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Over \$136 Million in income for Australia's digital game developers: ABS

Australia's digital game developers generated \$136.9 million in income during 2006-07, according to estimates released today by the Australian Bureau of Statistics (ABS).

The 45 game developers reported an operating profit before tax of \$8.5 million and an operating profit margin of 6.2%.

The major source of income was the provision of game development services (\$116.9 million), with most of that income (93% or \$108m) coming from overseas businesses.

Games developed for console formats (e.g. PS2, PS3, Xbox, Wii) accounted for nearly three-quarters (71.1% or \$83.2 million) of game development services income. Games developed for PC and Mac formats accounted for 14.6% or \$17.1 million.

Two states - Queensland and Victoria - accounted for the majority of game development income (40.4% and 33.2% respectively) and employment (48.6% and 33%).

Employment:

- There were 1,431 people employed in game development services in Australia at the end of June 2007.
- The majority (90% or 1,227 people) were male.
- Artists and animators (491 people or 34%) and programmers (417 people or 29%) represented nearly two-thirds (64%) of total employment.
- There were 87 non-residents working in the industry at the end of June 2007.

Further details are in *Digital Game Development Services, Australia, 2006-07* (cat. no. 8515.0), available for free download from the ABS website <www.abs.gov.au>.

Further Information:

Media requests and interviews

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Statistical clarification

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