Development of the German games market since 1995 Average age of players is 37,9 € m 6,000 Introduction of VDSL Over 40 million Germans Introduction of use a smartphone **Unity Engine** Launch of App Store its platform Nintendo Switch >90% of German to other vendors Launch of Android Market households have (now Play Store) internet access Nintendo eShop **Xbox Game Pass** World of Warcraft $\begin{pmatrix} \Box \Delta \\ \times O \end{pmatrix}$ launched in Europe Launch of PlayStation Playstation Plus >20% of German Introduction of internet access Introduction of **Unreal Engine** CryEngine Introduction of DSL Launch of Xbox Live 1,500 3D accelerator for games (Voodoo Graphics) 500 2015 2020 2021 1999 2001 2003 2004 2005 2007*2 2010 2012 2013 2014 2016 2017*3 1995 1997*1 2000 2008 2009 2019 PlayStation® 4 PlayStation[®] Nintendo 3DS™ Nintendo 64® Dreamcast™ GameBoy® **Android Phone** Steam Deck (HTC Dream) PlayStation® VF PlayStation® 5 Nintendo DS™ Sega Saturn™ PlayStation® 2 Oculus Rift GameCube™ PlayStation® 3 Vita PlayStation® Portable Xbox Series X/S® HTC Vive www.game.de/en iPhone Xbox™ The German Games

Xbox 360®

Industry Association

Data: GfK, App Annie, Statista, Wikipedia. *1 Measurement consoles & handhelds started in 1997, *2 Measurement subscriptions and virtual goods & additional content started in 2007, *3 Measurement converted for mobile games in 2017. © game 2023