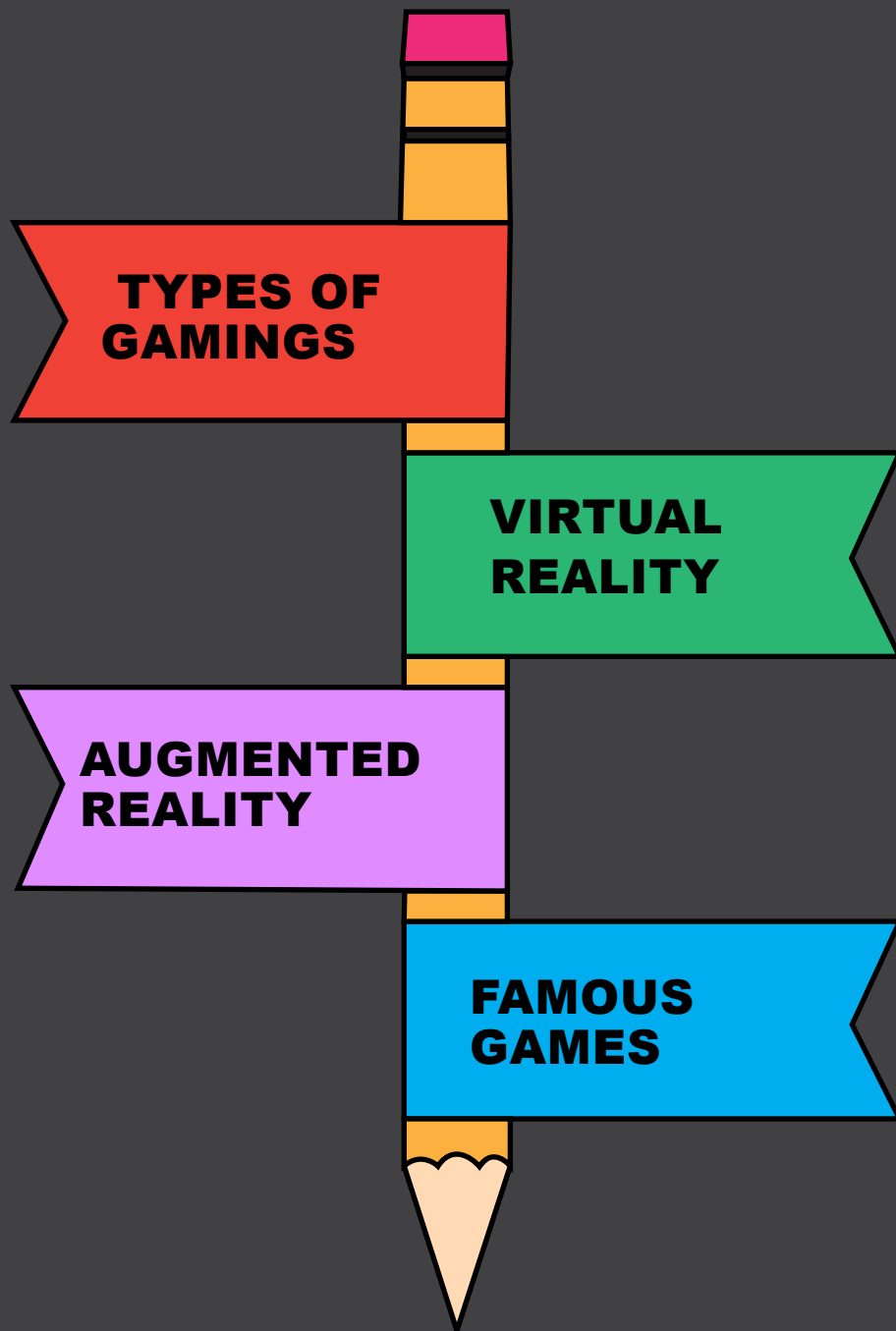


# The GAMING Industry

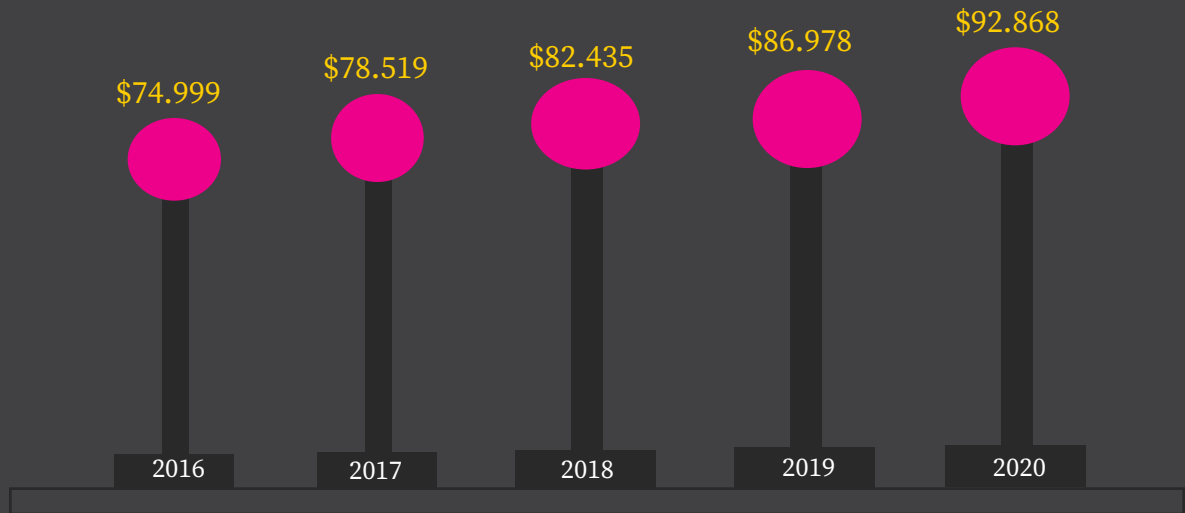


The gaming industry is considered to be one of the most exciting industries in tech because of its importance to culture, entertainment and technological advancement. PC, console and mobile gaming companies are using the latest in tech to bring their games to the screens of more than two billion people all over the globe.



