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# Gaming funding update

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## #indexgamingsummit speakers 2022



Dan Sturman



Hyde Co-host BloombergTV

Caroline



Sebastian Knutsson Co-Founder & former COO



Takahashi Lead Writer GamesBeat



Paananen
Co-Founder & CEO
Supercell



Hamren coo Discord



Fajt Co-Founder & CEO Rec Room



Danny Rimer Partner Index Ventures



Maneet Khaira Co-Founder & CEO



Damir Becirovic

Partner Index Ventures



Ryan Wyatt

CEO Polygon Studio



Jeff "Jiho" Zirlin

Co-founder Sky Mavis / Axie Infin



Sofia Dolfe

Partner Index Ventures



Soner Aydemir

Co-Founder & CE Dream Games



Jenova Chen

CEO That Game Company



Stephane Kurgan

Venture Partne Index Ventures



Daniel Sturman
CTO
Roblox

Full video interview »

One of the benefits of our creator community is that they constantly surprise us and do things we would have never expected. I like that we don't have to be the geniuses, but they will be the geniuses for us."



Sebastian
Knutsson
Co-founder & former COO
King

Full interview »

When we went to the public markets I think our plan was about launching eight new games per year on top of what we had, which was totally the wrong focus."



Maneet Khaira
Co-founder & CEO
Backbone

Full video interview »

Gonsumer adoption of cloud gaming has blown past all our expectations this year. Microsoft has gone on the record and said half of all Game Pass subscribers are playing Xbox cloud gaming."

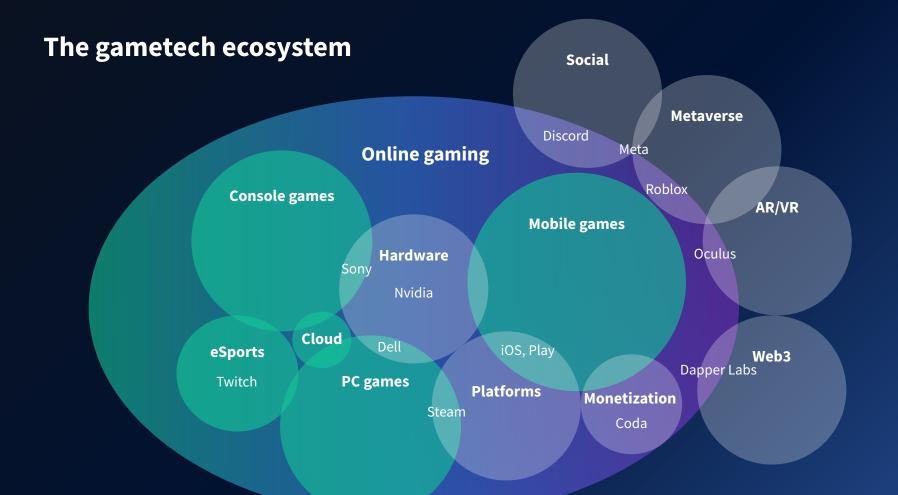


Ryan Wyatt
CEO
Polygon Studios

Full video interview »

This pullback will unveil what is real versus what is not. A lot of people started building. Now we are going to see: what are the fundamentals."

#### » Web 3 gaming startups DEALROOM NAME MARKET LAUNCH DATE 12 months growth Planetarium \* blockchain B2B 2018 gaming Creating, publishing, and scaling t... gaming 2013 saas mobile gaming Moralis \* blockchain gaming Moralis is Ultimate Web3 Develop... commission 2021 fintech FanCraze (formerly blockchain Faze Technologies) commission 2021 Cricket NFT platform where fans c...

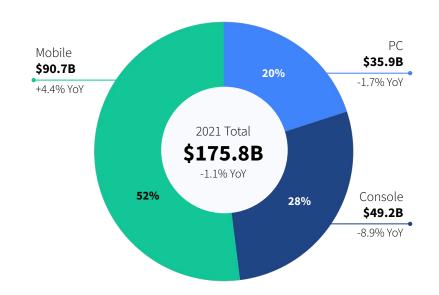


## Today there are 3B gamers worldwide, generating \$175B in annual revenue; 3.5x more than music and movie box office combined (\$47B).

