

## BENEFITS

Games Intelligence Premium Service enables games, media, technology and financial companies a deeper understanding of:

- A strategic view of the complete global games opportunity and its ecosystems including emerging markets analysis.
- A tactical by territory view of games content and games hardware opportunities by each and every segment of the market.
- Industry competitive dynamics including: company and title performance, content pricing analysis, funding and acquisition analysis.





### **TECHNOLOGY INTELLIGENCE SERVICE**

# Games - Premium

Critical data, analysis and information needed to understand, direct and build global businesses across the games sector value-chain

Games Intelligence Service – Premium offers comprehensive coverage of the games sector. It provides ongoing access to a continuous flow of research across geographies, topics and application areas:

#### Industry Databases and Analysis

Quarterly company performance data, investment database and games pricing data.

#### **Title Databases**

Key games title and service performance tracker across specific games platforms.

#### **Market Forecasts**

Historic and forecast data for all games content segments and device categories, delivered in Excel and in IHS TRAX®, an online analysis tool.

#### Reports

Quarterly and annual reports addressing games hardware, games content markets and company performance.

#### Market Insights

Regular analyst commentary on industry and market news.

#### Analyst Access

Providing knowledge sharing and forecast outlook discussions. Prompt responses to urgent and, often, unique questions.

## Games Intelligence Premium Service provides:

**By subject data and analysis** covering platform, addressable market, content and services. These continuously refined five-year forecasts based on the latest market information cover key metrics such as sales volume, sales value, installed base, online transactions, online subscriptions, ARPU and ASPs. Data is provided by territory. Details of the subjects and segments covered by this dimension of the data are given below.

**By country data and analysis** which offers continually refined fiveyear forecasts across all data for a specific territory. This allows for easy comparison of channel spending and metrics within a specific territory. Details of the territories covered by this dimension of the data are given below.

**Company and industry data and analysis** which details quarterly company performance, title data and investment trends.

### **Research Coverage**

IHS Markit Technology Intelligence Service clients are supported by a continuous flow of research across geographies, topics and market segments. These are presented in formats designed to make our insights, analysis, and advice succinct and easily accessible.

Subject and Segment Co TV console gaming	PC social netwo	rk gaming Fe	ports
Handheld console gaming Handheld console gaming Online console gaming Smartphone gaming Tablet gaming PC multiplayer online gam	9 PC casual game PC download to Virtual reality g Streaming/clou ning Games publishe	es Ga own games acc aming Ga d gaming Ga	ports mes-related mergers, quisitions and funding mes title performance mes title pricing oadband adoption
Core Territory Coverage	(Note: some metrics cover a	dditional territories – get	in touch for more details)
Asia Pacific Austria Belgium Brazil Canada Central and Eastern Europe China Denmark Europe Finland	France Germany Greece Ireland Italy Japan Mexico Middle East and Africa Netherlands New Zealand	North America Norway PAL Poland Portugal Russia Saudi Arabia South Africa South and Central America South Kore	Spain Sweden Switzerland Turkey UK USA Western Europe World
Company and Industry (	Coverage		
Activision Blizzard Apple Capcom ChangYou CJ E&M Colop Com2US DaumKakao DeNA Electronic Arts Facebook Gamevil Gameloft Giant	Glu Google GREE Guangyu GungHo HTC Kingsoft King Konami Kongzhong Kunlun Line M Game Microsoft	Mixi NCSOFT Neowiz NetDragon NetEase Netmarble Nexon NHN Entertainment Nintendo Nvidia Oculus Perfect World Qihoo 360 Samsung	Sega Shanda Sony Square Enix Take Two Tencent Tian City Twitch Ubisoft Valve WeMade YY.com Zynga
Related Research			
Advertising	Mobile Technology	Broadband Media	<b>Connected Devices</b>
Smartphone - Premium	Mobile Media	Broadband Infrastru	cture Consumer Electronics

#### For more information ihsmarkit.com/technology

#### About IHS Markit

IHS Markit (Nasdaq: INFO) is a world leader in critical information, analytics and solutions for the major industries and markets that drive economies worldwide. The company delivers next-generation information, analytics and solutions to customers in business, finance and government, improving their operational efficiency and providing deep insights that lead to well-informed, confident decisions. IHS Markit has more than 50,000 key business and government customers, including 85 percent of the Fortune Global 500 and the world's leading financial institutions. Headquartered in London, IHS Markit is committed to sustainable, profitable growth.

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