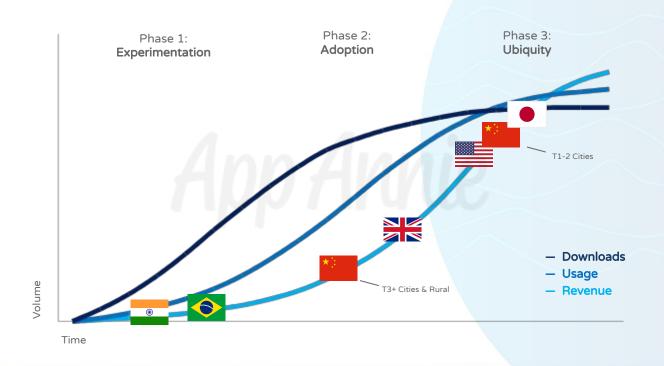
# The Future of Gaming and Global Trends



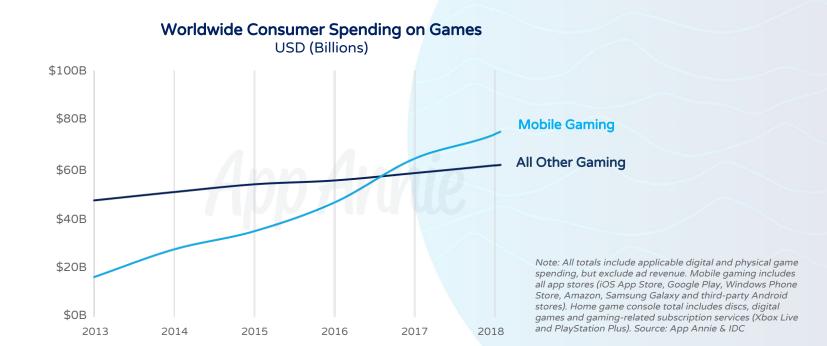
# What Happened in 2018?



# Monetization opportunities increase as mobile markets mature



# Mobile continued to grow in 2018, expanding its lead over other gaming platforms



# New powerhouses in the Battle Royale and Hyper Casual genres

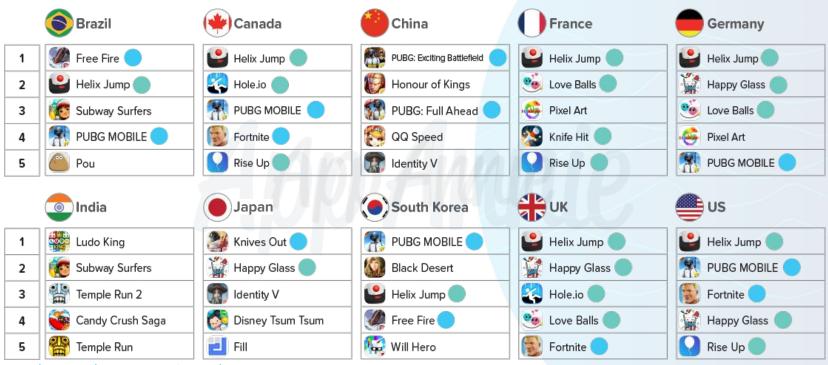
#### Top Games of 2018:

Worldwide Combined iPhone and Android Phone Active Users

Rank	Арр	Company
1	Anipop	Happy Elements
2	Honour of Kings	Tencent
3	Candy Crush Saga	Activision Blizzard
4	Clash of Clans	Supercell
5	PUBG: Exciting Battlefield	Tencent
6	PUBG MOBILE	Tencent
7	Clash Royale	Supercell
8	Pokémon GO	Niantic
9	Subway Surfers	Kiloo
10	Helix Jump	Voodoo