2021 Global Players per region with year-on-year growth rates

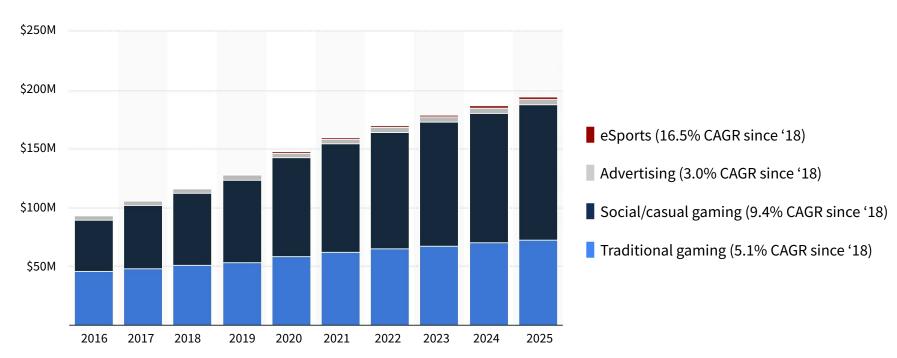
#### Middle Fast & Africa 434M +10.1% YoY 15% Europe 408M +4.0% YoY 14% 2021 Total Latin America **3B** 55% 289M 10% Asia-Pacific +5.3% YoY +6.2% YoY 1615M +4.8% YoY North America 7% 212M +0.7% YoY

#### 2021 Global games revenue per device with year-on-year growth rates



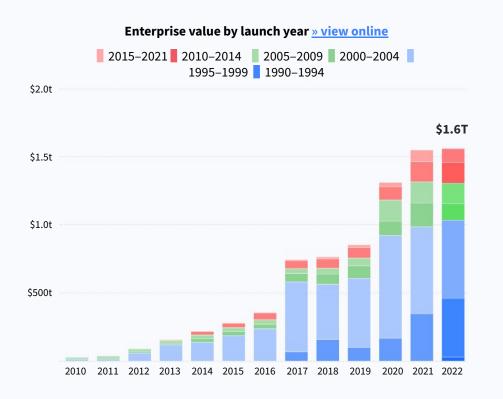
## Gaming has been growing 7.5% since 2018.





Page / 9 Source: PwC, via Statista.

## The gaming startup ecosystem is now worth \$1.6 trillion in combined value, with startups founded before 2000 adding the most value.

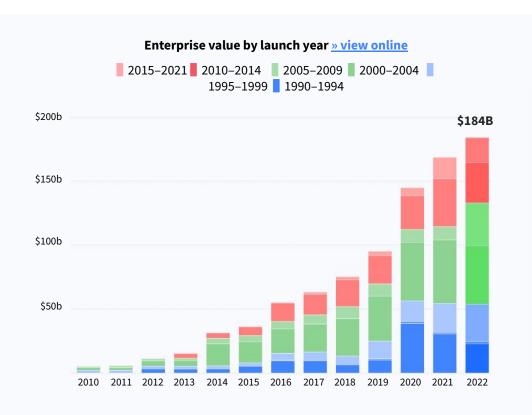


#### Most valuable companies in gaming

NAME		MARKET	TYPE	GROWTH 12 months growth	LAUNCH DATE ~	IF VALUATION
Tencent	Tencent ★ Chinese investment holding comp	B2B, B2C gaming media	artificial intelligence advertising commission subscription	95k	Nov 1998	\$456.0b
DVIDIA	Nvidia ★ Producer of circuits for motherboa	B2B, B2C gaming semiconductors	machine learning deep learning artificial intelligence deep tech hardware	26k	1993	\$390.0b
網易 Nerfass	NetEase NetEase offers online game service	B2C gaming media	hardware advertising	15k	Jun 1997	\$52.0b
sea	Sea Group The leading consumer internet co	B2C gaming console & pc gaming	artificial intelligence mobile app subscription	2,966	2009	\$30.7b
Flutter	Flutter  Entertainment Peer-to-peer betting site	B2C gaming betting & gambling	commission		1988	\$29.4b
kakao	Kakao Global mobile lifestyle platform	B2C gaming media mobile gaming	artificial intelligence mobile app commission marketplace & ecommerce	2,120	2010	\$25.0b
% Evolution of Country	Evolution * Gaming World leader in video-streamed Liv	B2B gaming console & pc gaming	commission	2,568	2006	\$24.7b
•	<b>Riot Games</b> Creating top quality online games	B2C gaming console & pc gaming	virtual reality advertising	5,490	2006	\$21.0b
	<b>Roblox</b> ★ An online gaming and entertainme	B2C gaming esports	virtual reality deep tech mobile app 3d technology subscription	4,351	2004	\$19.5b
<b>T2</b>	Take-Two Interactive Software	B2C gaming console & pc gaming	virtual reality commission manufacturing	794	1993	\$18.6b

