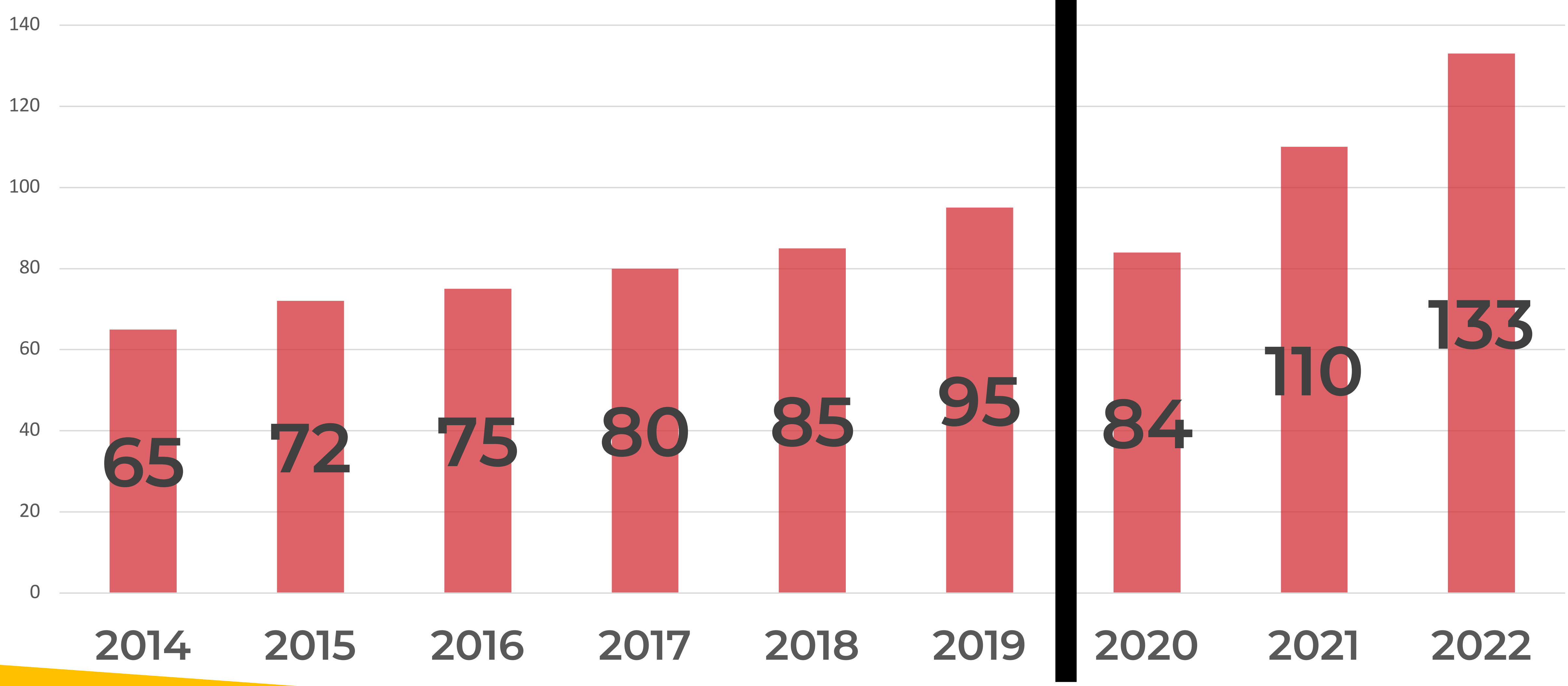
# THE
# BELGIAN GAMES INDUSTRY

## FACTS & FIGURES 2022

# 2022 HIGHLIGHTS

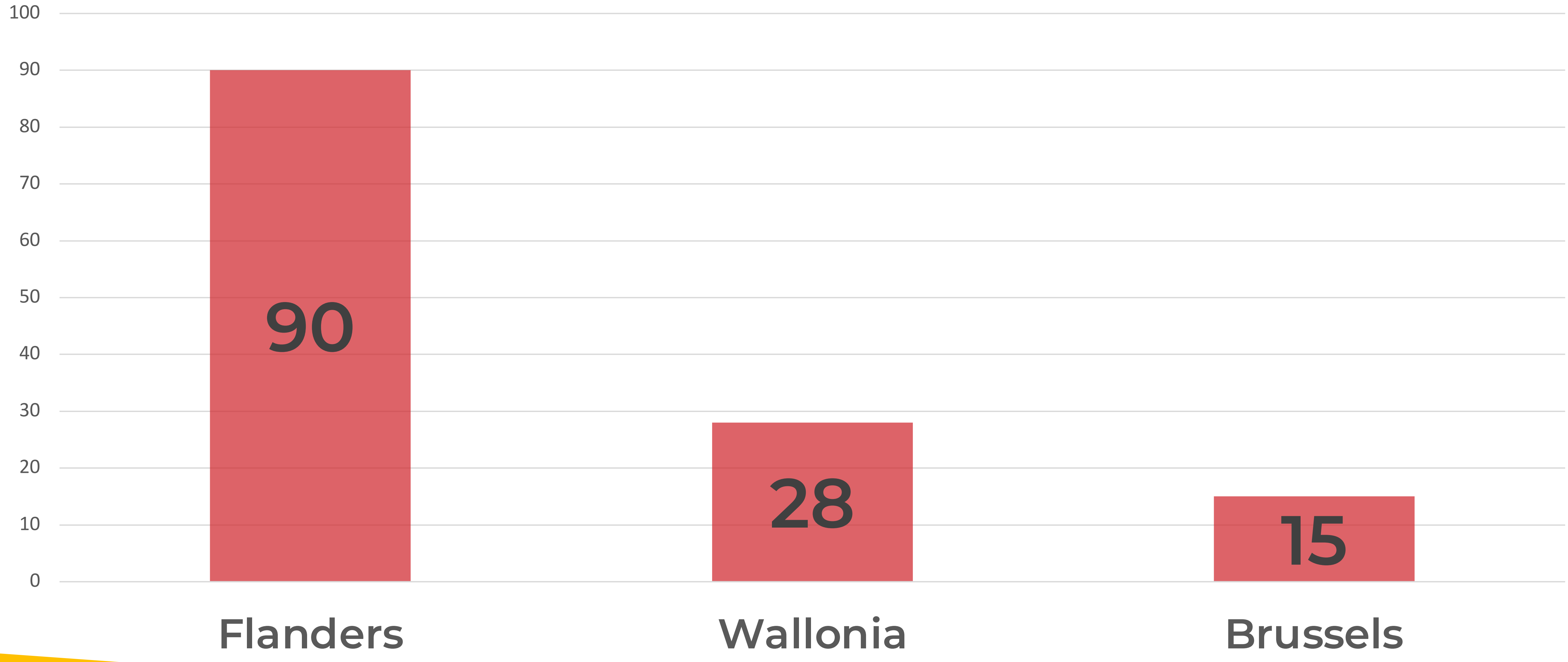
- Huge increase of 21% to total of 133 game companies
- East Flanders remains biggest province for game companies
- Due to huge influx of new companies, number of companies older than 5y drops from 56% in 2021 to 47% in 2022
- XR, browser and mobile platforms less used by our studios, while console and streaming grow their share
- Belgian sector employed 16% more FTEs than in 2021
- Slight decrease in total turnover to €85M due to corona
- No less than 82% of total turnover comes from Flanders

