

Activision Blizzard

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Activision Blizzard

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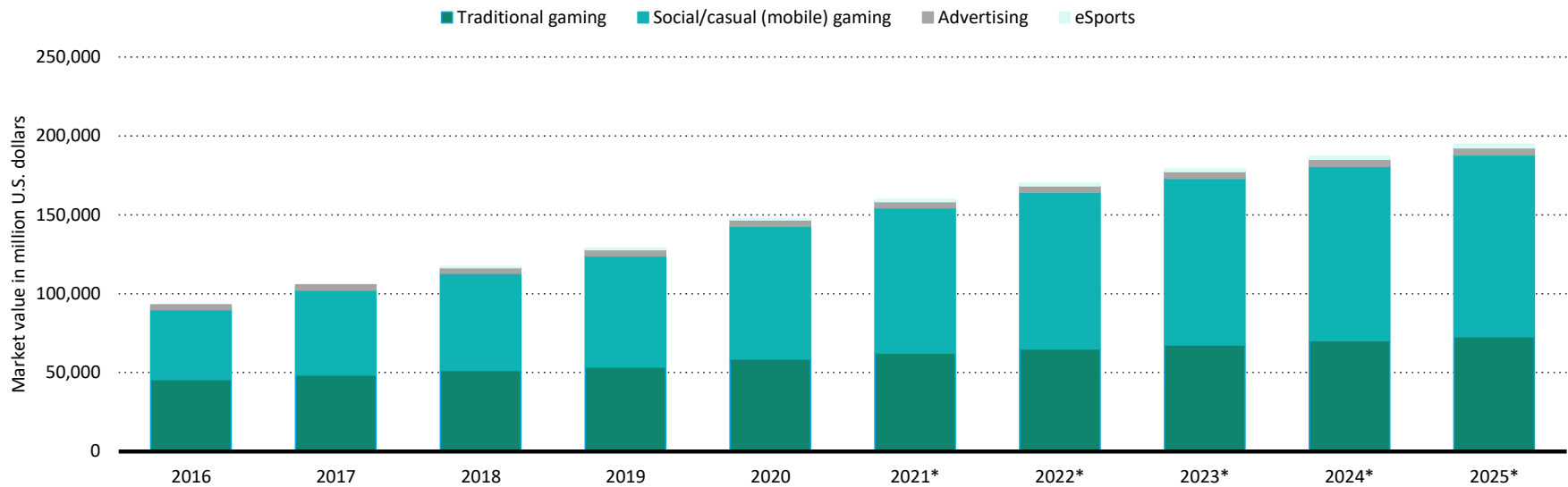
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Industry Overview

Activision Blizzard

Value of the global video game market 2016-2025, by category

Revenue of the video gaming market worldwide from 2016 to 2026, by category (in million U.S. dollars)



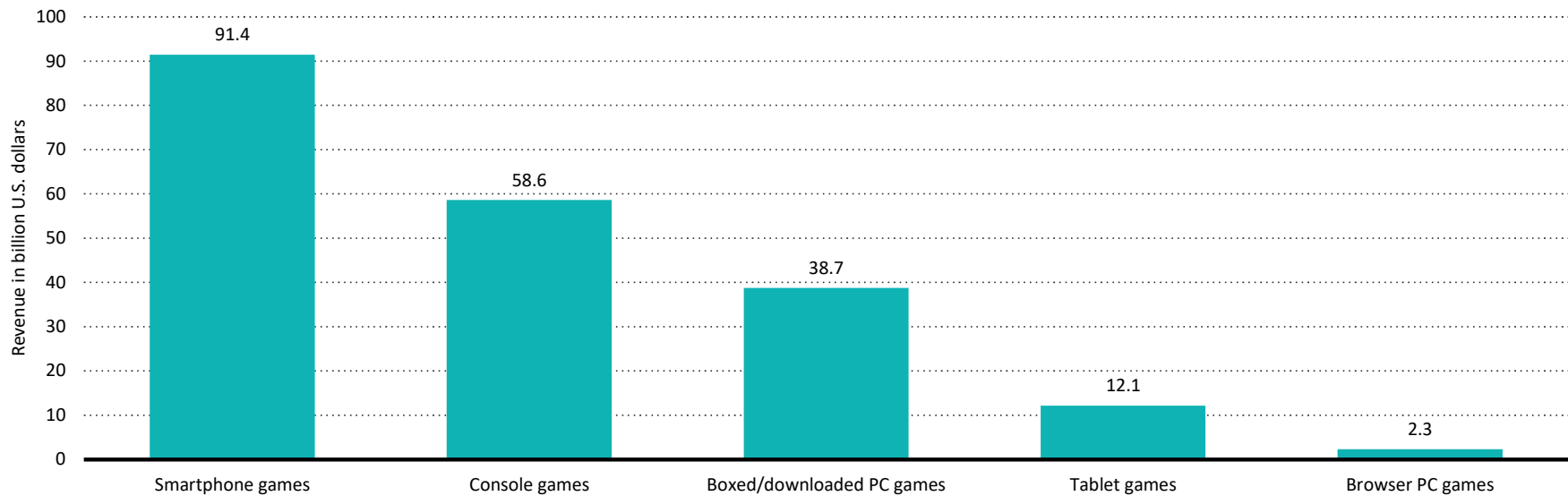
Note(s): Worldwide; 2016 to 2020

Further information regarding this statistic can be found on [page 57](#).

Source(s): PwC; Omdia [ID 254106](#)

Gaming revenue worldwide 2022, by segment

Video game market revenue worldwide in 2022, by segment (in billion U.S. dollars)



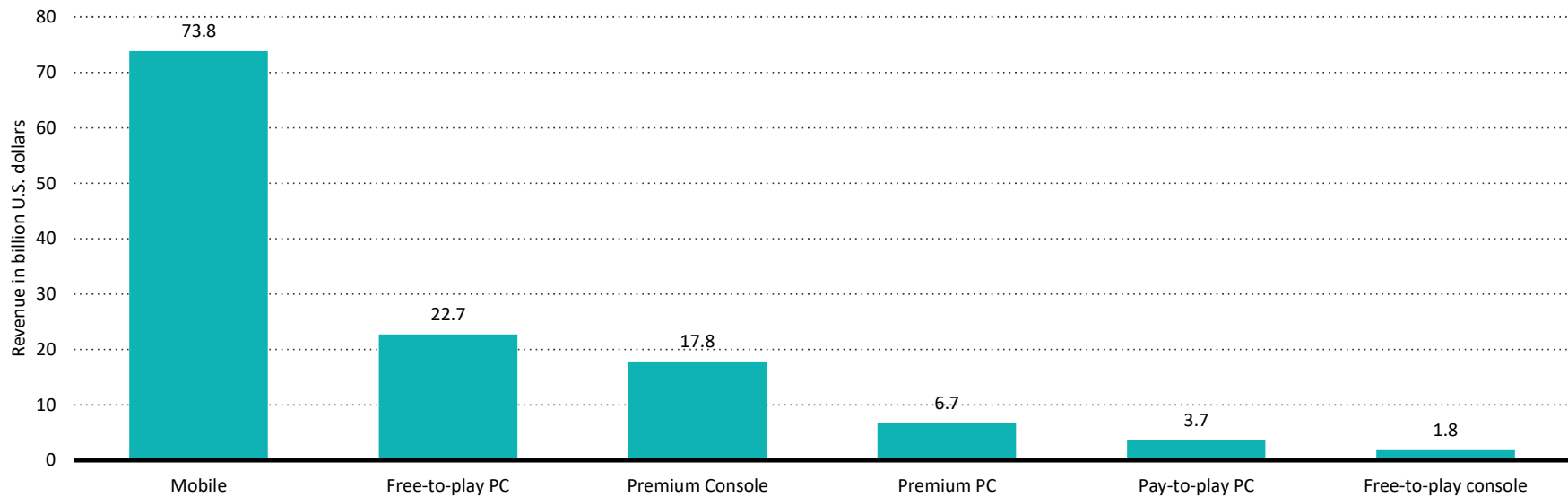
Note(s): Worldwide; 2022

Further information regarding this statistic can be found on [page 58](#).

Source(s): Newzoo; The World Games [ID 292751](#)

Global digital games industry revenue 2020, by category

Digital games industry revenue worldwide in 2020, by game category (in billion U.S. dollars)



Note(s): Worldwide; 2020

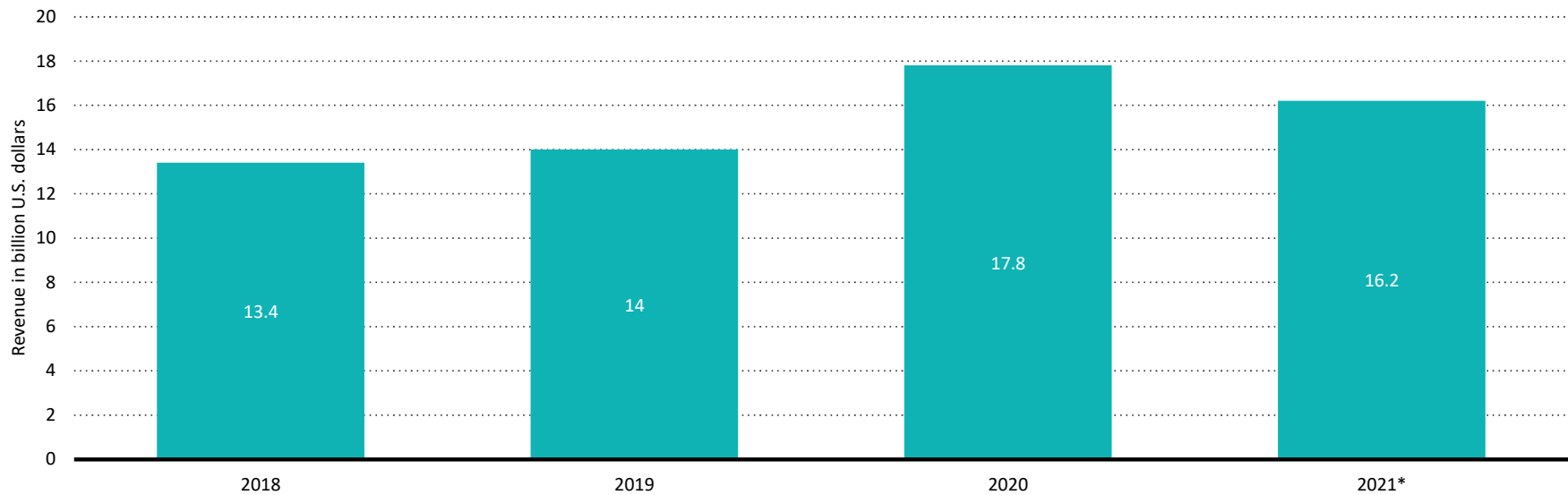
Further information regarding this statistic can be found on [page 59](#).