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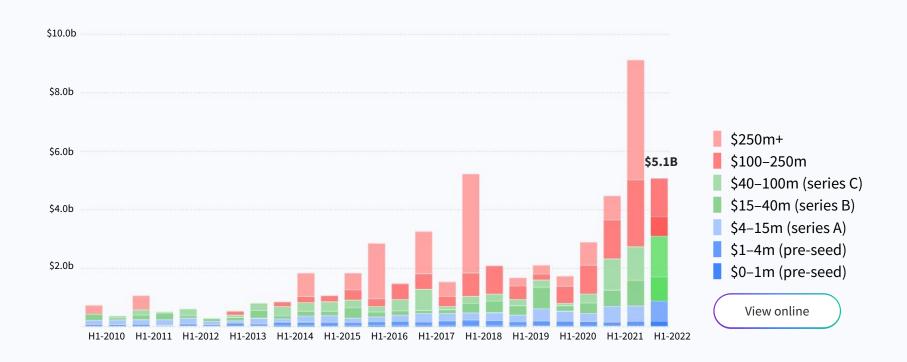
## Europe's most valuable gaming companies were founded after 2000.



## Most valuable companies in gaming

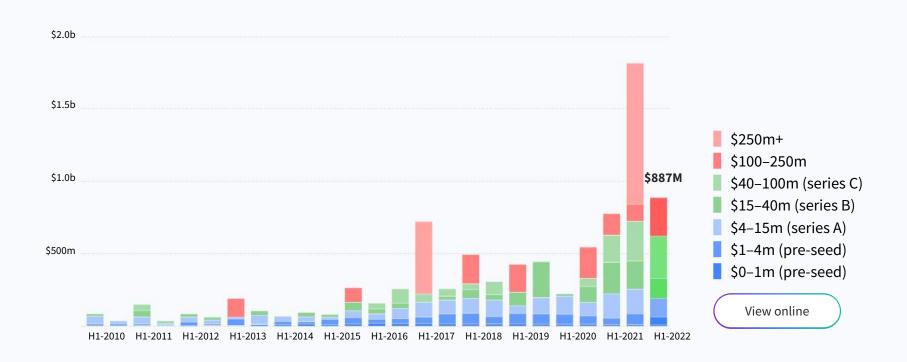
NAME	MARKET ~	TYPE	GROWTH V 12 months growth	LAUNCH DATE ~	₽ VALUATION ∨
Flutter # Entertainment Peer-to-peer betting site	B2C gaming betting & gambling	commission		1988	\$29.4b
© Broketon  © Commany  Gaming  World leader in video-streamed Liv	B2B gaming console & pc gaming	commission	2,568	2006	\$24.7b
Entain (formerly GVC Holdings) Global leading sports betting and g	B2C gaming betting & gambling	subscription	731	2004	\$12.9b
Supercell * Building a new kind of gaming exp	B2C gaming mobile gaming		1,060	May 2010	\$10.2b
Embracer ★ Parent company of businesses dev	B2B gaming mobile gaming console & pc gaming	commission marketplace & ecommerce	49	1999	\$9.3b
Playrix ★ Playrix is the largest gaming comp	B2C gaming mobile gaming	advertising	1,404	2004	\$8.0b
King.com ★ Interactive entertainment compan	B2C gaming console & pc gaming		2,705	Aug 2003	\$5.9b
PokerStars ★ The world's largest poker site	B2C gaming betting & gambling	commission subscription	1,993	2001	\$4.9b
Sky Betting & Gaming One of the leading operators in the	B2C gaming sports betting & gambling sport media	commission	1,420	2001	\$4.7b
Sorare * A global fantasy football game whe	B2C gaming esports	blockchain mobile app deep tech marketplace & ecommerce saas	145	Dec 2018	\$4.3b

## Global gaming investment reached \$5.1B in the first half of 2022, the biggest H1 on record.



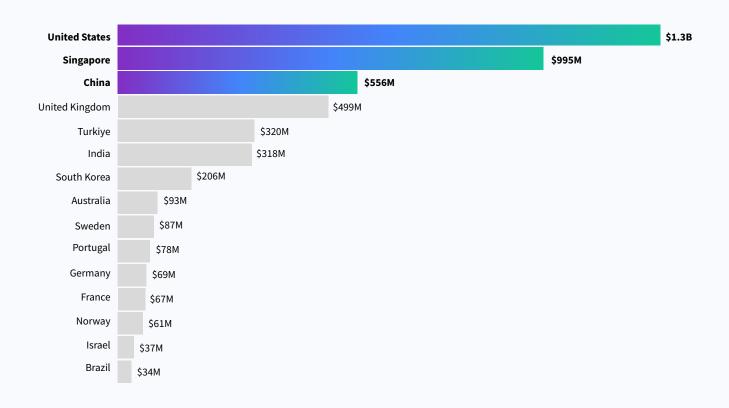
Page / 12 Source: Dealroom.co.