# COMPANY COUNT

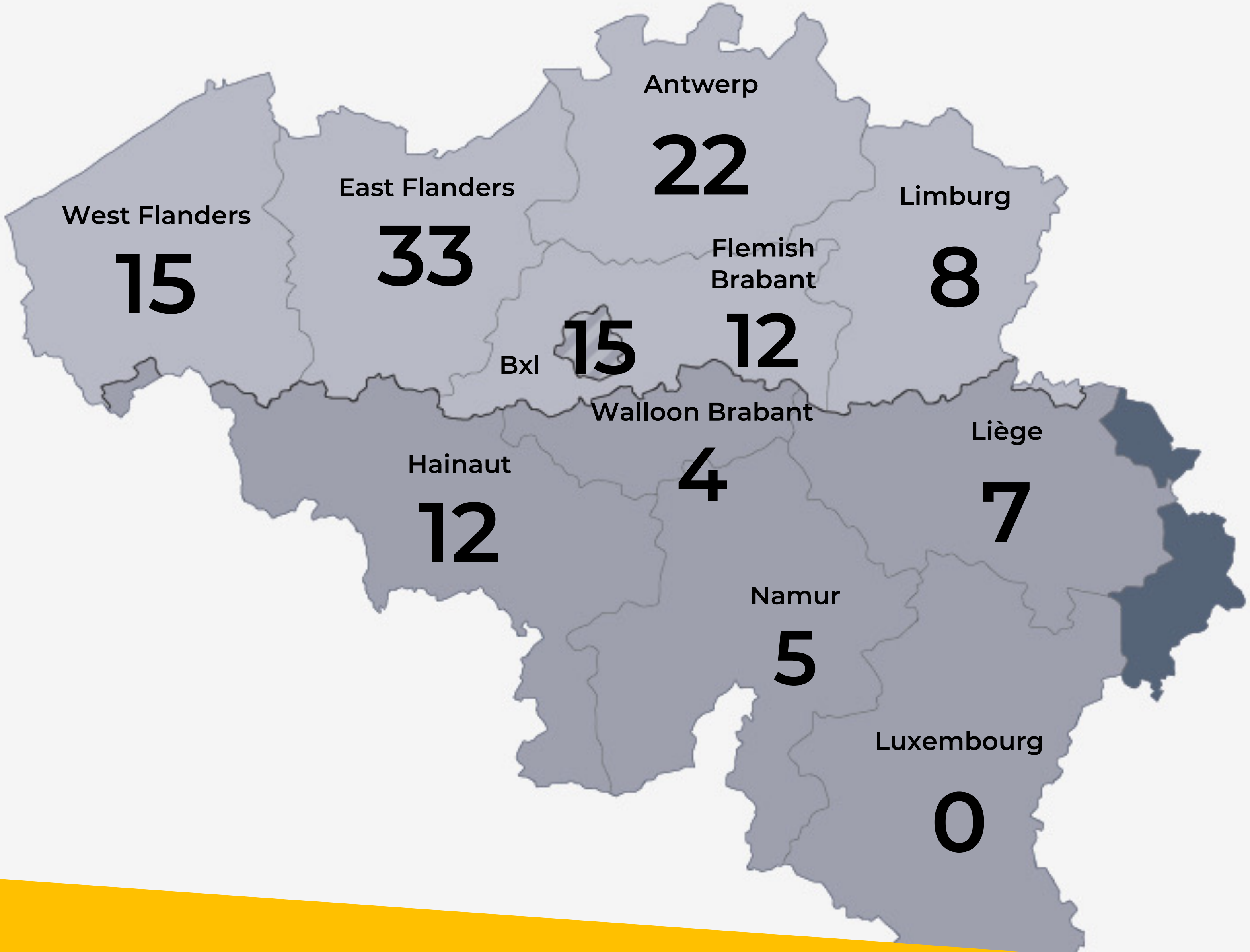



*We count game studios, publishers, service providers, portals and accelerator/incubators.