### Considering downloads, the trend is even more apparent

#### 2018 | Top Games by Downloads



**Battle Royale Hyper-Casual** 

Note: iOS and Google Play Stores

# MAU in Battle Royale Games Has Stabilised in Mature Markets

Average MAU in Battle Royale Apps in Selected Countries



# Hardcore Gaming on Mobile is More Prevalent in Emerging Markets

Average MAU in Battle Royale Apps in Selected Countries

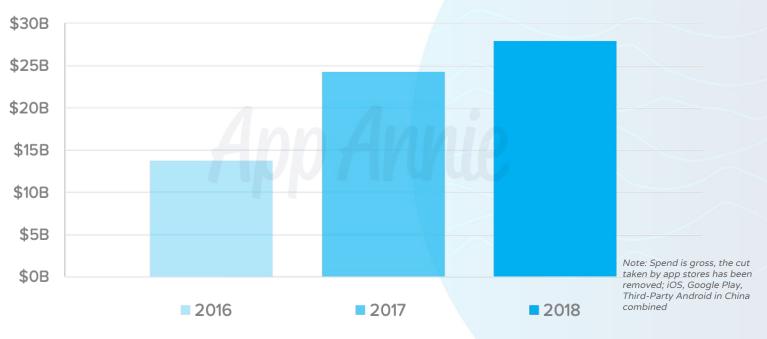


### Game revenue continues to grow globally



### **Growth decelerates in China**

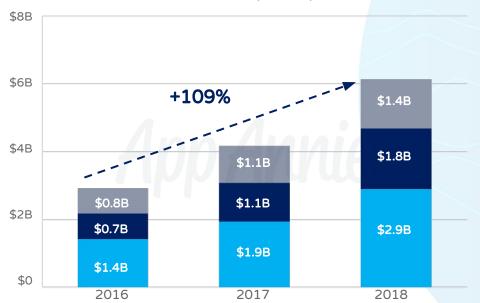
#### Consumer Spend in Games in China



# China-headquartered publishers set their sights on overseas markets to accelerate growth

Overseas Consumer Spend on Games From China-Headquartered Publishers

**USD** (Billions)



Two Year Growth

EMEA 90%

AMER 140%

**APAC** 105%

Note: Overseas is represented by all markets outside of mainland China; China-headquartered publishers only includes publishers headquartered in China whose parent company is also headquartered in China. Excludes foreign subsidiaries of China headquartered publishers.

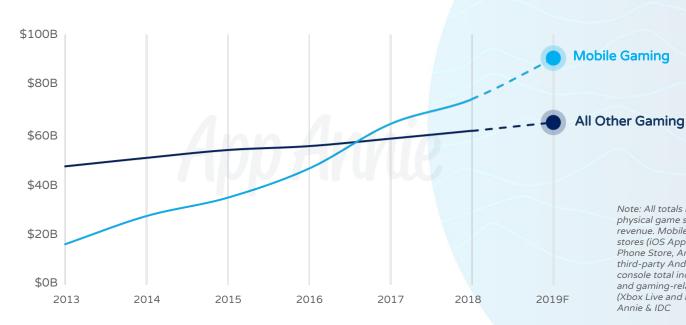
# Building a strategy for 2019



### Mobile will grow to 60% market share in 2019

#### **Worldwide Consumer Spending on Games**

USD (Billions)



Note: All totals include applicable digital and physical game spending, but exclude ad revenue. Mobile gaming includes all app stores (iOS App Store, Google Play, Windows Phone Store, Amazon, Samsung Galaxy and third-party Android stores). Home game console total includes discs, digital games and gaming-related subscription services (Xbox Live and PlayStation Plus). Source: App Annie & IDC

### Casual games are increasingly lucrative

#### Share of Total Revenue by Category\*

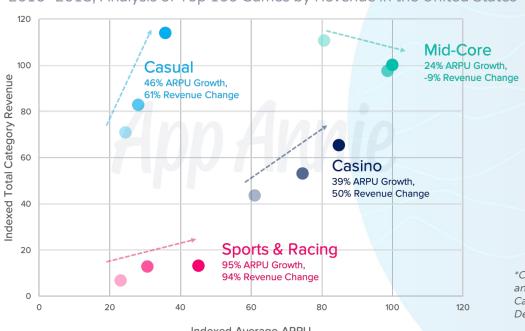
2016–2018, Analysis of Top 100 Games by Revenue in the United States