# TYPES OF GAMINGS

## PROJECTED GAMING REVENUES WORLDWIDE



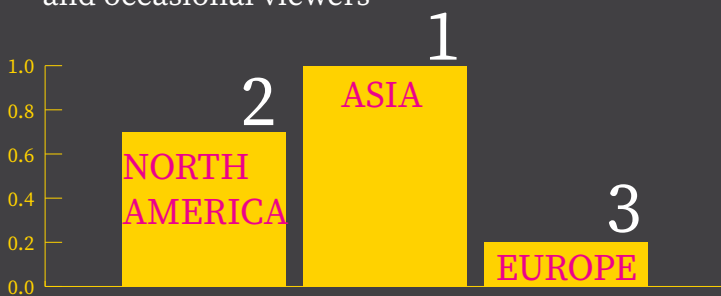
## THE DIFFERENT TYPES OF GAMINGS

### eSport Market

#### Worldwide revenue



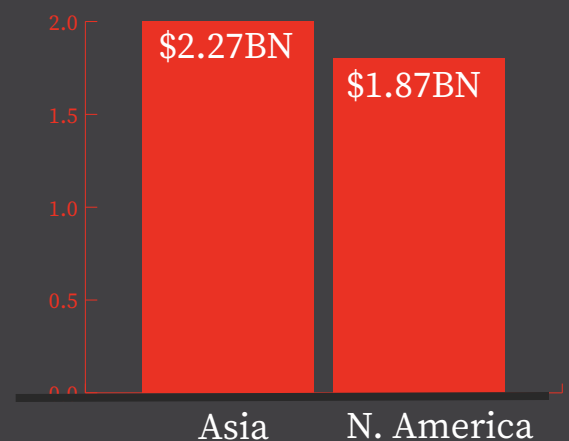
#### Number of eSports enthusiastic and occasional viewers



Throughout his recorded eSports gaming career **PETER DAGER**, US player, earned **\$2.60 MILLION**