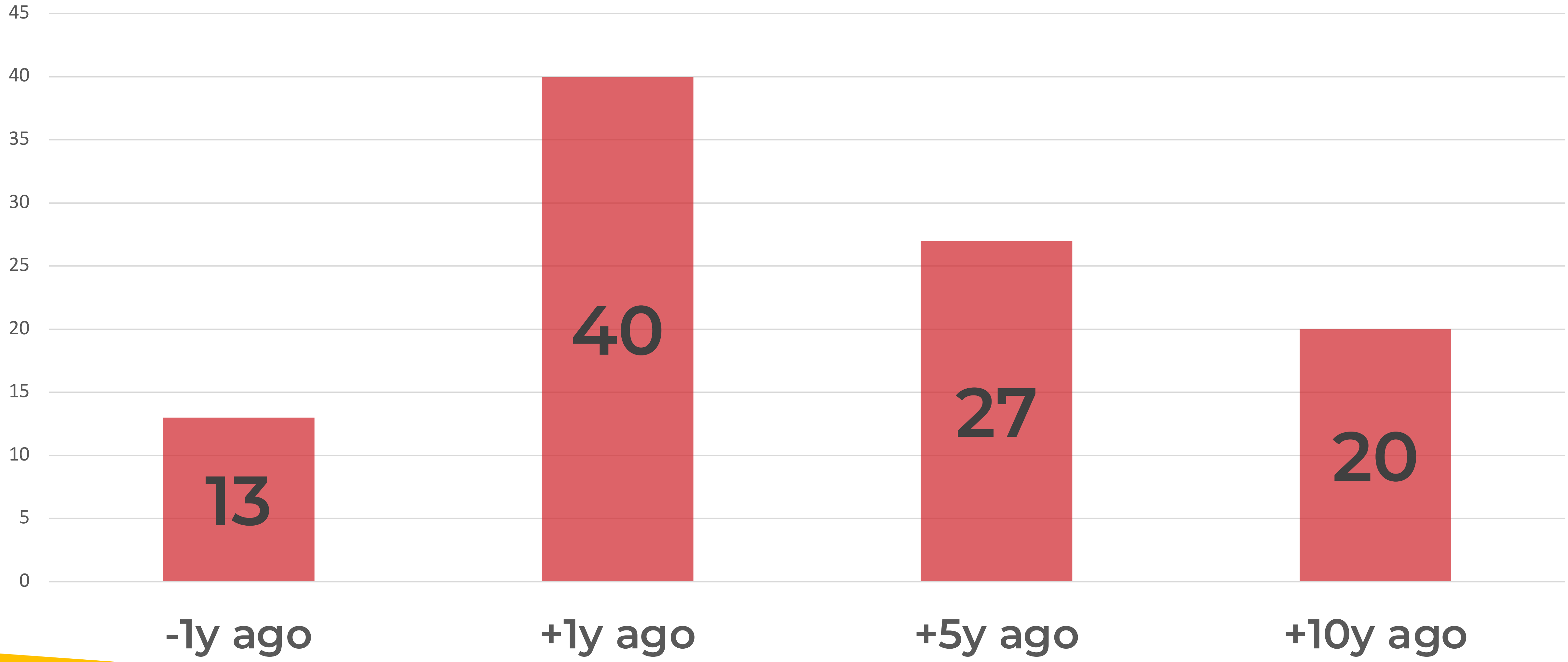
# COMPANY SPREAD PER REGION



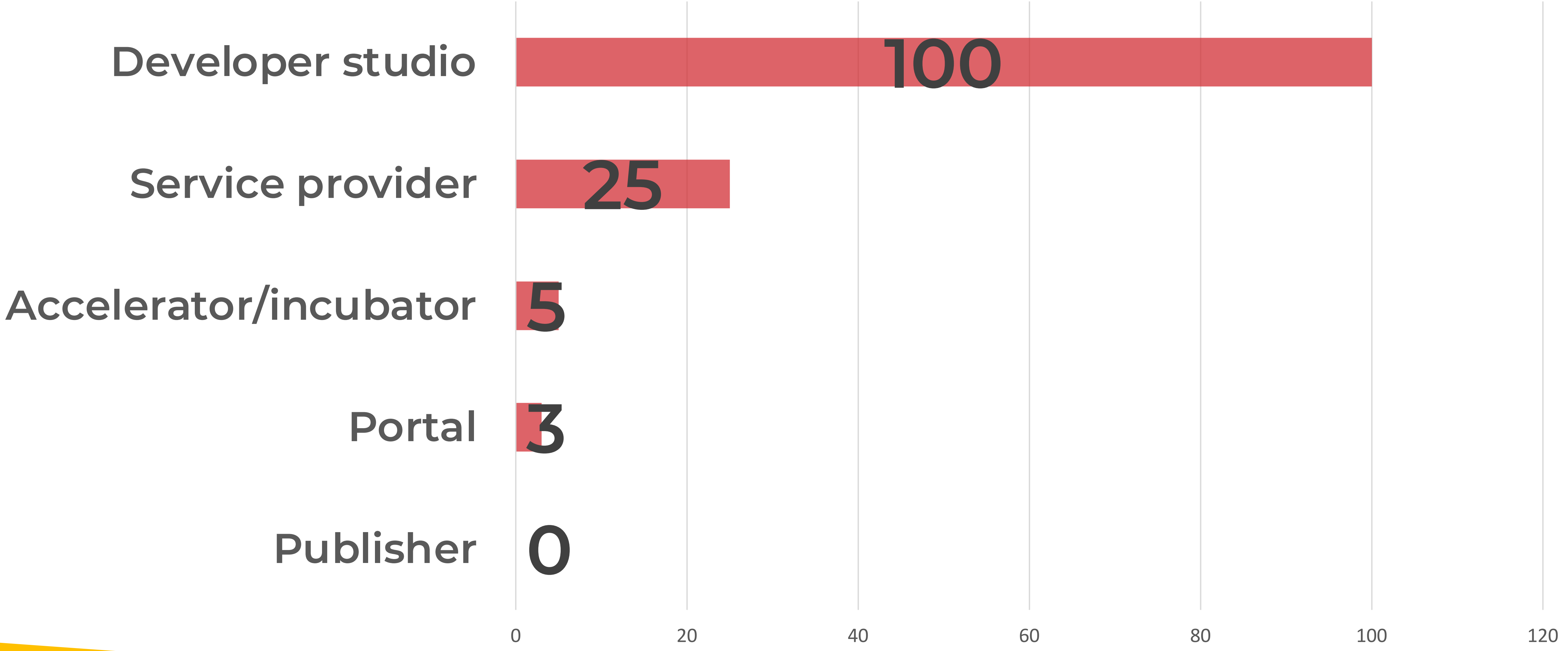
