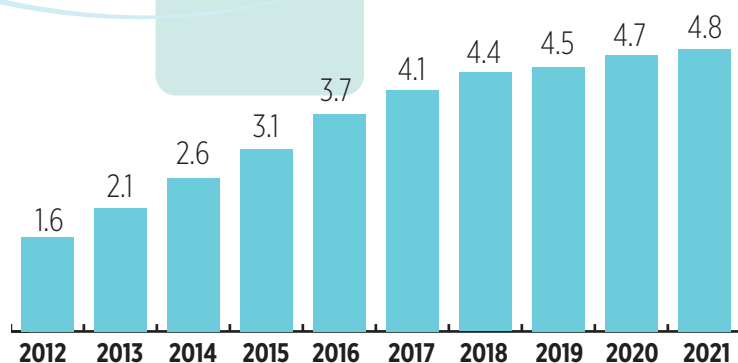


OTT and Gaming: A Closer Look

Revenue from subscription and transactional video services will jump from \$13.6 billion in 2017 to \$18.8 billion in 2021 while video game revenue will grow to \$28.2 billion by 2021, according to PwC.

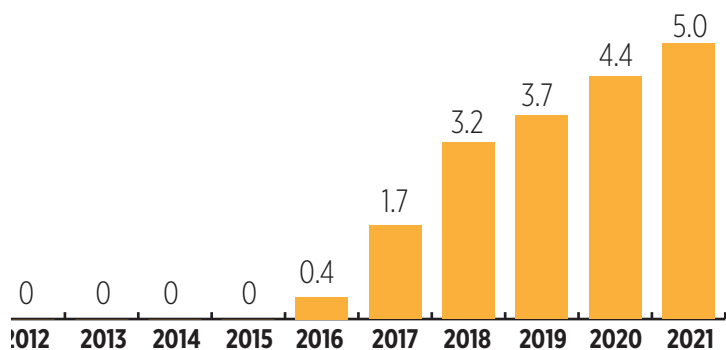
Transactional Internet VOD Revenue

\$ billions



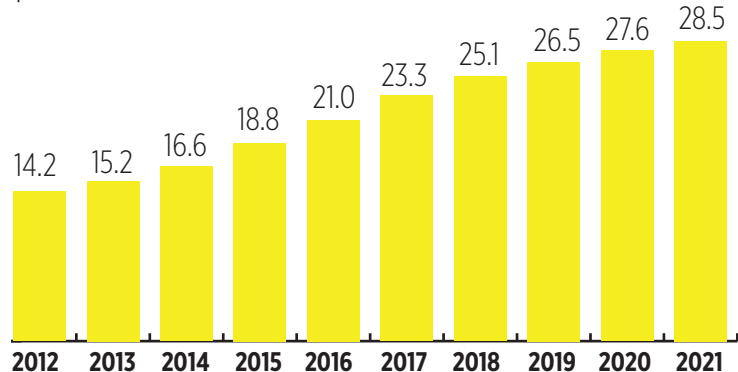
Virtual Reality Revenue

\$ billions



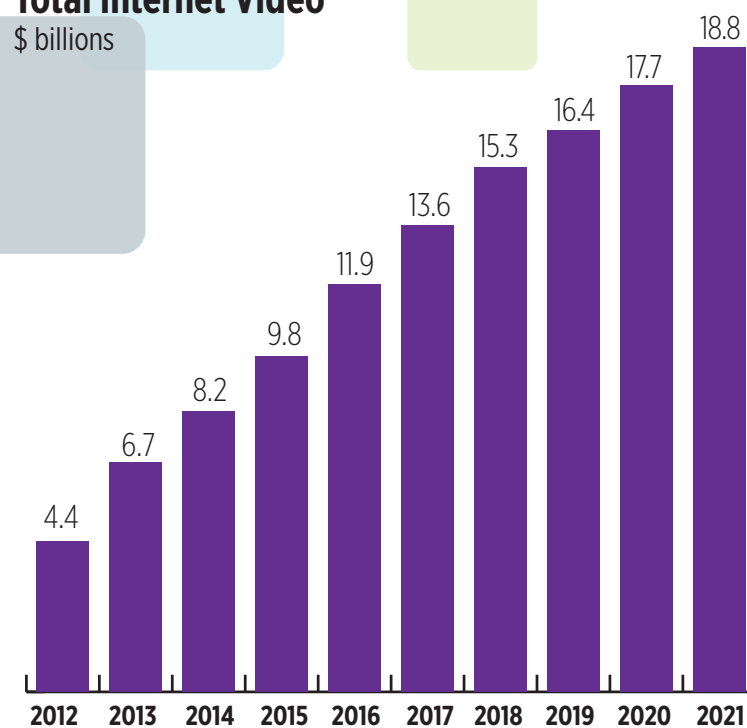
Video Game Revenue

\$ billions



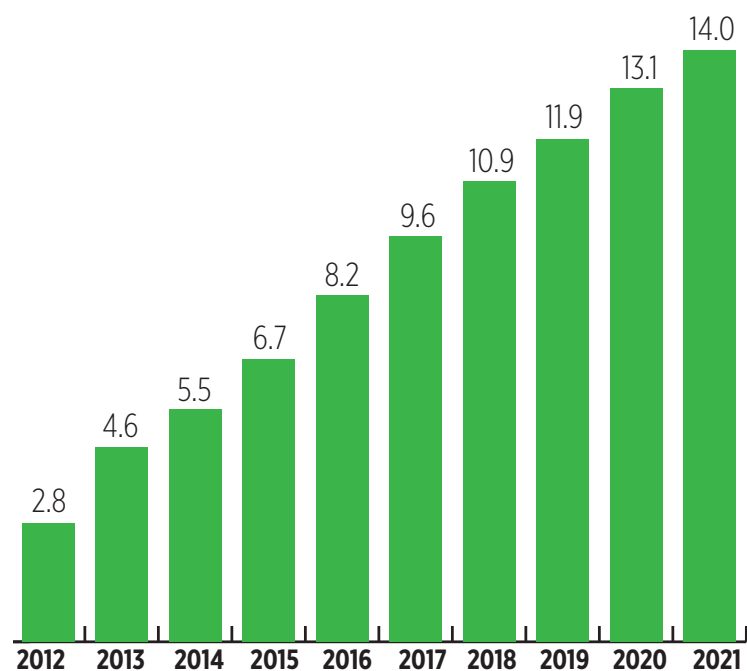
Total Internet Video

\$ billions



SVOD Revenue

\$ billions



SOURCE: PwC, *Global entertainment and media outlook: 2017-2021*. Preliminary data for 2016; projections for 2017 to 2021. The total internet video figures from above include SVOD and transactional, but do not include internet video advertising.