### Social Gaming

#### Revenue in 2016



### MMOG Growth



### Mobile Gaming

**\$15.78BN** Revenue in 2016

**17%**

total gaming revenue worldwide

### Example: World of WARCRAFT

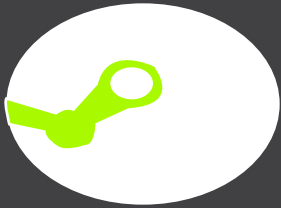


# THE REALITY OF

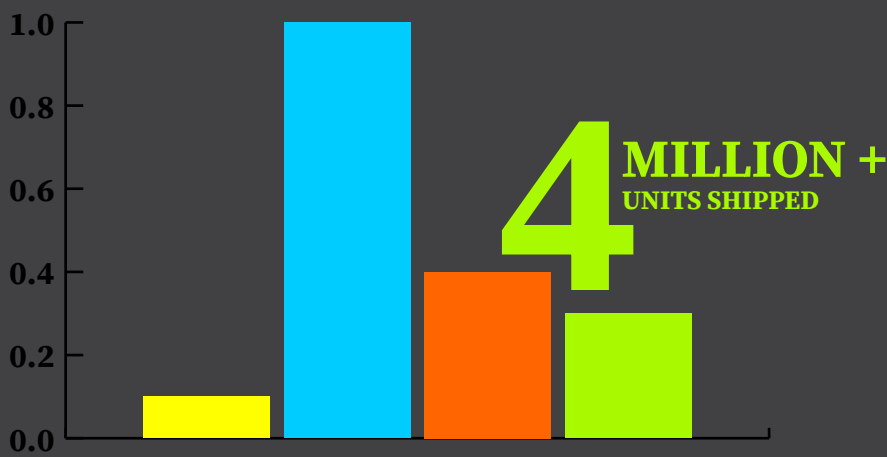
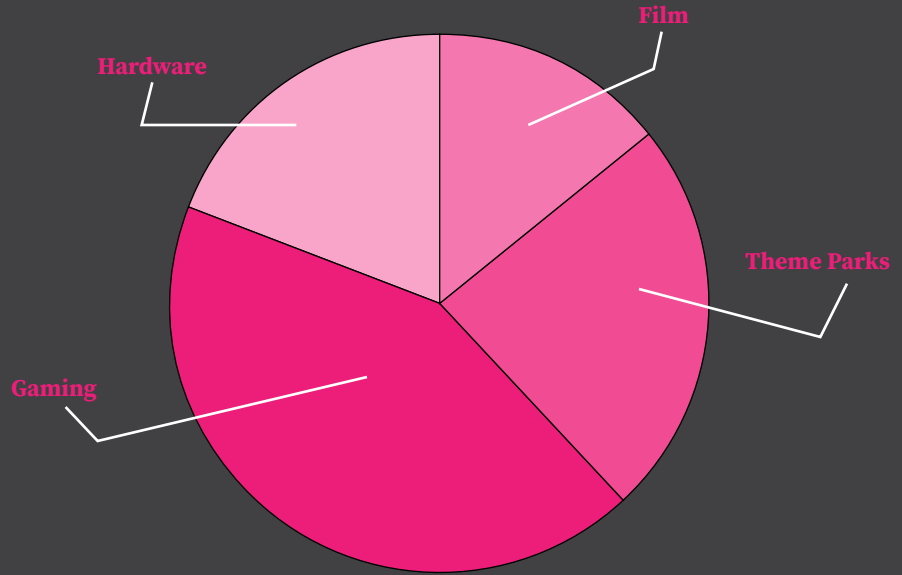
# VIRTUAL REALITY



VR has been around so many years but, disappointingly, has failed to live up to its expectations. With new generation, amazing immersive sensitive software starting to be developed. VR's for customer products may have discovered. Launching VR headsets that make VR real experience as e are playing and experiencing things in real life-- Will it be succeed with kids and teens?