# COMPANY SPREAD PER PROVINCE



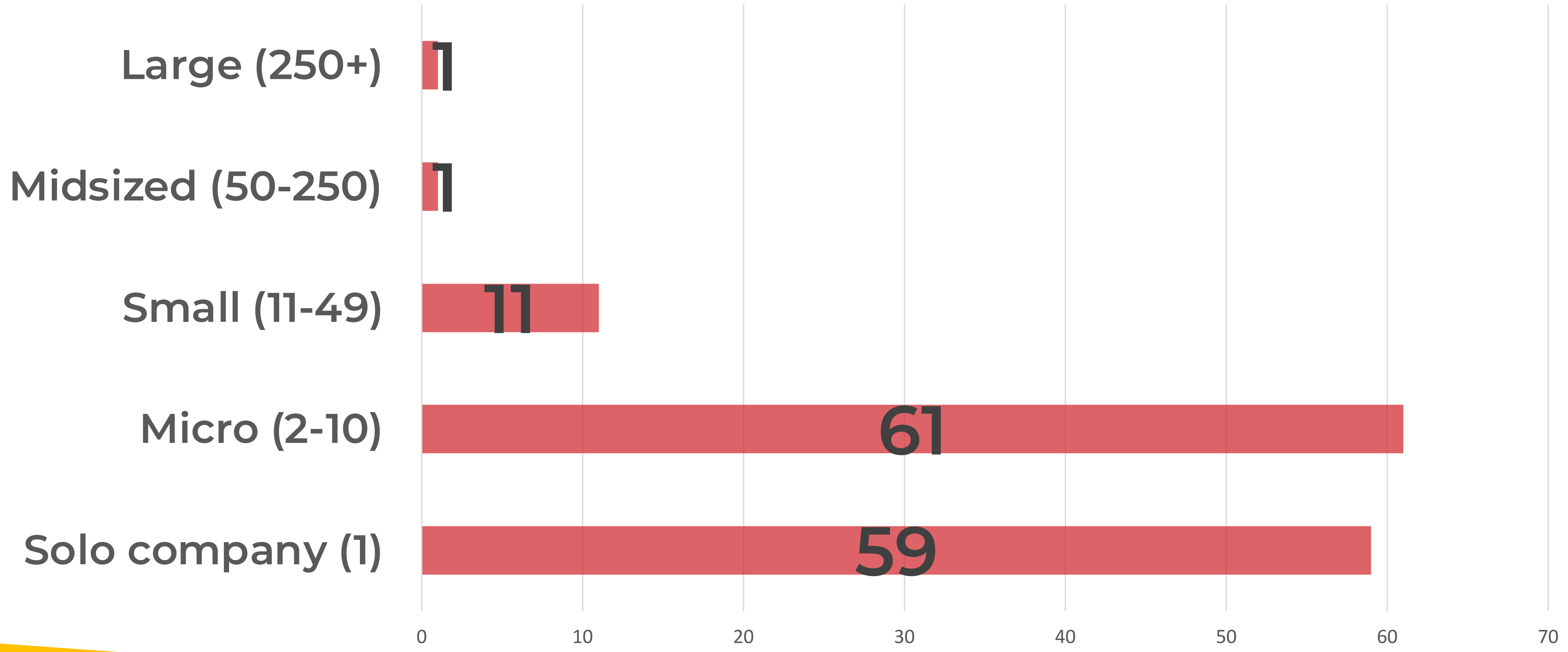
# COMPANY HISTORY (%)