### ARPU growth across categories — user are spending more

#### Growth in Average ARPU & Total Revenue by Category\*

2016-2018, Analysis of Top 100 Games by Revenue in the United States

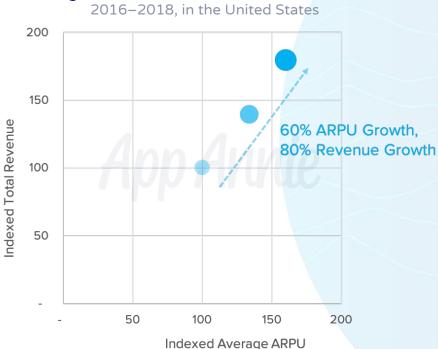


\*Categories defined by App Annie analysts based on GameRefinery's Category, Genre and Sub-Genre Definitions

Indexed Average ARPU

### Casual Puzzle presents a rapidly expanding genre

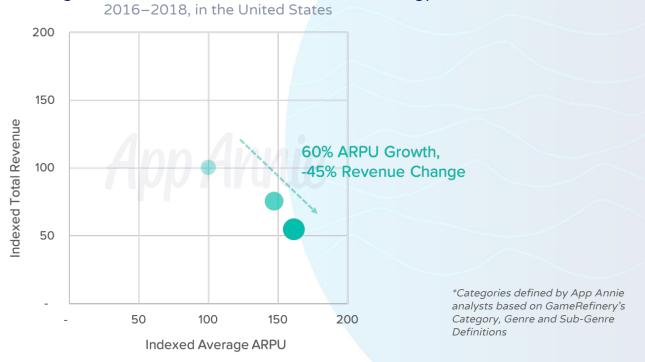
#### Growth in Average ARPU & Total Revenue for Casual Puzzle Games\*



\*Categories defined by App Annie analysts based on GameRefinery's Category, Genre and Sub-Genre Definitions

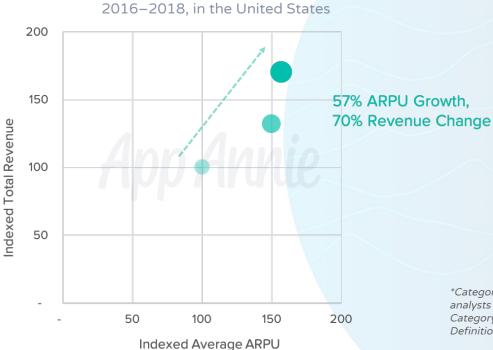
### A gap has opened in the Mid-Core Strategy genre

#### Growth in Average ARPU & Total Revenue for Mid-Core Strategy Games\*



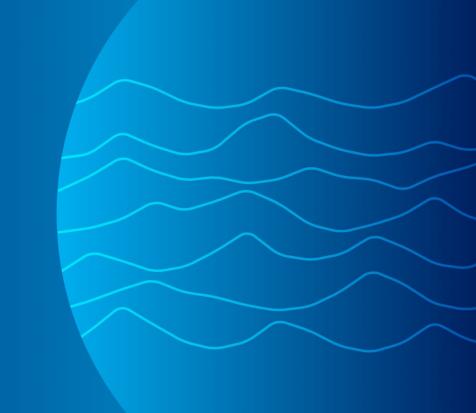
### Mid-Core RPG genre is bucking the trend





\*Categories defined by App Annie analysts based on GameRefinery's Category, Genre and Sub-Genre Definitions

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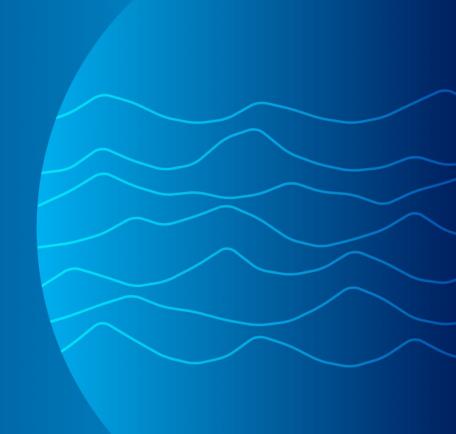
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Report methodology and updates are available <u>here</u>.



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