**1200 +**  
VR TITLES



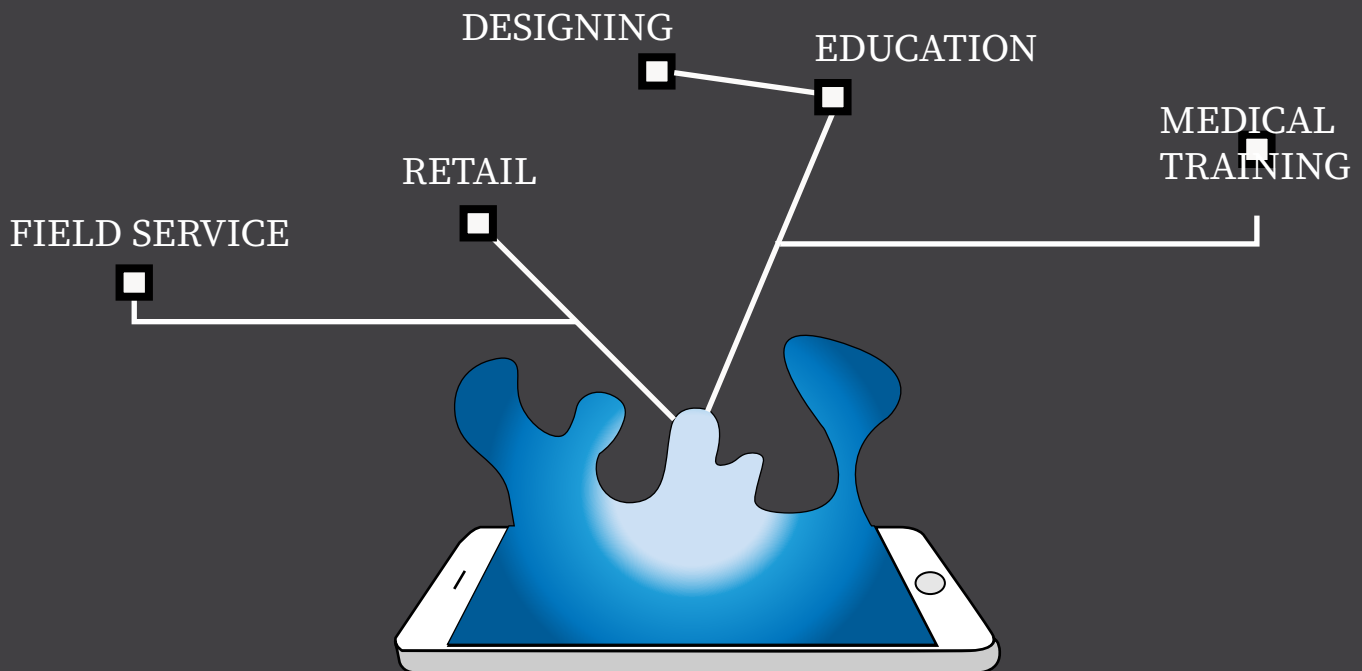
## What do kids think about VR as it is a today?

- Are so excited about the things can happen
- Said it was very cool
- Are super inrested to know more about VR

# THE REALITY OF AUGMENTED REALITY

Augmented reality is an interactive experience of a real-world environment where the objects that reside in the real world are enhanced by computer-generated perceptual information