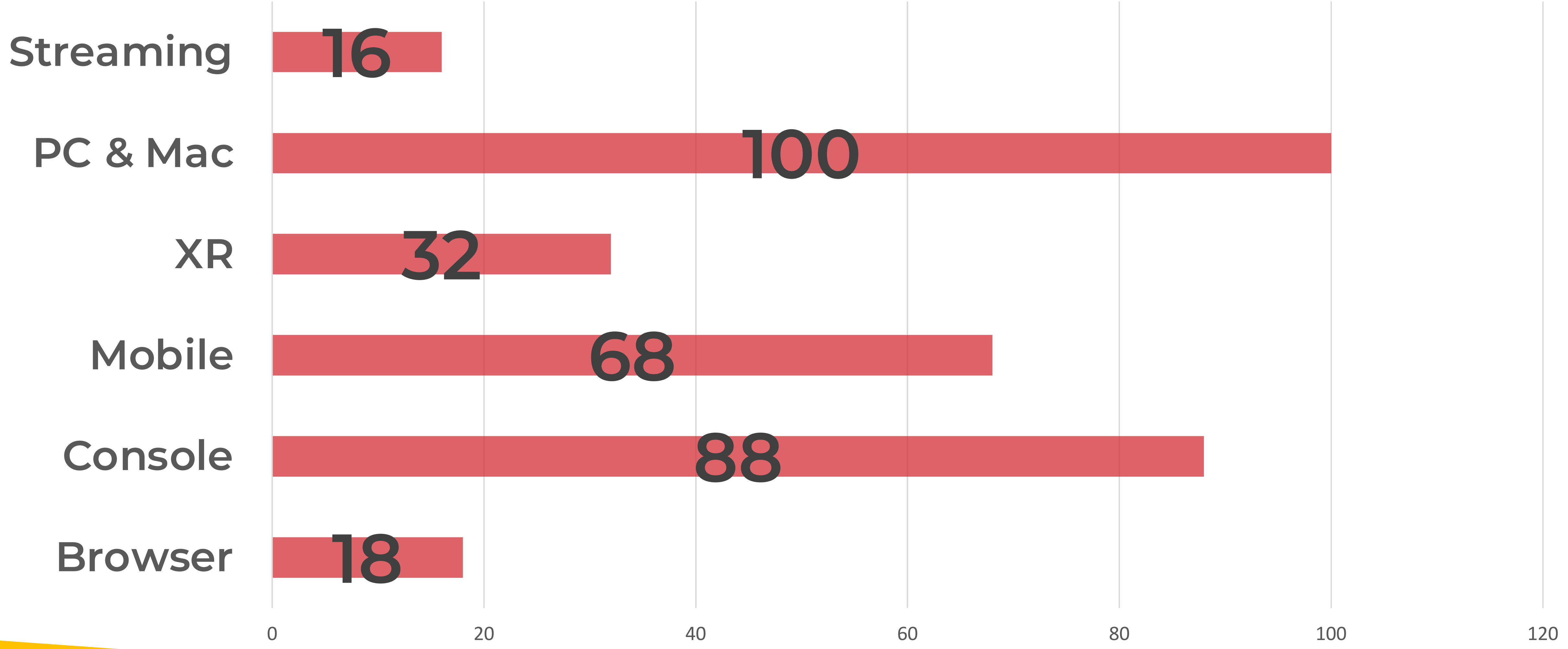
# COMPANY TYPES



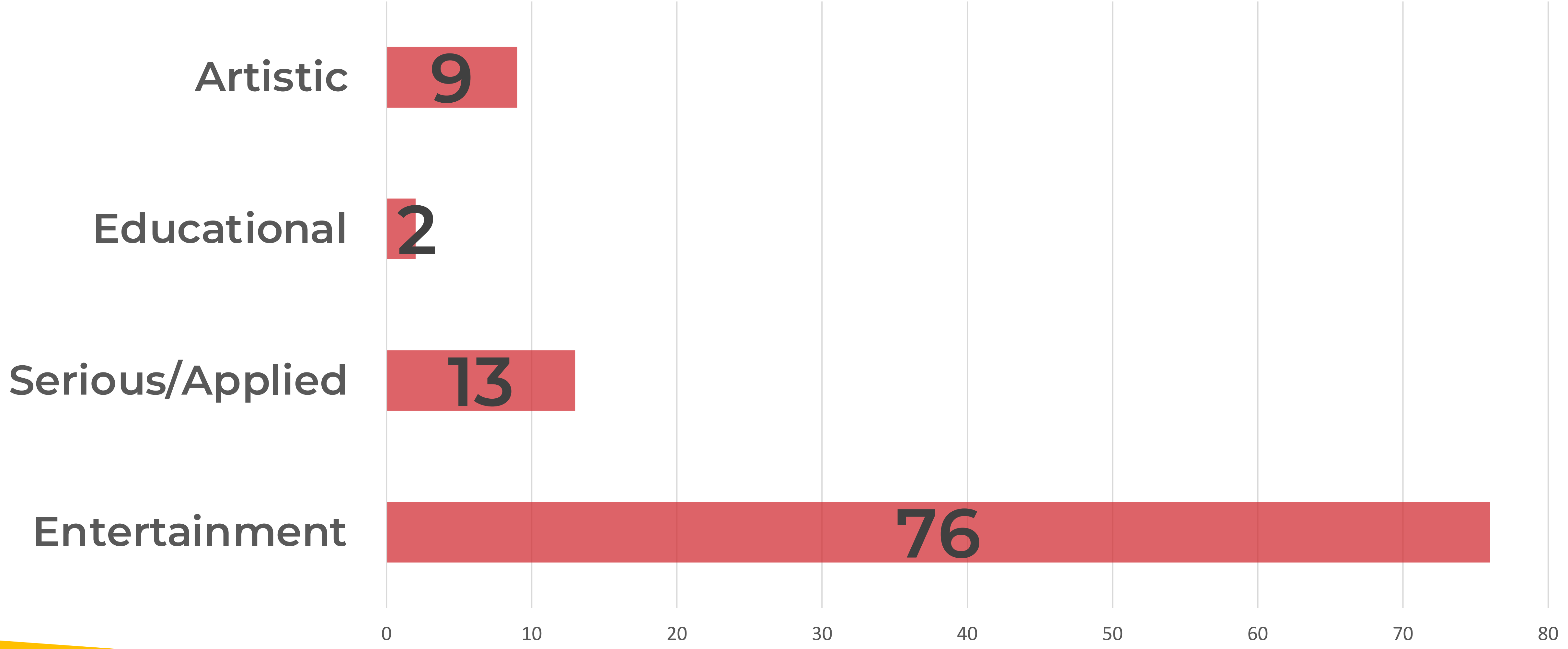
# COMPANY SIZE (FTE's)



