

SENATE STANDING COMMITTEE ON LEGAL AND CONSTITUTIONAL AFFAIRS
ATTORNEY-GENERAL'S DEPARTMENT

Group: 1

Program: 2.1

Question: BE14/019

Senator Singh asked the following question at the hearing on 26-29 May 2014:

Senator SINGH: Do you know the value of the electronic games industry globally?

Mr Cameron: I think it is around \$200 billion.

Mr Mason: We could take it on notice to confirm that for you.

Senator SINGH: Okay. And what was the value of the electronic games industry to the Australian economy last year?

Mr Mason: We would need to take that on notice as well.

Senator SINGH: I think it is around \$1.5 billion.

Senator Brandis: It is a very prosperous industry indeed.

The answer to the honourable senator's question is as follows:

The value of consumer spend on the interactive games industry globally is \$61.4 billion.*

The value of consumer spend on the interactive games industry in Australia is \$1.315 billion.*

* Source: PwC's *Australian Entertainment and Media 2013-2017*, published 2013