Source(s): SuperData Research; Website (mmobomb.com)[ID 379682](#)



Premium console games revenue worldwide 2018-2021

Premium console games revenue worldwide from 2018 to 2021 (in billion U.S. dollars)



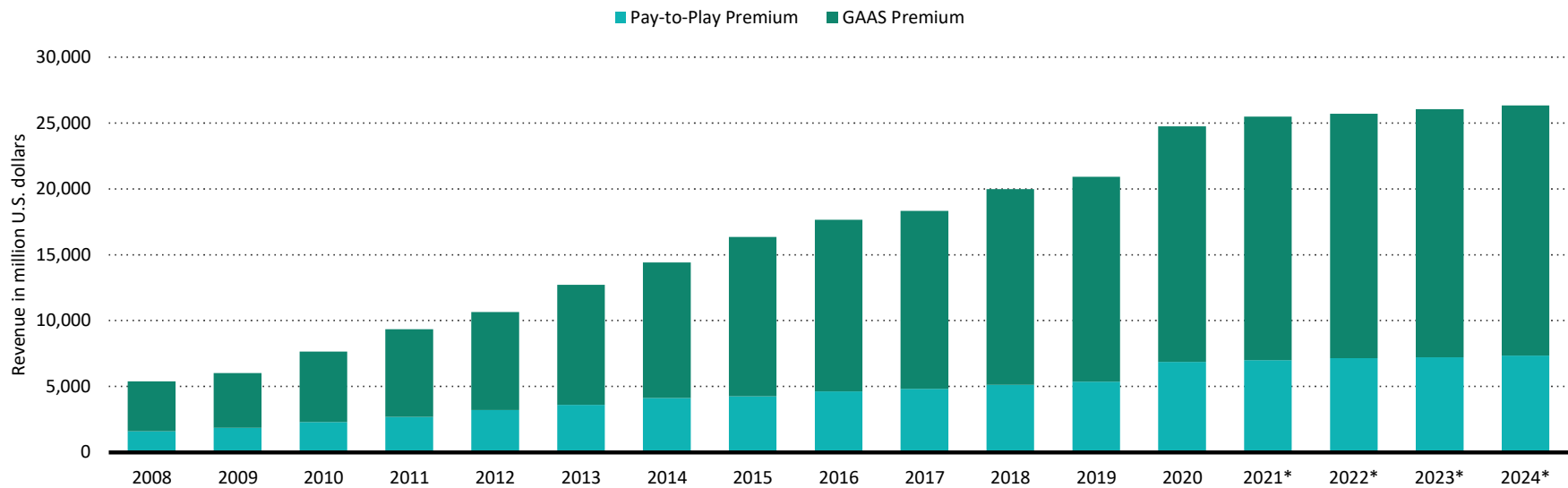
Note(s): Worldwide; 2018 to 2020

Further information regarding this statistic can be found on [page 60](#).

Source(s): SuperData ResearchID [1107031](#)

Premium PC games revenue worldwide 2008-2025, by category

Premium PC games revenue worldwide from 2008 to 2025, by category (in million U.S. dollars)



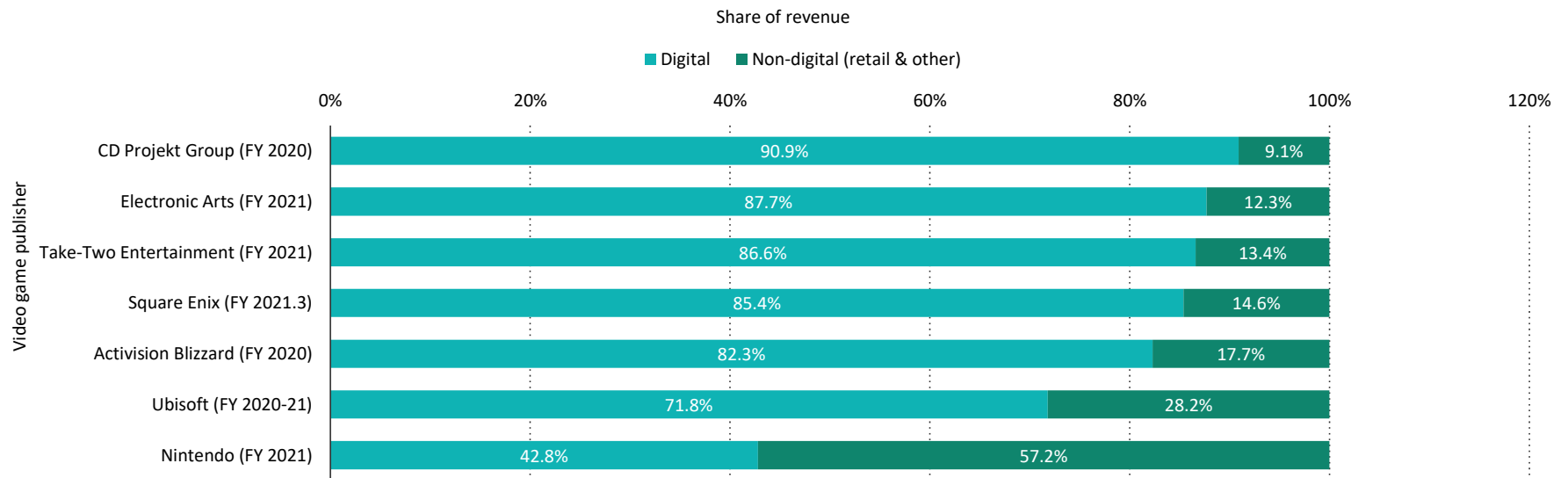
Note(s): Worldwide; 2018 to 2020

Further information regarding this statistic can be found on [page 61](#).

Source(s): DFC IntelligenceID [1107027](#)

Digital revenue share of video game publishers worldwide 2021

Share of digital vs. non-digital revenue of major video game publishers worldwide in most recent fiscal year as of June 2021



Note(s): Worldwide; June 2021; non-digital includes retail, packaged, and other revenue as defined by the respective companies as non-digital gaming sales

Further information regarding this statistic can be found on [page 62](#).

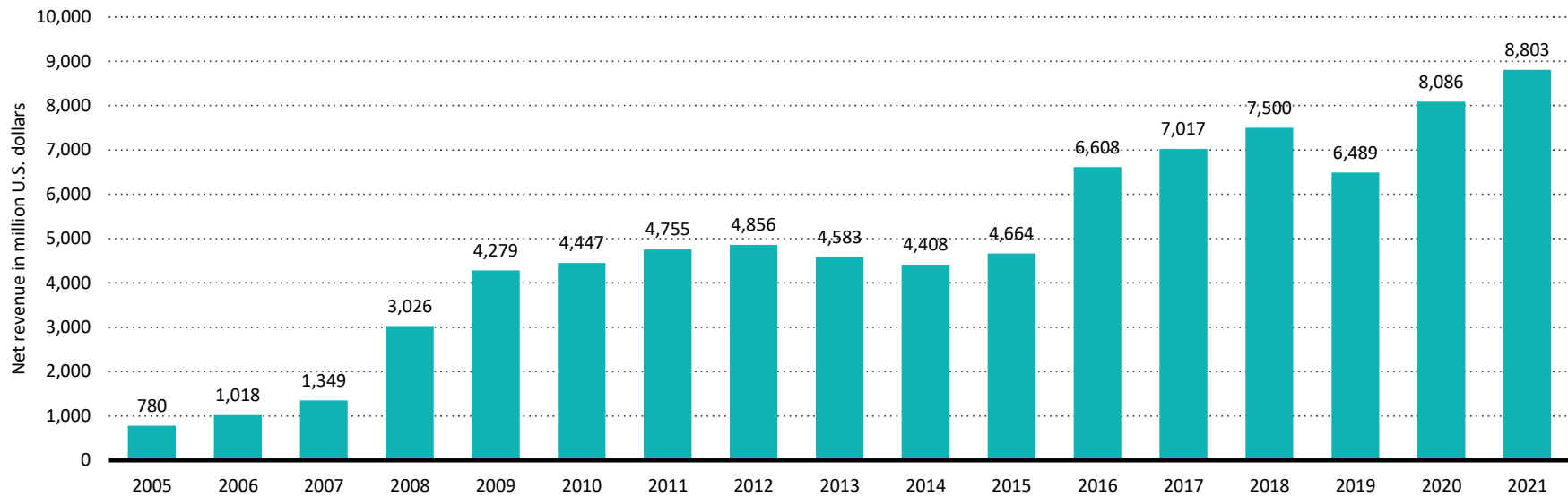
Source(s): Activision Blizzard; Take-Two Interactive; Electronic Arts; Ubisoft; Square Enix; CD Projekt; Nintendo [ID 234664](#)

Company Data

Activision Blizzard

Activision Blizzard (ABK) net revenue 2005-2021

Net revenue generated by Activision Blizzard from 2005 to 2021 (in million U.S. dollars)



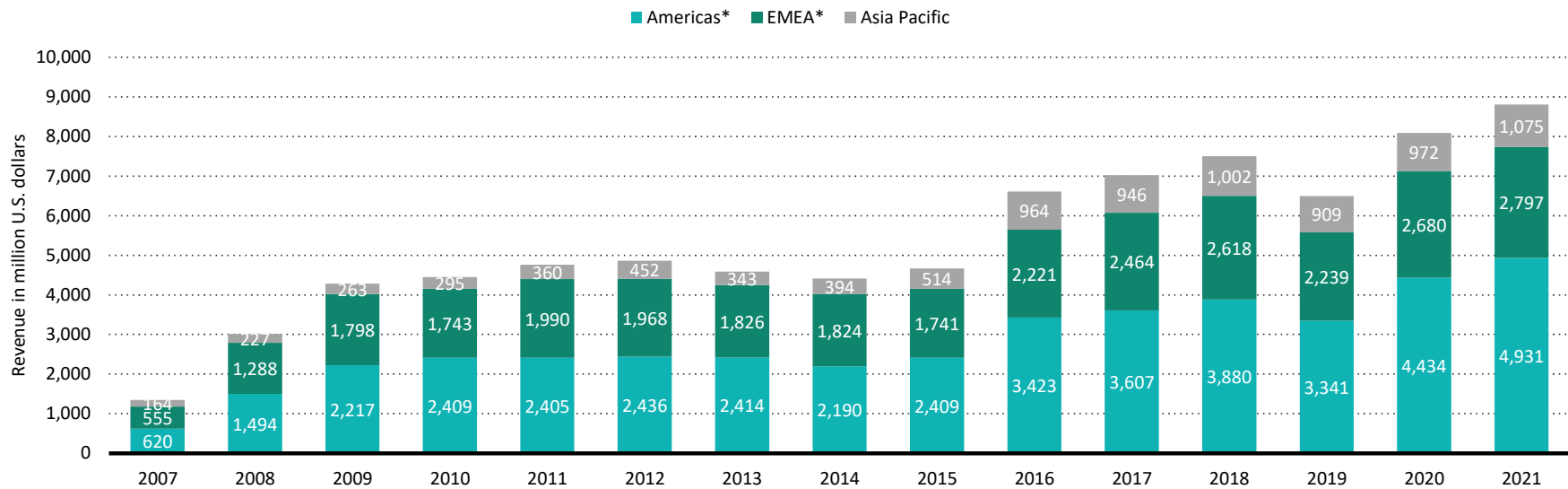
Note(s): Worldwide; 2005 to 2021

Further information regarding this statistic can be found on [page 63](#).