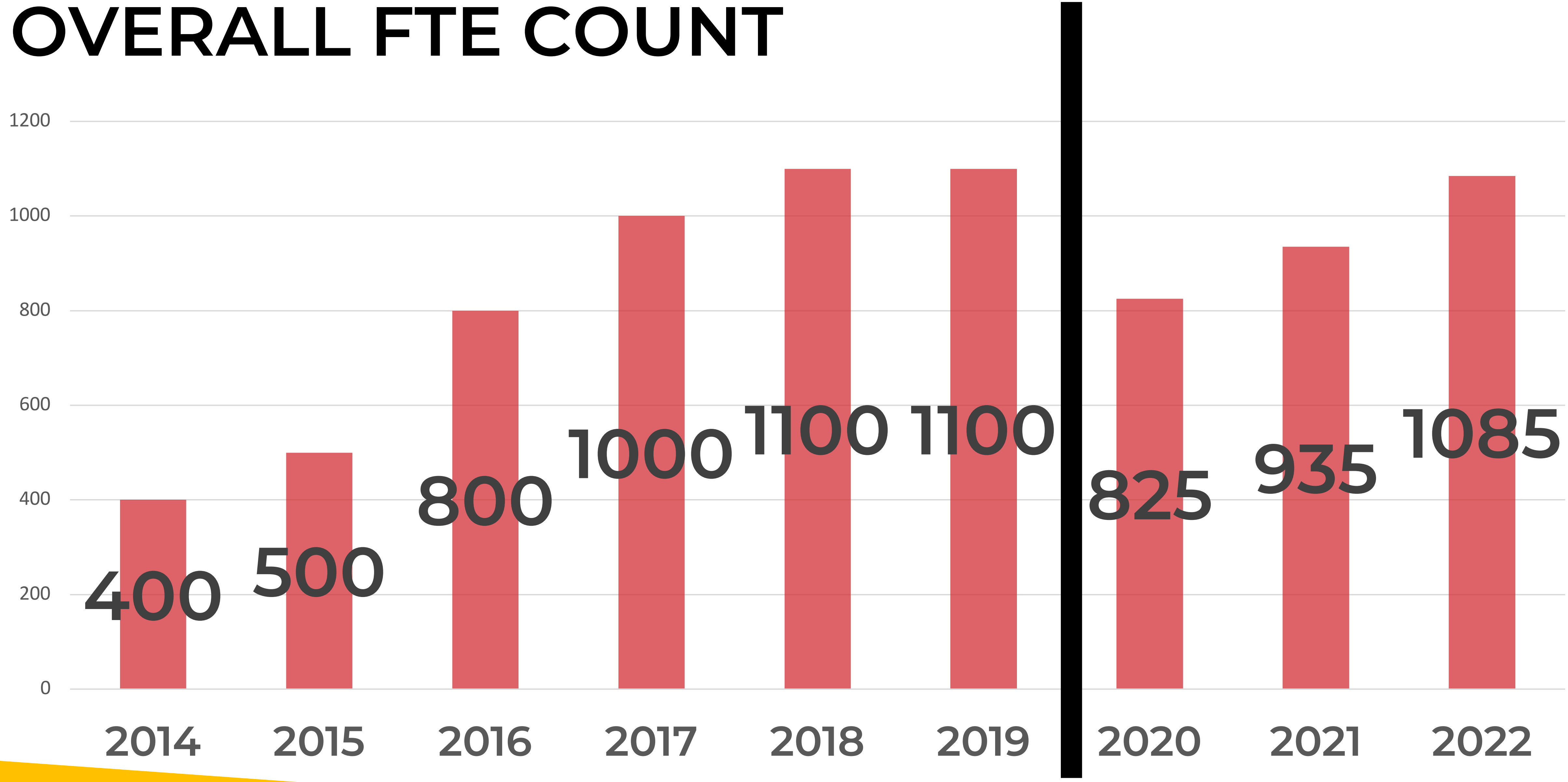
# GAME PLATFORM SPREAD (%)



