



Texas Sees Billions In Video Game Income

STATE	Total Economic Output	Total Employment (Jobs, approx.)
1. California	\$51.8 billion	218,090
2. Washington	\$11.6 billion	48,808
3. Texas	\$4.15 billion	24,972
4. Florida	\$2.7 billion	16,270
5. New York	\$2.07 billion	11,062
6. Nevada	\$1.9 billion	10,394
7. Minnesota	\$1.8 billion	6,610
8. Idaho	\$1.64 billion	7,189
9. Illinois	\$1.3 billion	8,112
10. North Carolina	\$1.25 billion	7,497



(NAPS)—The video game industry has a Texas-sized effect on the Lone Star State’s economy.

A new study by Entertainment Software Association (ESA), shows the video game industry in Texas generates \$4.15 billion in annual economic output, either through direct industry output (\$1.8 billion) or via other participants in the video game ecosystem, such as suppliers and other supported output (\$2.4 billion). What’s more, the industry accounts for about 25,000 jobs in the state, either directly through industry jobs (about 9,800) or through supplier and other supported jobs (about 15,200).

Overall, the U.S. video game industry’s annual economic output is \$90.3 billion and accounts for nearly 429,000 jobs.

These are among several key findings from “Video Games in the 21st Century: The 2020 Economic Impact Report,” a review of the industry and its wide-ranging impacts released by the Entertainment Software Association (ESA). The report outlines ongoing advancements in technology and vast participation in gameplay that transcends all demographics (in fact, one in three citizens of the world play video games).

Video games are vital in numerous other aspects of Texas life. Americans across age, gender and other demographic measures find many positive benefits to video games. For instance:

- More than 214 million Americans play video games



The video game industry employs some 25,000 Texans.

- 64% of U.S. adults and 70% percent of those under 18 regularly play video games
- The average age of a gamer is 35-44 years old.

Further, the report outlines video games’ effect in developing innovative, far-reaching technologies, such as virtual reality, advanced computing and machine learning.

“Video games are a source of much-needed entertainment, stress relief, escape and social interaction,” ESA President and CEO Stanley Pierre-Louis pointed out. “The statistics in this detailed report reinforce the significant impact video games have on the U.S. and state economies, including job creation and providing family-sustaining wages in a wide array of careers.”

Learn More

For further facts and stats and to see the entire report, visit www.theesa.com.