Source(s): Activision BlizzardID [269660](#)

Activision Blizzard (ABK) net revenue 2007-2021, by region

Net revenue generated by Activision Blizzard from 2007 to 2021, by region (in million U.S. dollars)



Note(s): Worldwide; 2007 to 2021

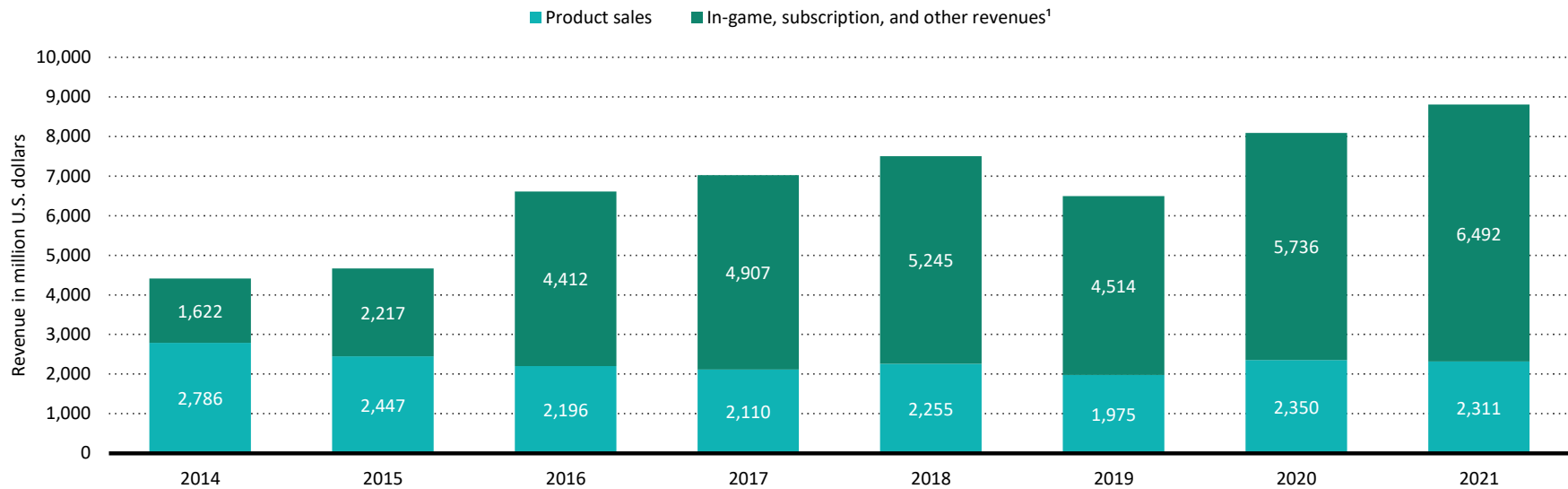
Further information regarding this statistic can be found on [page 64](#).

Source(s): Activision BlizzardID [269665](#)



Activision Blizzard (ABK) net revenue 2014-2021, by composition

Net revenue generated by Activision Blizzard from 2014 to 2021, by composition (in million U.S. dollars)



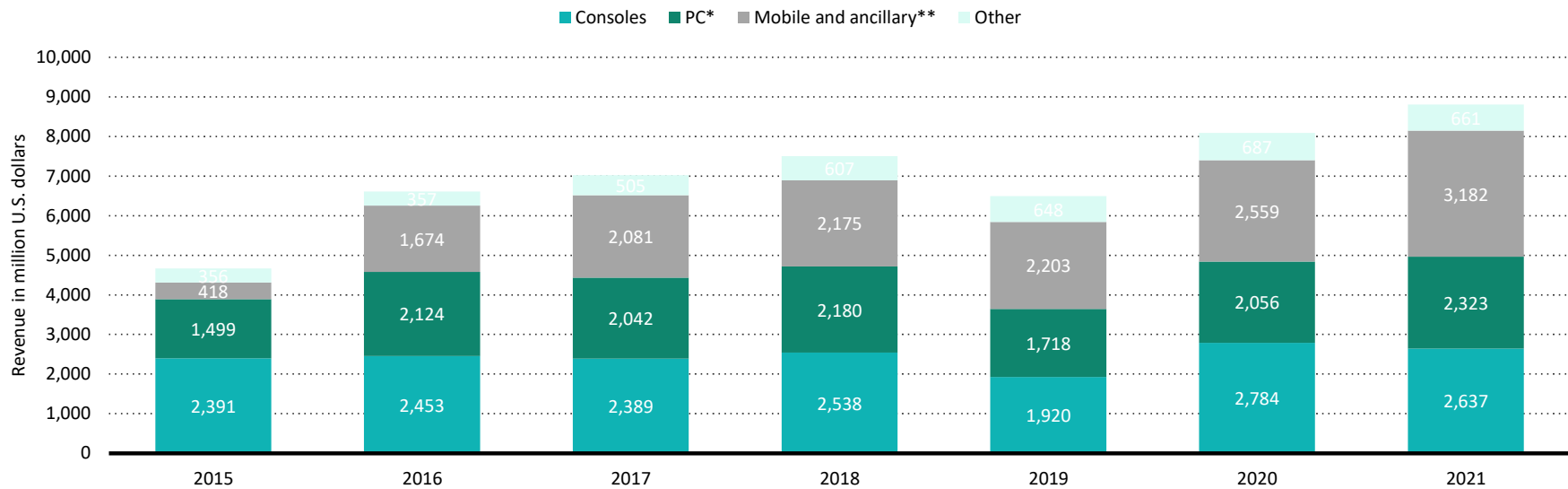
Note(s): Worldwide; 2014 to 2021

Further information regarding this statistic can be found on [page 65](#).

Source(s): Activision BlizzardID [1208560](#)

Activision Blizzard (ABK) net revenue 2015-2021, by platform

Net revenue generated by Activision Blizzard from 2015 to 2021, by platform (in million U.S. dollars)



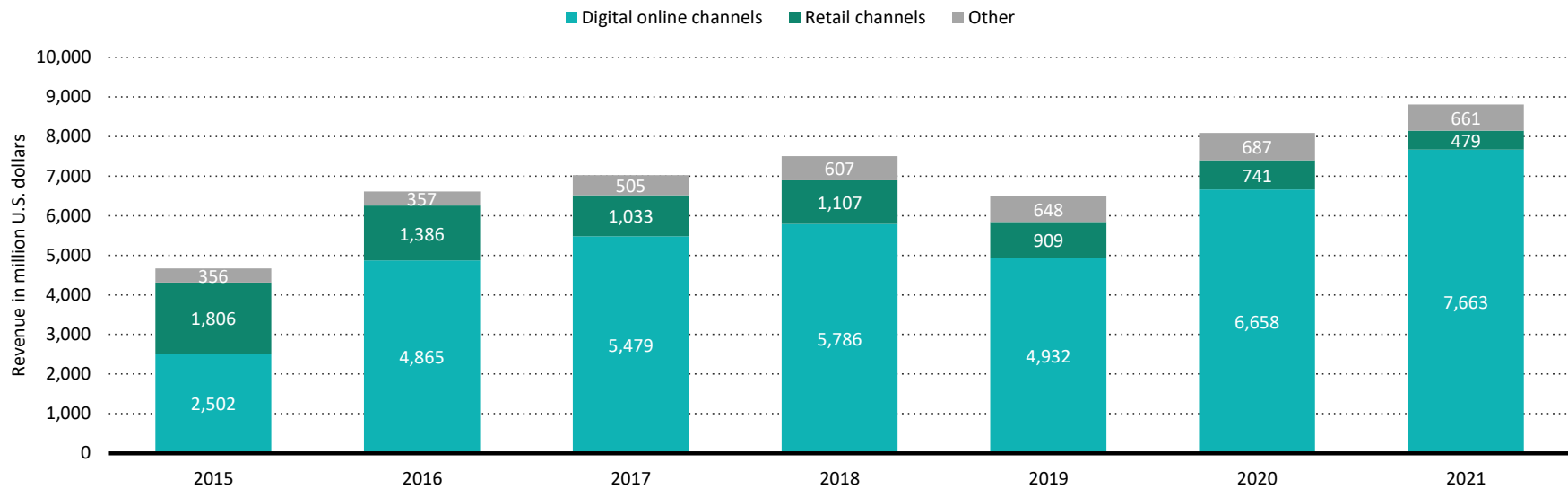
Note(s): Worldwide; 2015 to 2021

Further information regarding this statistic can be found on [page 66](#).

Source(s): Activision BlizzardID [269667](#)

Activision Blizzard (ABK) net revenue 2015-2021, by distribution channel

Net revenue generated by Activision Blizzard from 2015 to 2021, by distribution channel (in million U.S. dollars)



Note(s): Worldwide; 2015 to 2021

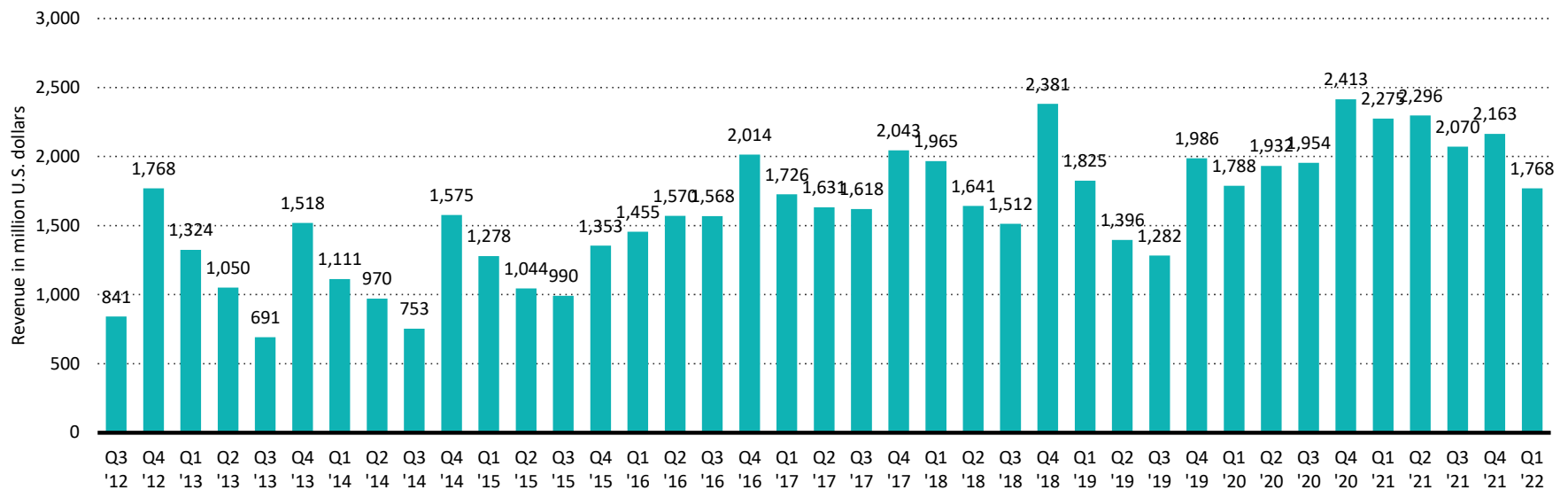
Further information regarding this statistic can be found on [page 67](#).