# GAME TYPE SPREAD (%)



# OVERALL FTE COUNT

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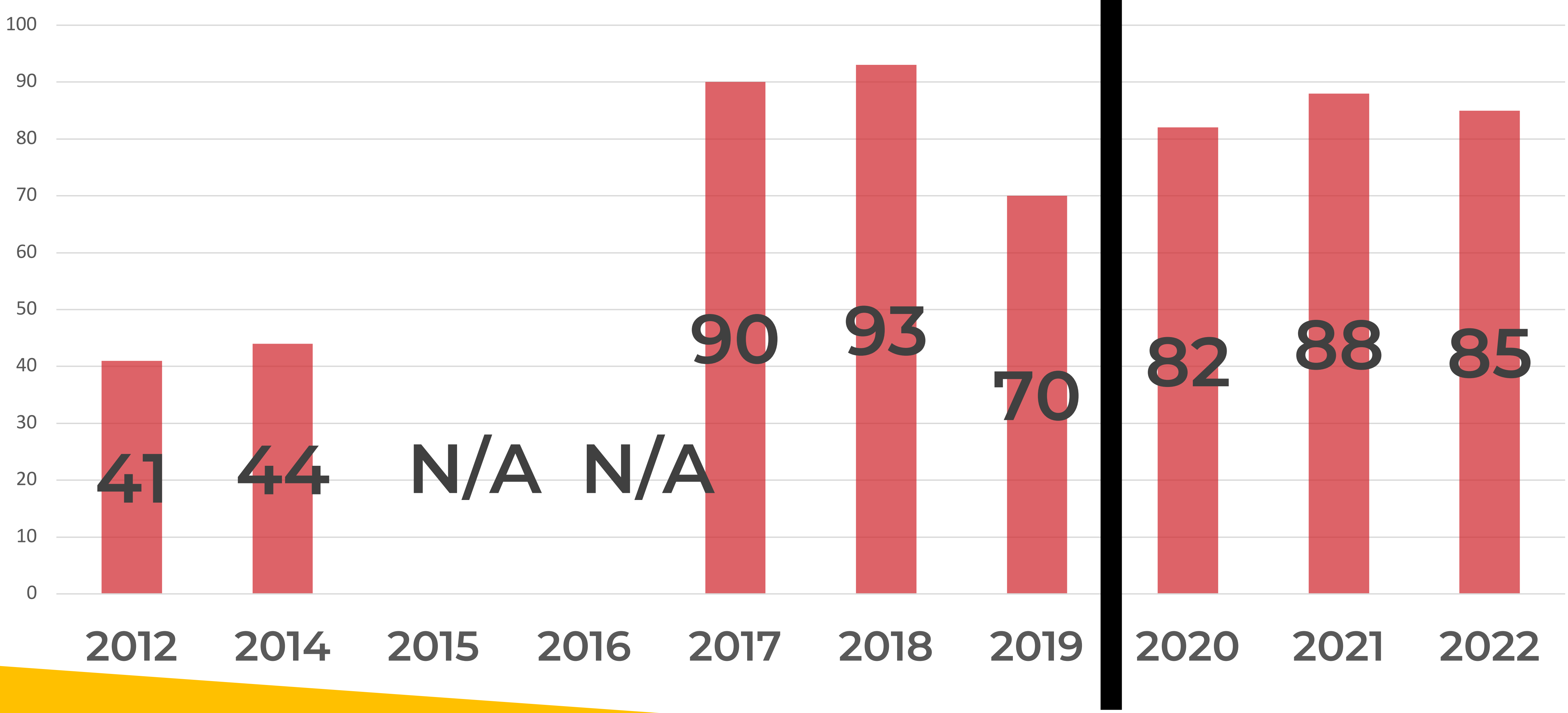
# FTE SPREAD PER REGION

# OVERALL TURNOVER (€M)

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# TURNOVER SPREAD PER REGION (€M)