Female: 7%
COMPANY TYPES IN %

- Studio: 61%
- Freelancer: 13%
- Service provider: 11%
- Other*: 6%
- Publisher: 3%
- School: 3%
- Dept of big company: 2%
- Game portal: 1%

*Events, music, incubation, localization
PLATFORMS IN %

- PC: 29%
- VR/AR: 27%
- Mobile: 18%
- Console: 16%
- Browser: 10%
GAME TYPES IN %

- Artistic: 12%
- Serious (incl educational): 31%
- Entertainment (incl casual): 57%
TOTAL FTE’s

Year | FTE
--- | ---
2014 | 400
2015 | 500
2016 | 800
2017 | 1000
2018 | 1100
TOTAL TURNOVER IN € MILLION

<table>
<thead>
<tr>
<th>Year</th>
<th>Turnover</th>
</tr>
</thead>
<tbody>
<tr>
<td>2012</td>
<td>41</td>
</tr>
<tr>
<td>2014</td>
<td>44</td>
</tr>
<tr>
<td>2015</td>
<td>N/A</td>
</tr>
<tr>
<td>2016</td>
<td>N/A</td>
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<tr>
<td>2017</td>
<td>90</td>
</tr>
<tr>
<td>2018</td>
<td>93</td>
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