

INSIGHT

WTC COMMUNITY WEEKLY



GROWING INDUSTRY

Hamburg-based research firm Statista estimated Indonesia's gaming industry would generate \$1 billion in revenue this year with its 141 million users.

The gaming industry, particularly mobile gaming, is expected to continue its rapid growth in the next few years.

Statista claims there are 29.8m online games users in Indonesia, and the number is expected to amount to 36.5m by 2025.

25-34 year olds still play the most games with 64% dominated by male.

Revenue from online games alone is projected to reach US\$ 219m.

Playing Games

As we've had to spend more time at home during COVID-19, a lot of people have turned to playing games to pass the time.

At the start of the pandemic, Animal Crossing was all the rage as people swapped the gloomy real world for their peaceful, virtual garden-tending fantasy. Then in August, everyone quickly became obsessed with Fall Guys, which focused on trying to outrun and sabotage everyone else in a series of Wipe Out-esque races. Now, the latest game to sweep over the internet is all about deceit and deception.

If you've been on social media at all in the last month, you've likely seen a screen-recording or two of a game full of different coloured blobs running around a spaceship accusing each other of murder. Released in 2018, Among Us is now taking the gaming world by storm. The game can accommodate up to ten players consisting of crewmates as accusers and con artists as disguises.

Have you played? What's your favourite game so far this year?

Yours trully,
the community editor