Source(s): Activision BlizzardID [1201984](#)



Activision Blizzard (ABK) net revenue as of Q1 2022

Net revenue generated by Activision Blizzard from 3rd quarter 2012 to 1st quarter 2022 (in million U.S. dollars)



Note(s): Worldwide; Q3 2012 to Q1 2022; GAAP net revenues

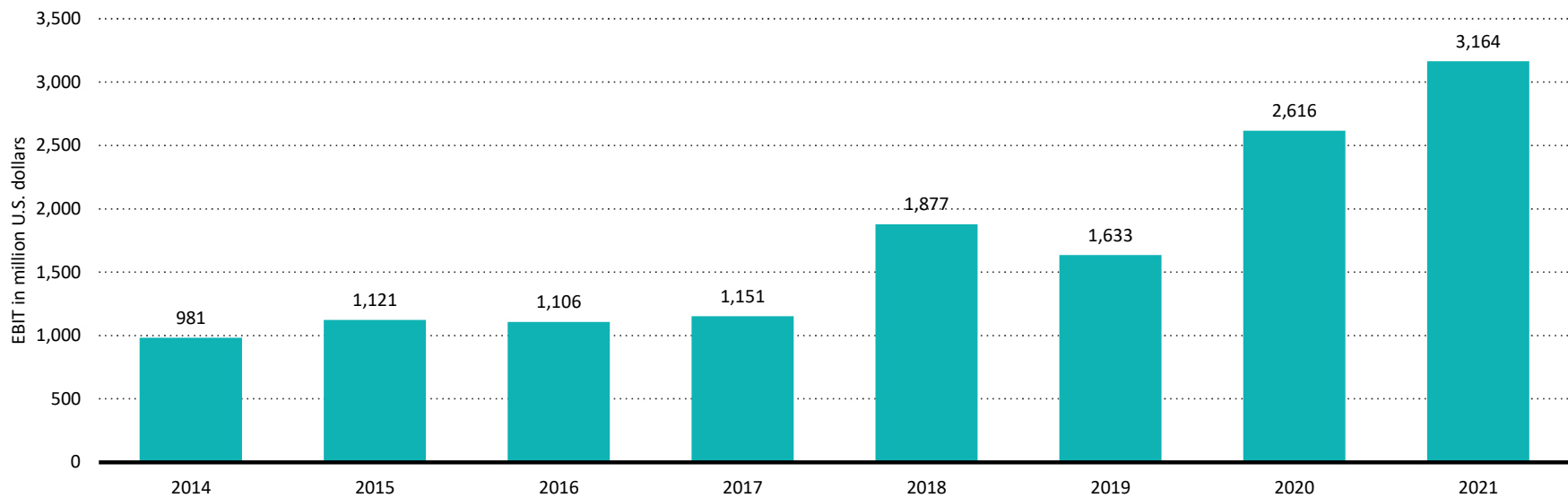
Further information regarding this statistic can be found on [page 68](#).

Source(s): Activision Blizzard [ID 269669](#)



Activision Blizzard (ABK) EBIT 2014-2021

EBIT generated Activision Blizzard worldwide from 2014 to 2021 (in million U.S. dollars)



Note(s): Worldwide; 2014 to 2021; income before income tax expense

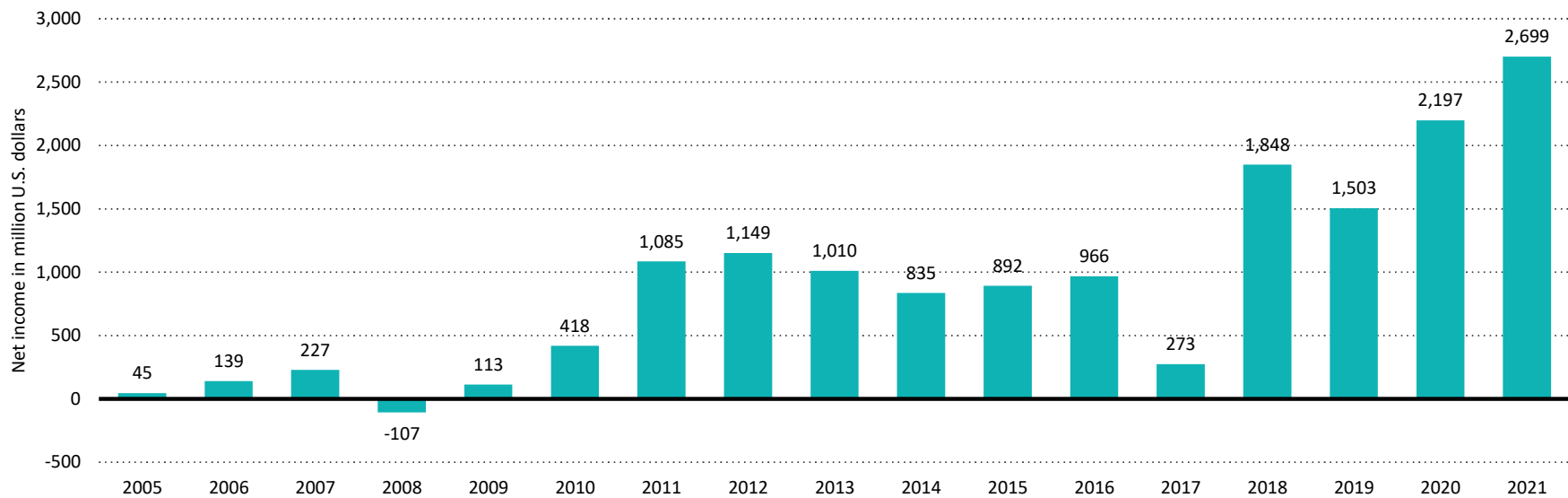
Further information regarding this statistic can be found on [page 69](#).

Source(s): Activision BlizzardID [916369](#)



Activision Blizzard (ABK) net income 2005-2021

Net income generated by Activision Blizzard from 2005 to 2021 (in million U.S. dollars)



Note(s): Worldwide; 2005 to 2021

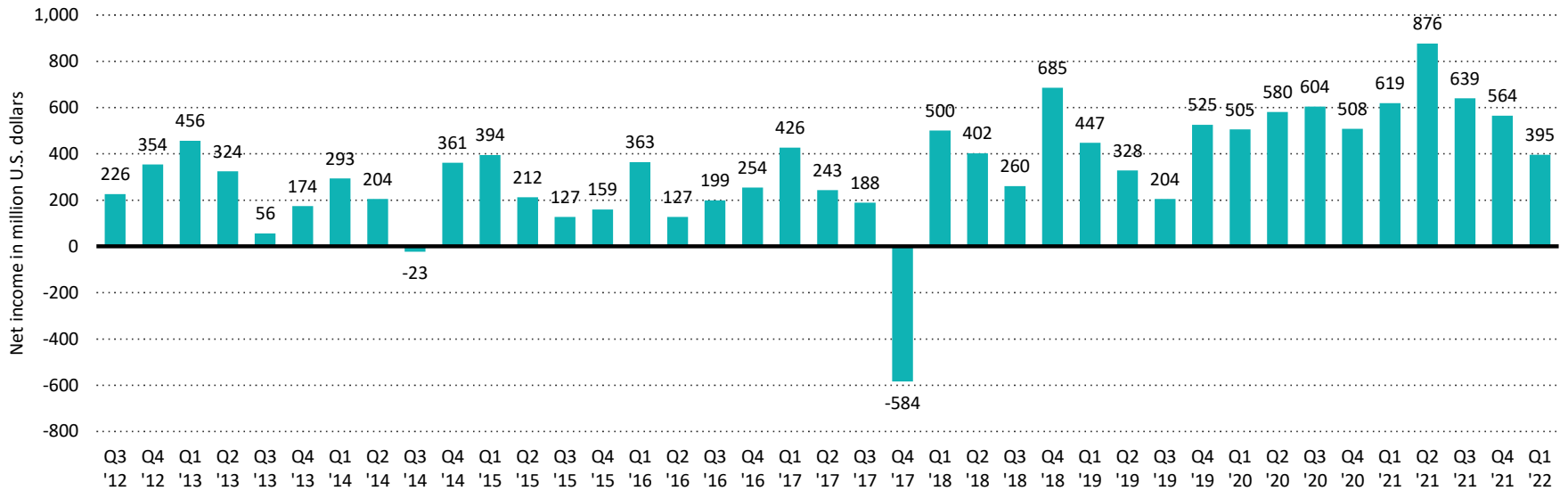
Further information regarding this statistic can be found on [page 70](#).

Source(s): Activision BlizzardID [272334](#)



Activision Blizzard (ABK) net income as of Q1 2022

Net income generated by Activision Blizzard from 3rd quarter 2012 to 1st quarter 2022 (in million U.S. dollars)



Note(s): Worldwide; Q3 2012 to Q1 2022

Further information regarding this statistic can be found on [page 71](#).

Source(s): Activision BlizzardID [282740](#)



Market value of the largest gaming companies worldwide 2020-2022

Market capitalization of the largest gaming companies worldwide as of May 2022 (in billion U.S. dollars)

	May 2020	Mar 2021	Jun 2021	Nov 2021	Feb 2022	May 2022
Activision Blizzard	56.27	70.74	75.22	46.98	63.51	61.41
Nintendo	53.73	64.73	74.71	53.23	60.28	52.15
Electronic Arts	34.34	37.43	41.64	35.32	37.82	36.13
Roblox Corporation		37.17	52.09	74.88	42.43	18.95
Take-Two Interactive Software, Inc.	16.13	18.98	21.47	19.56	19.5	14.21
Ubisoft	8.12	8.12	7.05	5.69	5.9	5.51
Square Enix Holding Group		6.64	6.17	6.23	5.86	5.2
CD Projekt	8.13	5.23	5.26	4.67	4.63	2.74

Note(s): Worldwide; May 2020 to May 2022; select publicly listed companies; excluding gaming segments of Microsoft, Sony and Tencent

Further information regarding this statistic can be found on [page 72](#).

Source(s): Yahoo! [ID 1197213](#)

Activision Blizzard (ABK) executive compensation 2018-2021

Compensation of Activision Blizzard's leading executive officers from 2018 to 2021 (in million U.S. dollars)

	2018	2019	2020	2021
Daniel Alegre (President and Chief Operating Officer)			12.6	18.69
Armin Zerza (Chief Financial Officer)				13.25
Grant Dixon (Chief Legal Officer)				8.23
Brian Bulatao (Chief Administrative Officer)				5.35
Robert Kotick (CEO)	30.84	30.12	154.61	0.83
Dennis Durkin (Executive Advisor and Former Chief Financial Officer)	0.93	9.51	13	0.52
Chris B. Walther (Chief Legal Officer)	4.76	5.16	3.27	
Claudine Naughton (Chief People Officer)		4.39	3.82	

Note(s): United States; 2018 to 2021; includes salary, bonus, stock awards, option awards, non-equity incentive plan compensation, and other compensation

Further information regarding this statistic can be found on [page 73](#).

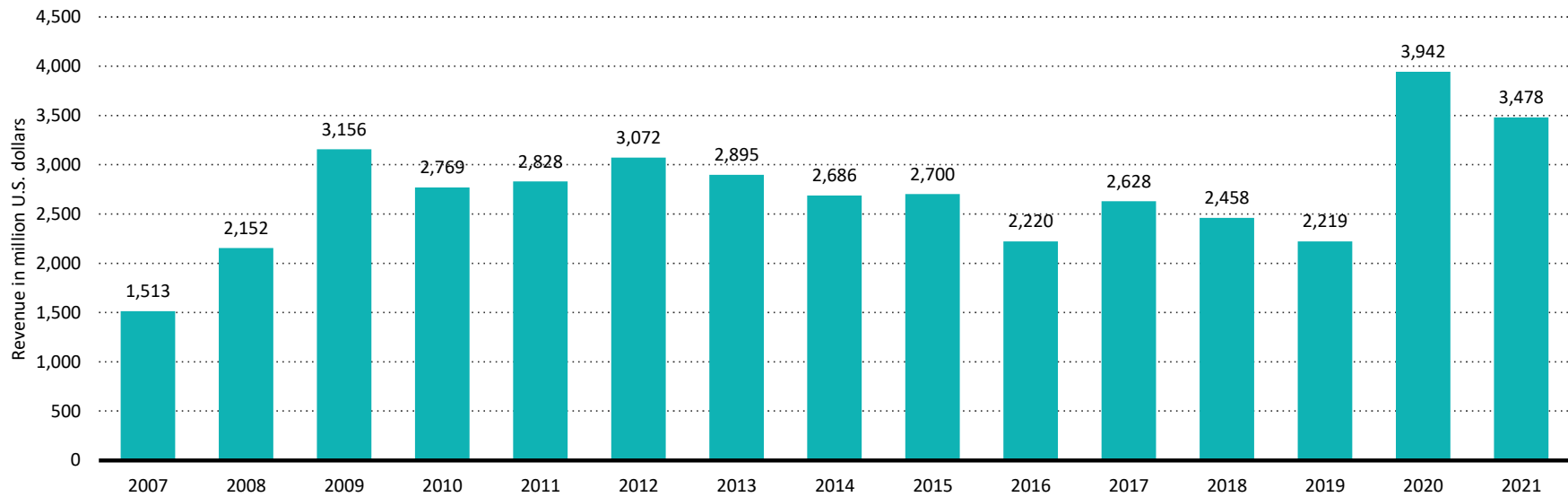
Source(s): Activision BlizzardID [1241289](#)

