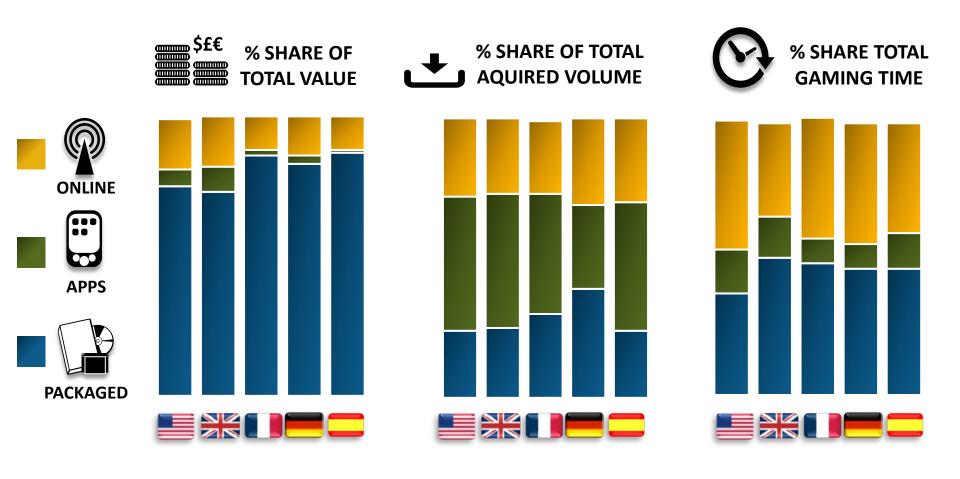




SHARE OF TOTAL MARKET Q3 2012

Base: all 11-64 population in US. 11+ in the UK, France, Germany and Spain







Service-based NOV



And Wet...



= fifa 20
(or fifa
33)

The Elder scrolls 5, crysis 3, resident evil 6, lost planet 3, dead space 3, far cry 3, battlefield 3, halo 4, dead or alive 5, assassin's creed 3, pikmin 3,...

Game accessibility

Control remapp Subtitles Game speed a Speech recogn





VIDEOGAMES IN EUROPE: CONSUMER STUDY

- 48% of europeans have played a game this year
- 81% of those played online
- 55% is male, 45% is female

Games encourage children to:

	more	No differe nce	less	Don't know
Develop skills	58%	20%	16%	6%
Be creative	47%	27%	20%	6%
Be aggress	27%	42%	23%	8%

46% of parents <u>rarely / never</u> buy games for their children, 23% do that <u>always / most</u> of the time

10% of children often play games with a higher age rating, 33% never do so according to the parents

51% of europeans is aware of the PEGI symbols 33% recognises the content descriptors

86% thinks the age labels are clear,
89% finds them useful



Games have <u>content</u> that causes concern.

Apps have <u>content</u> & <u>features</u> causing concern.









In-app purchases Personal Data Sharing **Location Data** Sharing Social Interaction

Based on trusted elements:

- Same age labels and content descriptors
- Same methodology
- Same criteria

But adapted to a new environment:

- Easy and quick workflow (nost-launch review)



INTERNATIONAL APP RATING COUNCIL

INTERNATIONAL ALLIANCE FOR RATING

CONTENT (INCOMPREHENSIBLY ABBREVIATED RIDDLES CACOPHONY)