## MAJOR USES OF AUGMENTED REALITY IN THE EMERGING TECHNOLOGY

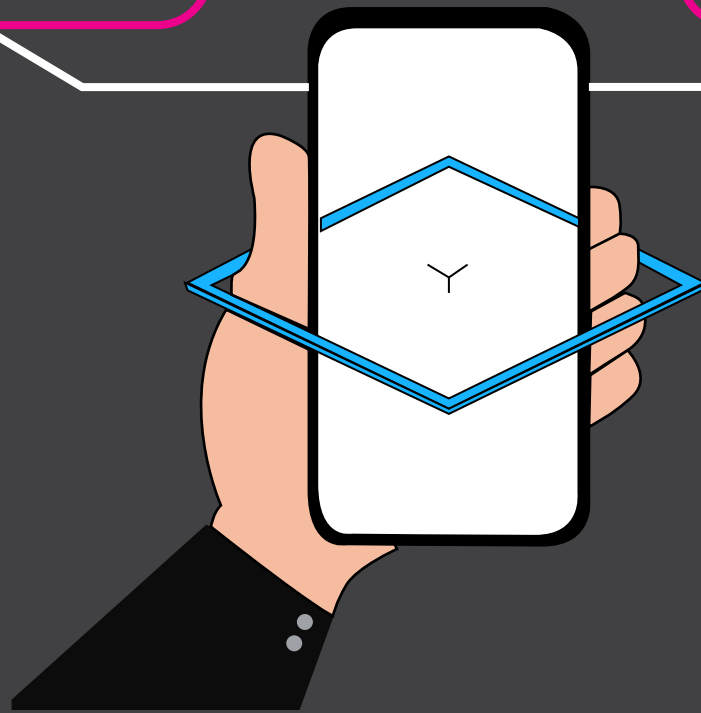


## AUGMENTED REALITY IN GAMING

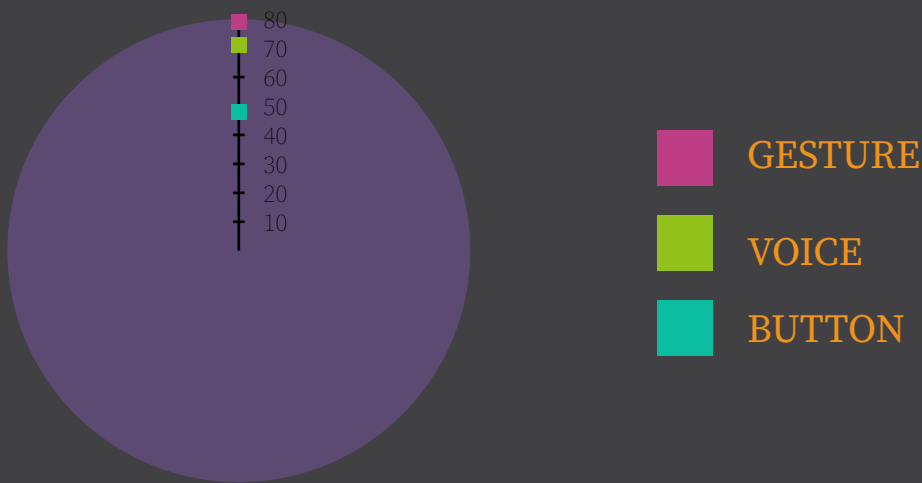
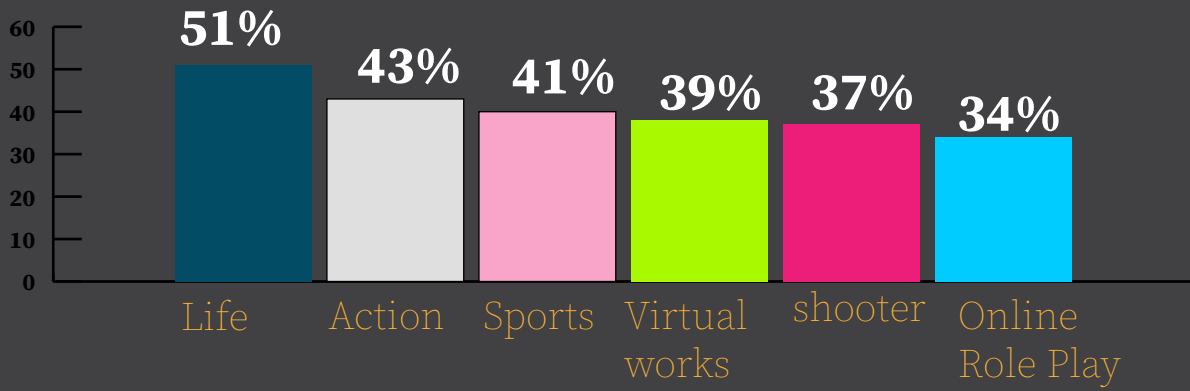
TWO TYPES OF AR IN GAMING

MARKER BASED

OUTLINE BASED



# FAMOUS GAMES



# SOURCES

<https://visual.ly/community/infographic/gaming/statistics-facts-about-gaming-industry-infographic>

<https://www.statista.com/chartoftheday/Video%20Game%20Industry/>

[https://www.perforce.com/p/resources/vcs/game-development-report?utm\\_leadsource=cpc-googleadwords&utm\\_source=googleadwords&utm\\_medium=cpc&utm\\_campaign=VCS-Search\(NA\)&utm\\_adgroup=Game-Development&gclid=Cj0KCQiA962BBhCzARIsAIpWEL1iPSOeTbj-M50CYkTUcT7y-eOrNilh42MMAQedHEPHH3i2r29DcEQaAiOzEALw\\_wcB](https://www.perforce.com/p/resources/vcs/game-development-report?utm_leadsource=cpc-googleadwords&utm_source=googleadwords&utm_medium=cpc&utm_campaign=VCS-Search(NA)&utm_adgroup=Game-Development&gclid=Cj0KCQiA962BBhCzARIsAIpWEL1iPSOeTbj-M50CYkTUcT7y-eOrNilh42MMAQedHEPHH3i2r29DcEQaAiOzEALw_wcB)