Activision

Activision Blizzard

Activision net revenue 2007-2021

Net revenue generated by Activision from 2007 to 2021 (in million U.S. dollars)



Note(s): Worldwide; 2007 to 2021; figures refer to the Activision business segment and not Activision Blizzard as a whole

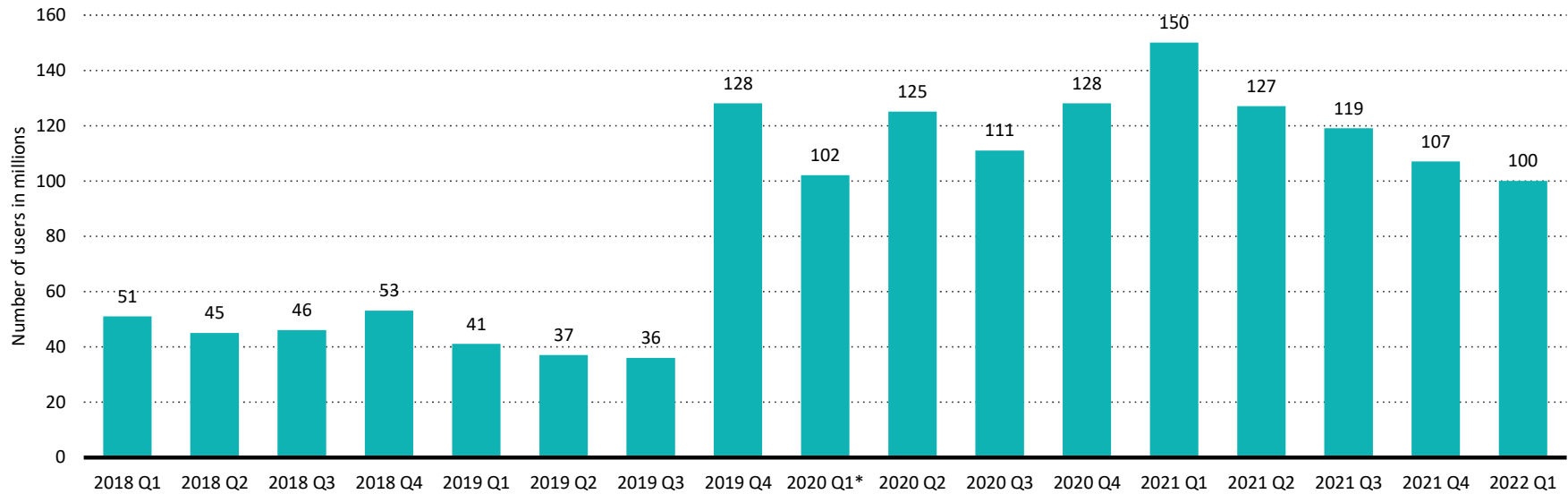
Further information regarding this statistic can be found on [page 74](#).

Source(s): Activision BlizzardID [269663](#)



Activision quarterly MAU as of Q1 2022

Number of monthly active users (MAU) of Activision worldwide from 1st quarter 2018 to 1st quarter 2022 (in millions)



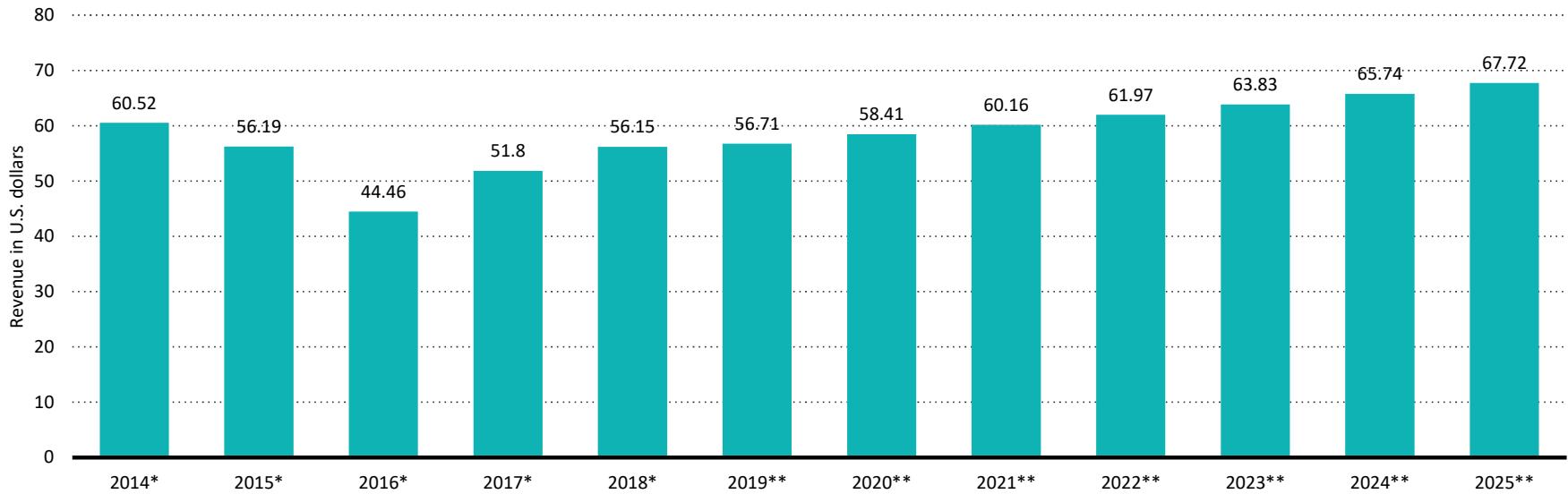
Note(s): Worldwide; Q1 2018 to Q1 2022

Further information regarding this statistic can be found on [page 75](#).

Source(s): Activision BlizzardID [1234240](#)

Activision revenue per subscriber 2014-2025

Average revenue per subscriber generated by Activision from 2014 to 2025 (in U.S. dollars)



Note(s): Worldwide; data accessed September 2019

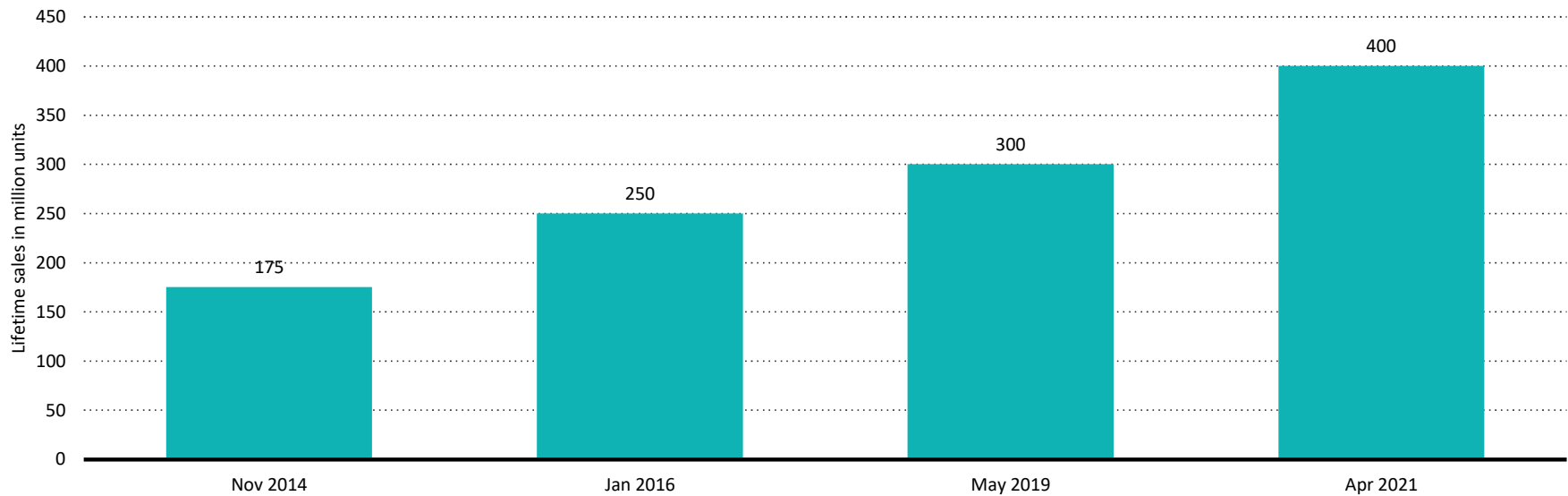
Further information regarding this statistic can be found on [page 76](#).

Source(s): Trefis.com/[ID 328730](#)



Call of Duty lifetime series unit sales 2014-2021

Lifetime unit sales generated by Call of Duty series worldwide as of April 2021 (in millions)



Note(s): Worldwide; November 2014 to April 2021; premium game sales only, excluding mobile and F2P

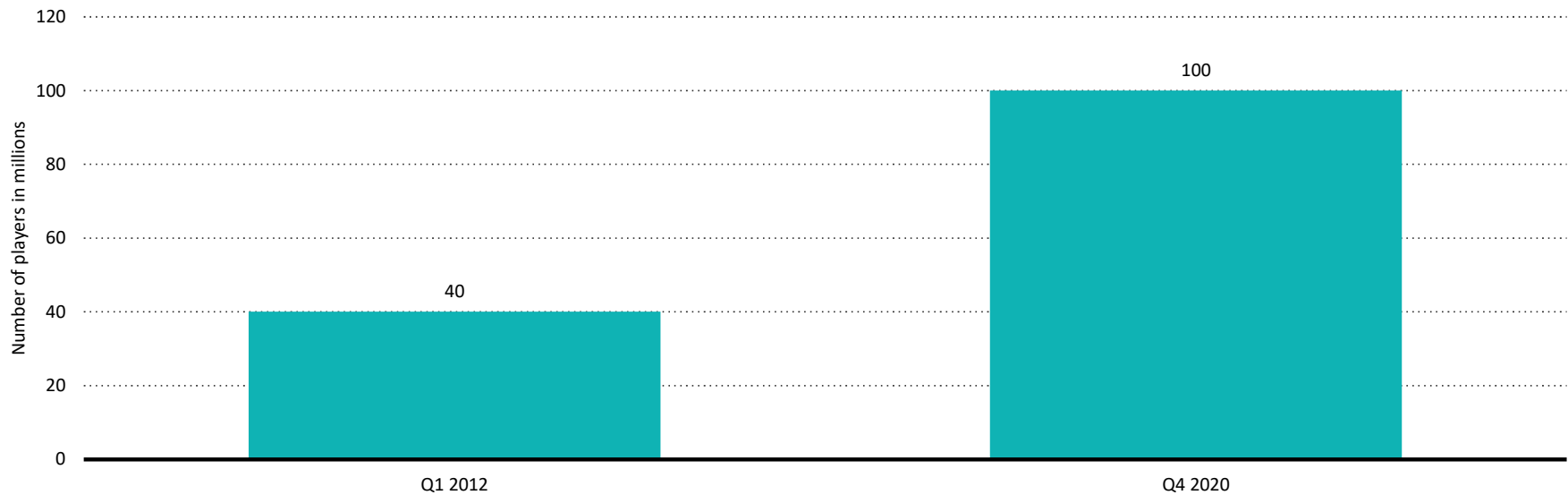
Further information regarding this statistic can be found on [page 77](#).