## European gaming startups raised \$887M in the first half of 2022, up 14% on H1 2021.



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## Gaming startups from US, Singapore and China have raised the most venture capital so far in 2022.



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## Gaming startups who raised the most in H1 2022

View online







thatgamecompany







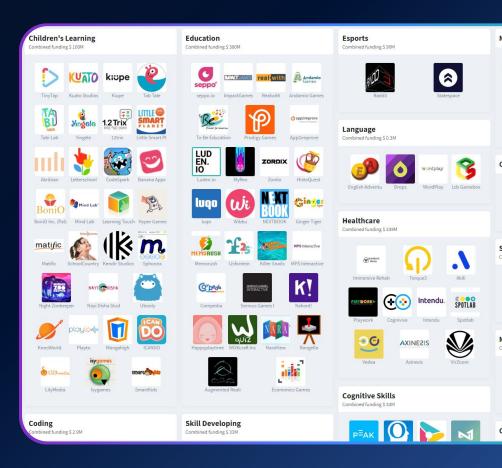


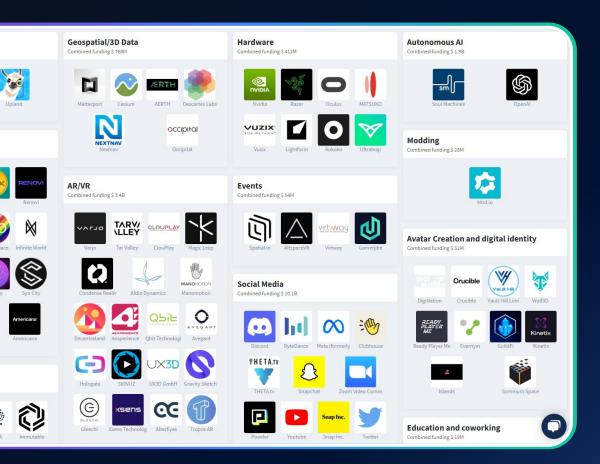
### **Serious Gaming.**

Serious Gaming allows users to experience situations that cannot be replicated in the real world due of cost, safety or ethical issues, but that positively impact skill development.

Engaging, gamified training can be scaled for thousands (or millions) of learners. And applications can cover anything from flight simulation and battlefield tactical training, to surgery and city planning.

Serious gaming





#### The Metaverse.

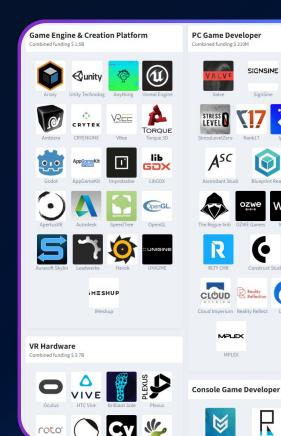
The Metaverse is a collection of interconnected, highly immersive, shared virtual worlds where people gather to play games, socialise and work.

Metaverse

### **VR Gaming.**

Virtual reality has been one of the most innovative technologies in gaming history, putting the player literally inside the game. These are the biggest players:

VR gaming



#### **Multiplatform Game Developer** Combined funding \$ 7.6B

+中・ Beat Games



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Innovative

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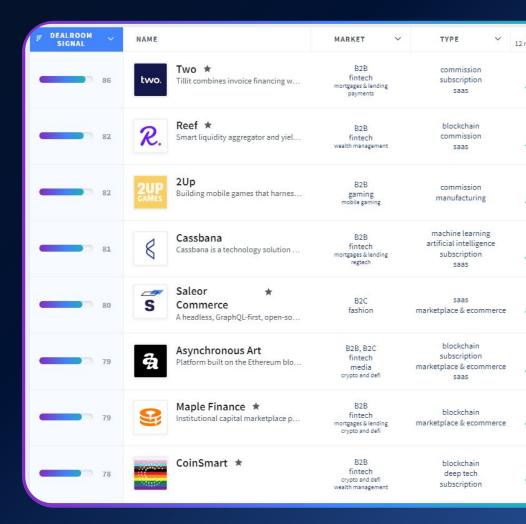
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