Source(s): Activision Blizzard; Screen Rant|[ID 1244224](#)



Call of Duty monthly active users (MAU) 2012 & 2020

Number of monthly active users of Call of Duty worldwide as of 4th quarter 2020 (in millions)



Note(s): Worldwide; Q1 2012 and Q4 2020; across all titles, including F2P and mobile

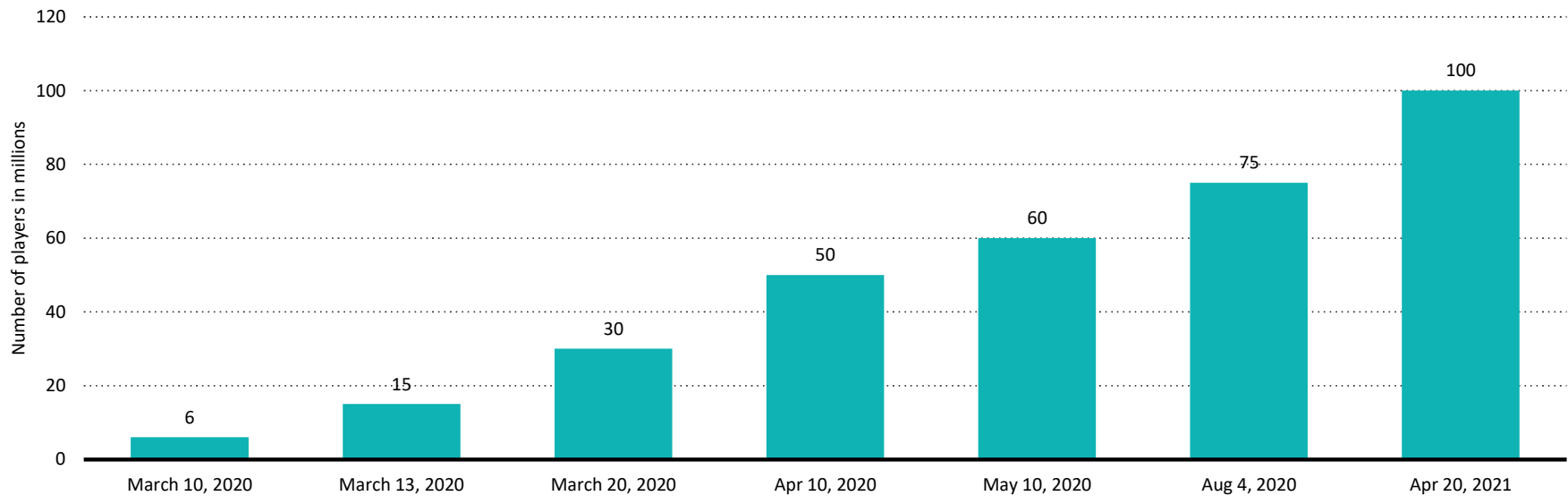
Further information regarding this statistic can be found on [page 78](#).

Source(s): Activision BlizzardID [1243273](#)



Call of Duty: Warzone player count 2020-2021

Number of players of Call of Duty: Warzone worldwide as of April 2021 (in millions)



Note(s): Worldwide; March 2020 to April 2021

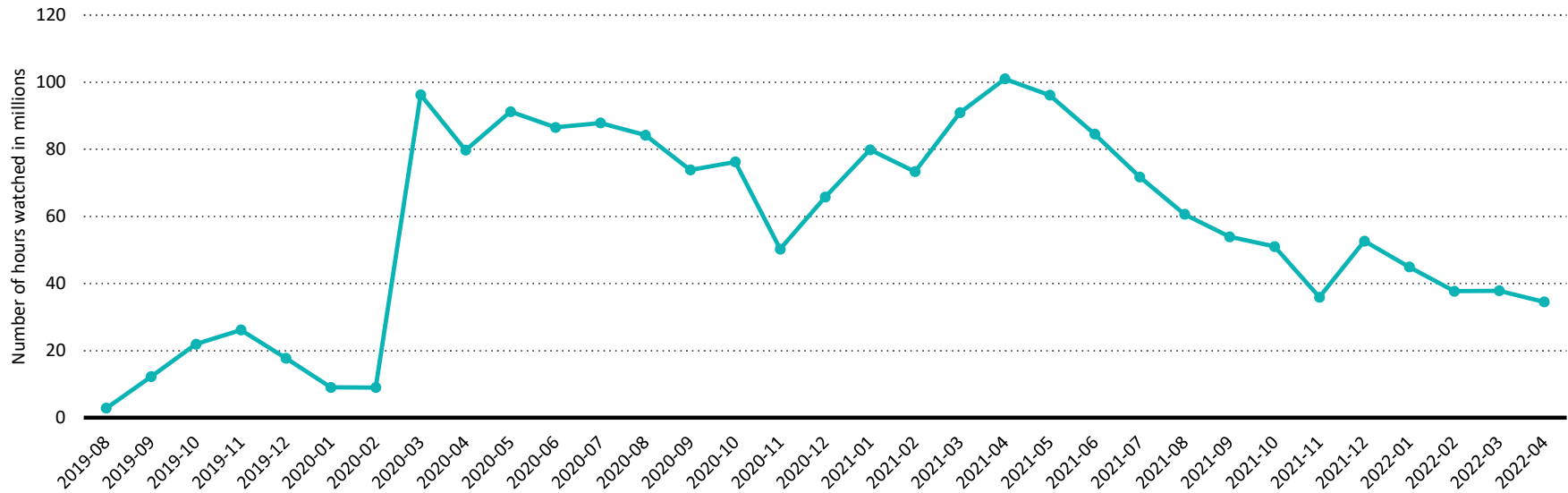
Further information regarding this statistic can be found on [page 79](#).

Source(s): Activision Blizzard; VentureBeat [ID 1110000](#)



Call of Duty: Warzone hours watched on Twitch 2019-2022

Number of hours watched of Call of Duty: Warzone on Twitch worldwide from August 2019 to April 2022 (in millions)



Note(s): Worldwide; August 2019 to April 2022

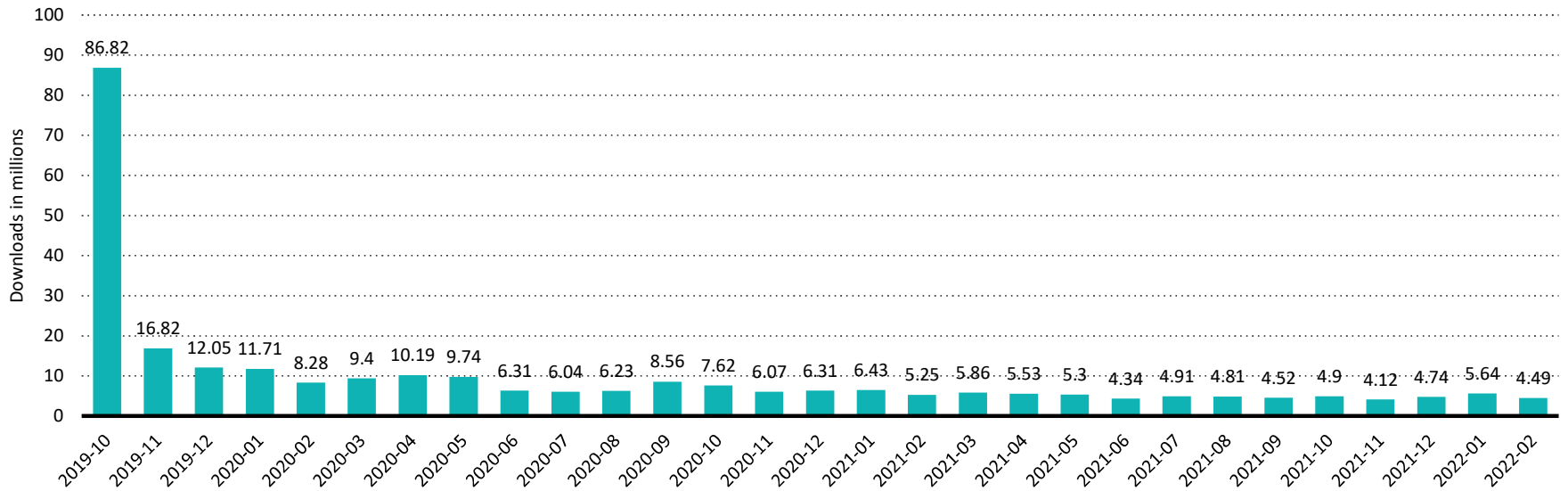
Further information regarding this statistic can be found on [page 80](#).

Source(s): TwitchTrackerID [1109358](#)



Call of Duty: Mobile downloads worldwide 2020-2022

Number of downloads of Call of Duty: Mobile worldwide from October 2019 to February 2022 (in millions)



Note(s): Worldwide; October 2019 to February 2022

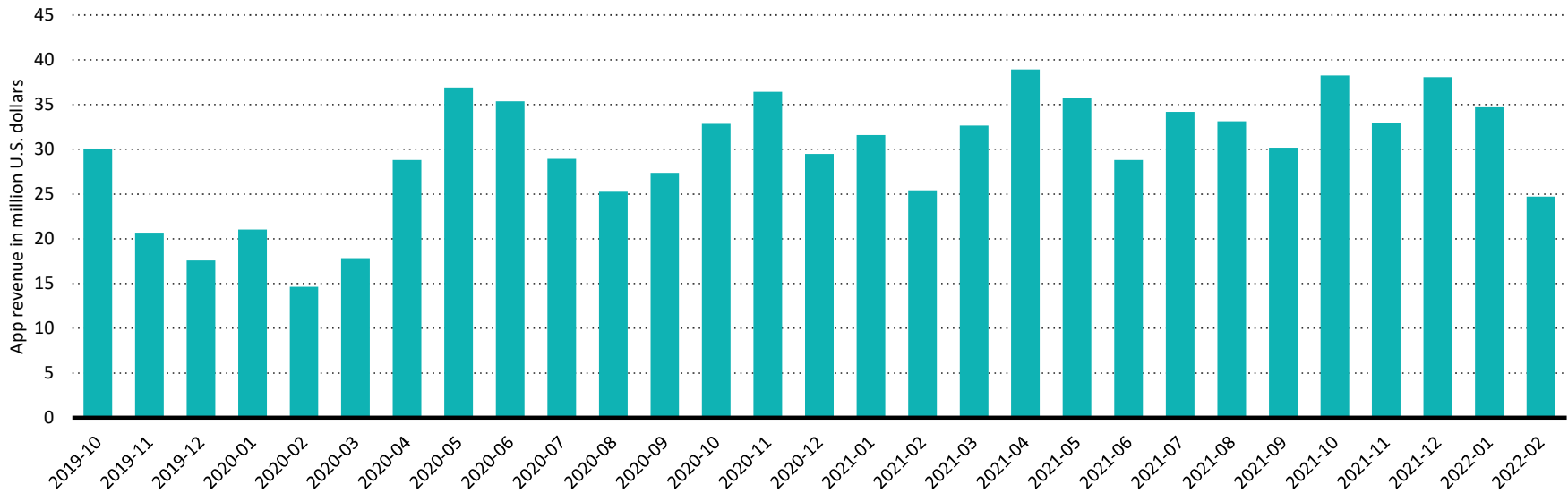
Further information regarding this statistic can be found on [page 81](#).

Source(s): AppMagicID [1112479](#)



Call of Duty: Mobile IAP revenue worldwide 2019-2022

App revenue generated by Call of Duty: Mobile worldwide from October 2019 to February 2022 (in million U.S. dollars)



Note(s): Worldwide; October 2019 to February 2022; Google Play & Apple App Store; IAP revenue reduced by platform fees and inclusive taxes

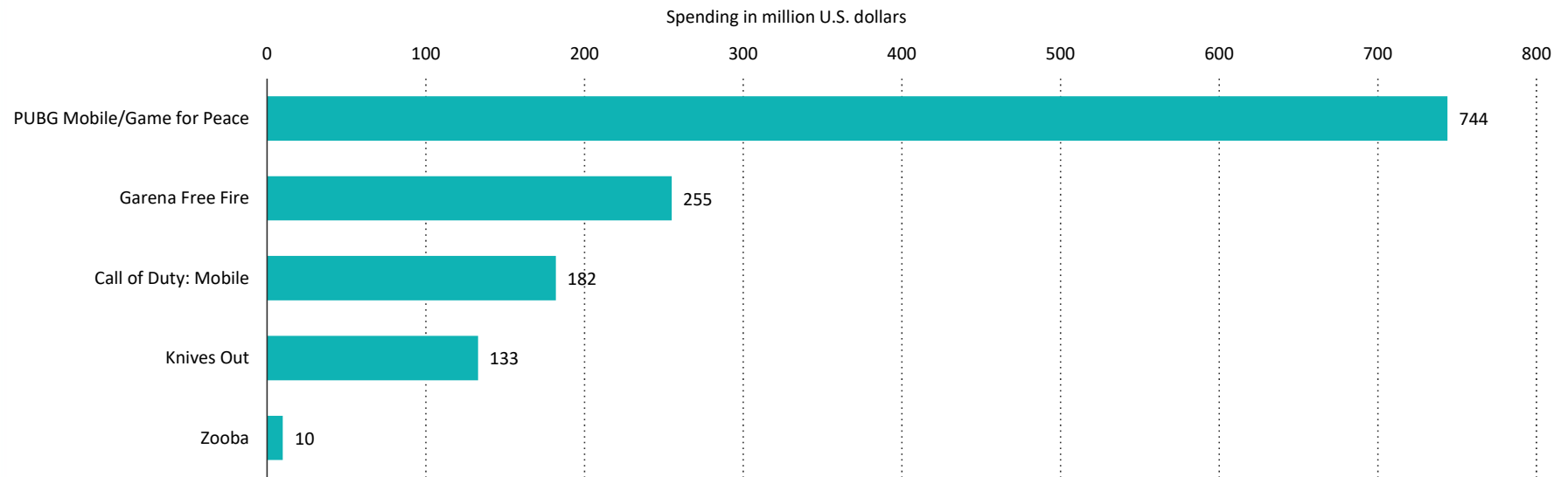
Further information regarding this statistic can be found on [page 82](#).

Source(s): AppMagicID [1112484](#)



Top-grossing mobile battle royale shooters worldwide Q1 2021

Top-grossing mobile battle royale shooters worldwide during 1st quarter 2021 (in million U.S. dollars)



Note(s): Worldwide; Q1 2021; does not include revenue from third-party Android stores in China or other regions

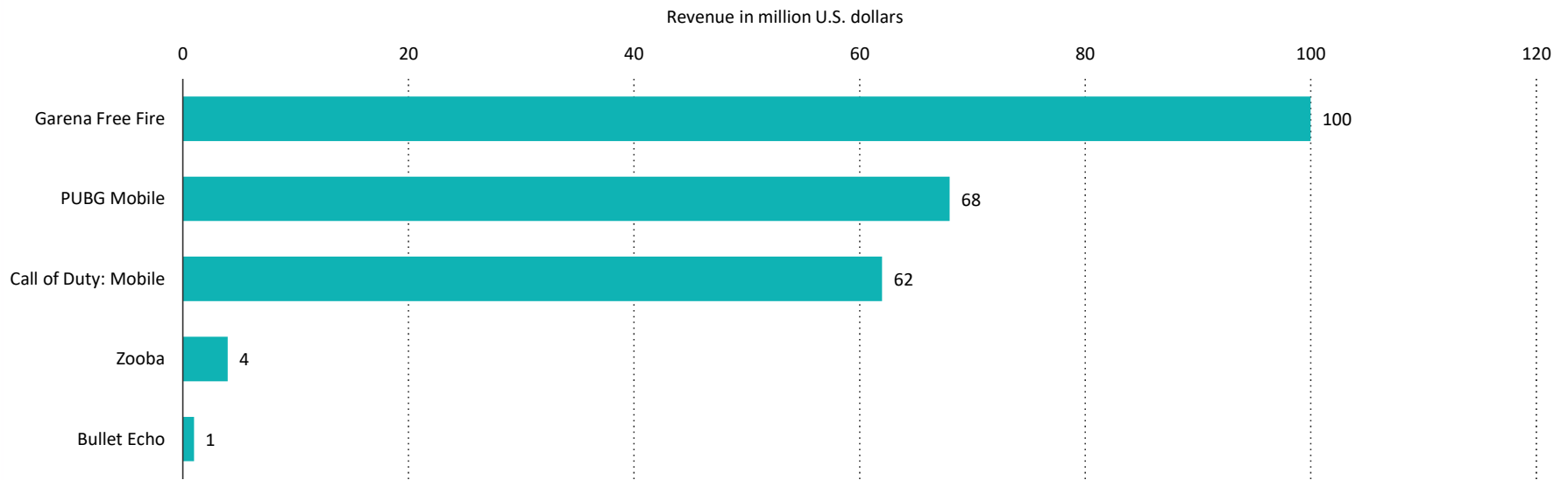
Further information regarding this statistic can be found on [page 83](#).

Source(s): Sensor Tower [ID_1078797](#)



U.S. top mobile battle royale shooter revenue Q1 2021

Top-grossing mobile battle royale shooter games in the United States during 1st quarter 2021 (in million U.S. dollars)



Note(s): United States; Q1 2021; does not include revenue from third-party Android stores

Further information regarding this statistic can be found on [page 84](#).

Source(s): Sensor Tower; Various sources (sportskeeda.com)[ID 1171922](#)

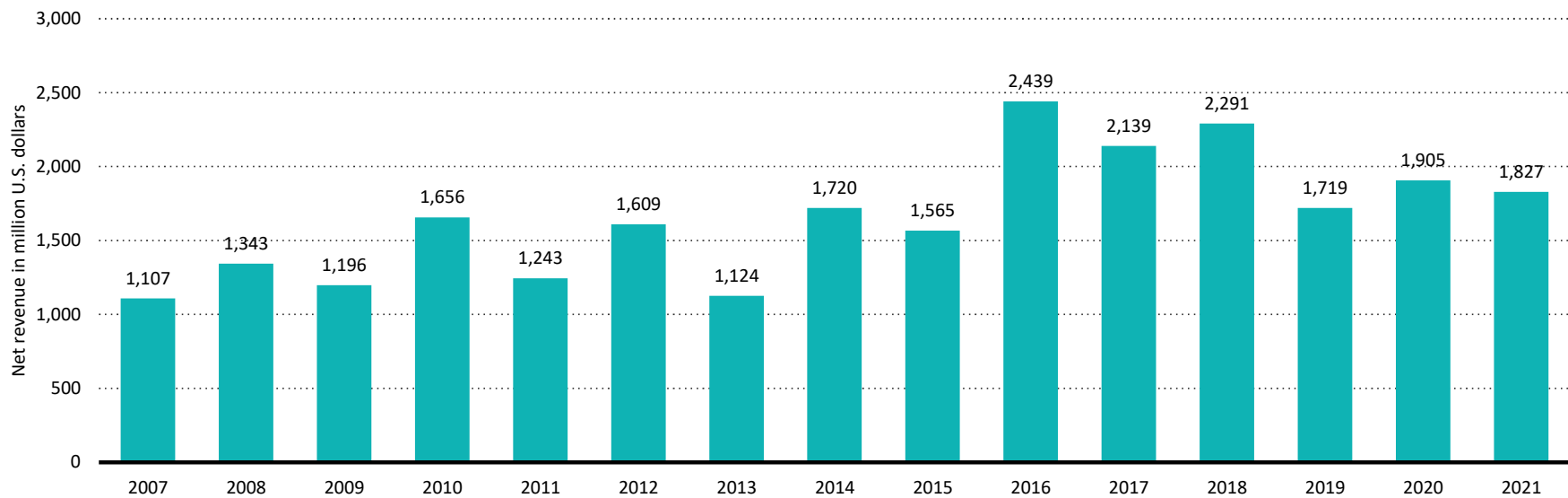


Blizzard Entertainment

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Blizzard net revenue 2007-2021

Net revenue generated by Blizzard Entertainment from 2007 to 2021 (in million U.S. dollars)



Note(s): Worldwide; 2007 to 2021

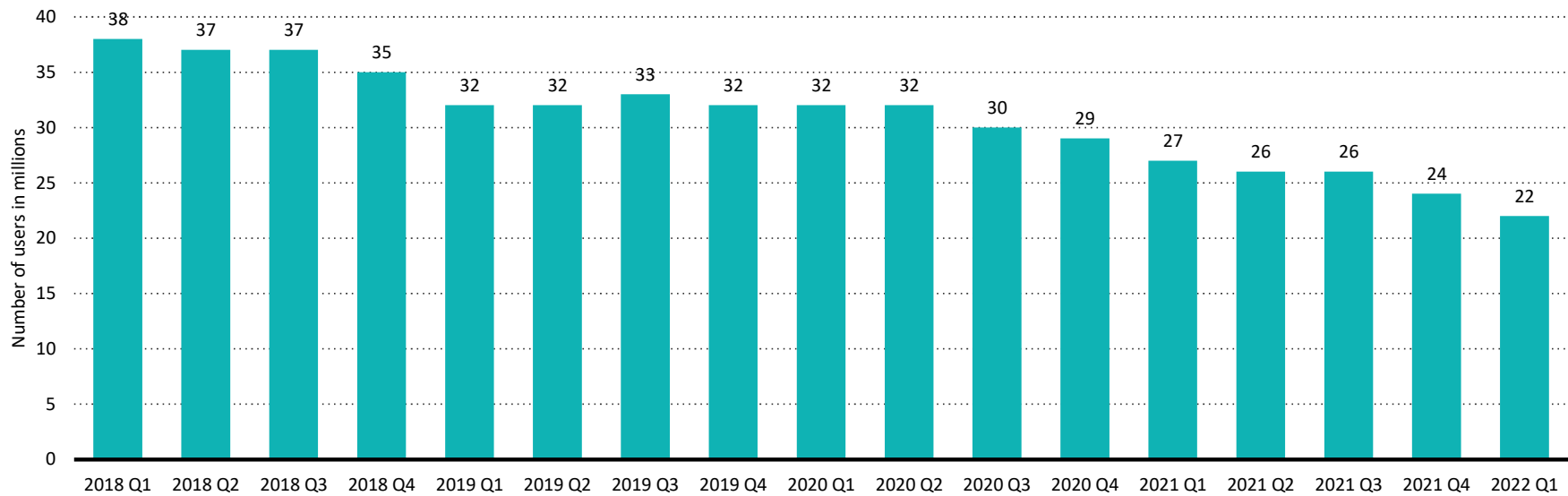
Further information regarding this statistic can be found on [page 85](#).

Source(s): Activision BlizzardID [269664](#)



Blizzard quarterly MAU as of Q1 2022

Number of monthly active users (MAU) of Blizzard Entertainment worldwide from 1st quarter 2018 to 1st quarter 2022 (in millions)



Note(s): Worldwide; Q1 2018 to Q1 2022

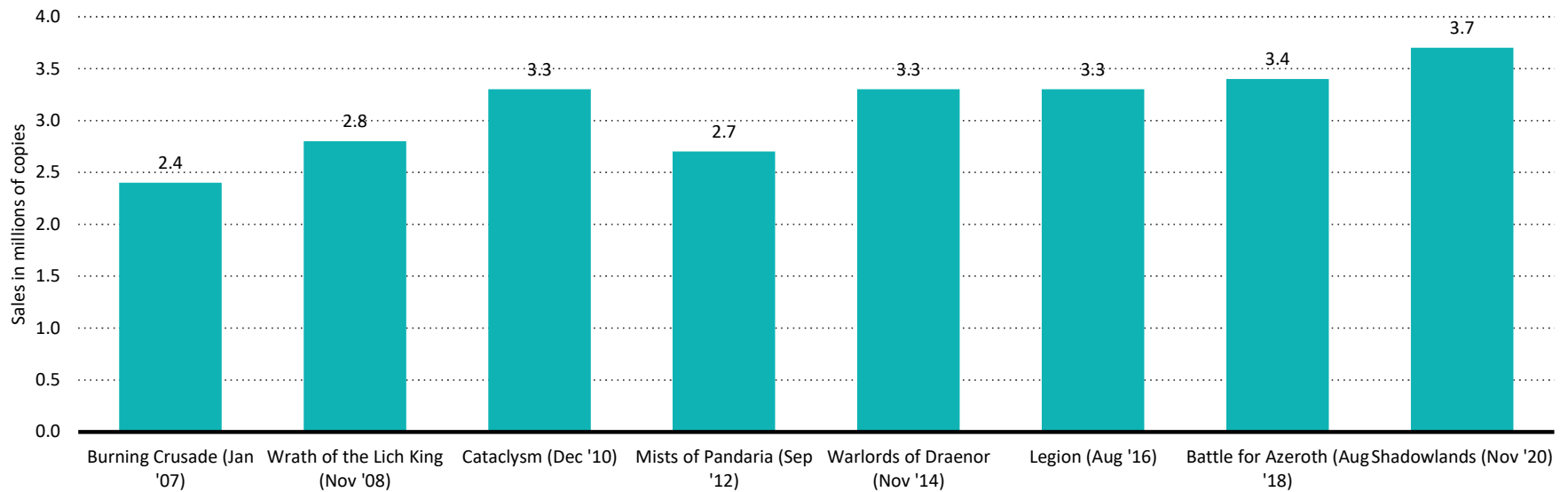
Further information regarding this statistic can be found on [page 86](#).

Source(s): Activision BlizzardID [1234255](#)



Global World of Warcraft expansion pack 1st day sales 2007-2020

Number of copies of World of Warcraft expansion packs sold on the 1st day worldwide from 2007 to 2020 (in millions)



Note(s): Worldwide; 2007 to 2020

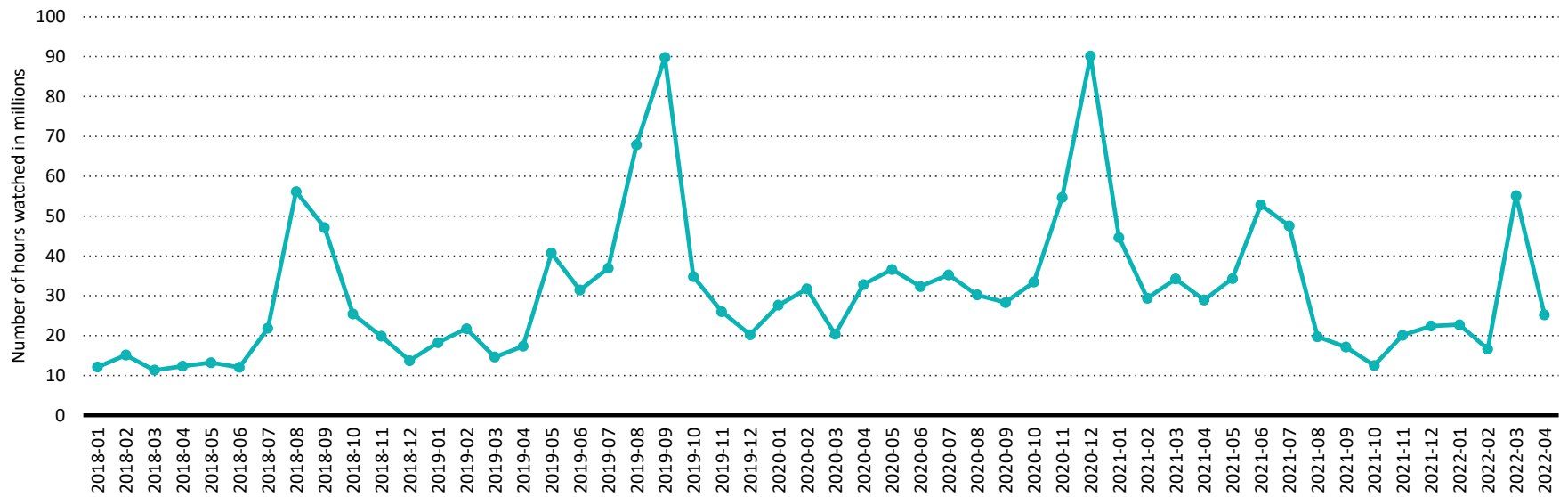
Further information regarding this statistic can be found on [page 87](#).

Source(s): Activision Blizzard [ID 370010](#)



World of Warcraft hours watched on Twitch 2018-2022

Number of hours watched of World of Warcraft on Twitch worldwide from January 2018 to April 2022 (in millions)



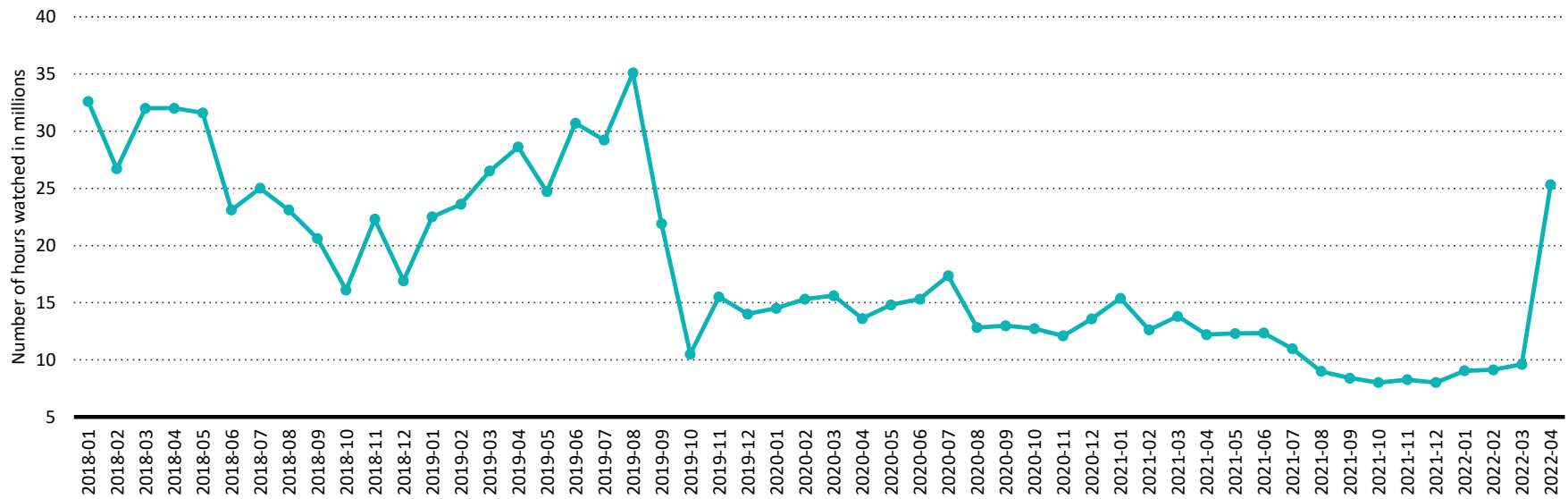
Note(s): Worldwide; January 2018 to April 2022

Further information regarding this statistic can be found on [page 88](#).

Source(s): [TwitchTrackerID 1109440](#)

Overwatch hours watched on Twitch 2018-2022

Number of hours watched of Overwatch on Twitch worldwide from January 2018 to April 2022 (in millions)



Note(s): Worldwide; January 2018 to April 2022

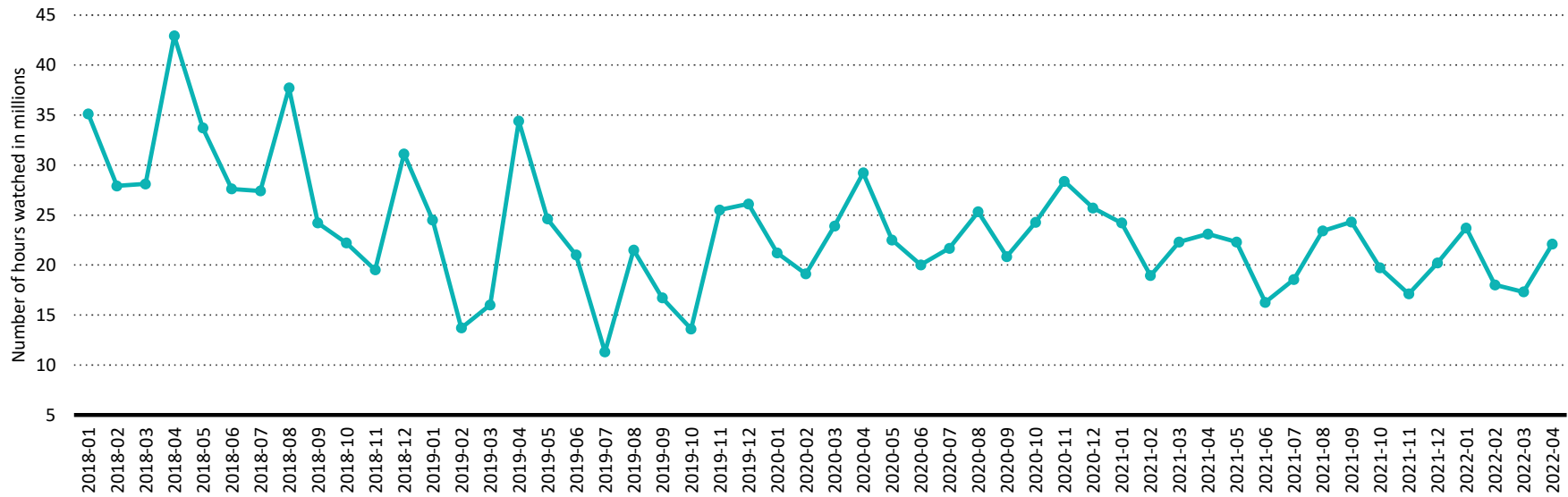
Further information regarding this statistic can be found on [page 89](#).

Source(s): [TwitchTrackerID 1109454](#)



Hearthstone hours watched on Twitch 2018-2022

Number of hours watched of Hearthstone on Twitch worldwide from January 2018 to April 2022 (in millions)



Note(s): Worldwide; January 2018 to April 2022

Further information regarding this statistic can be found on [page 90](#).

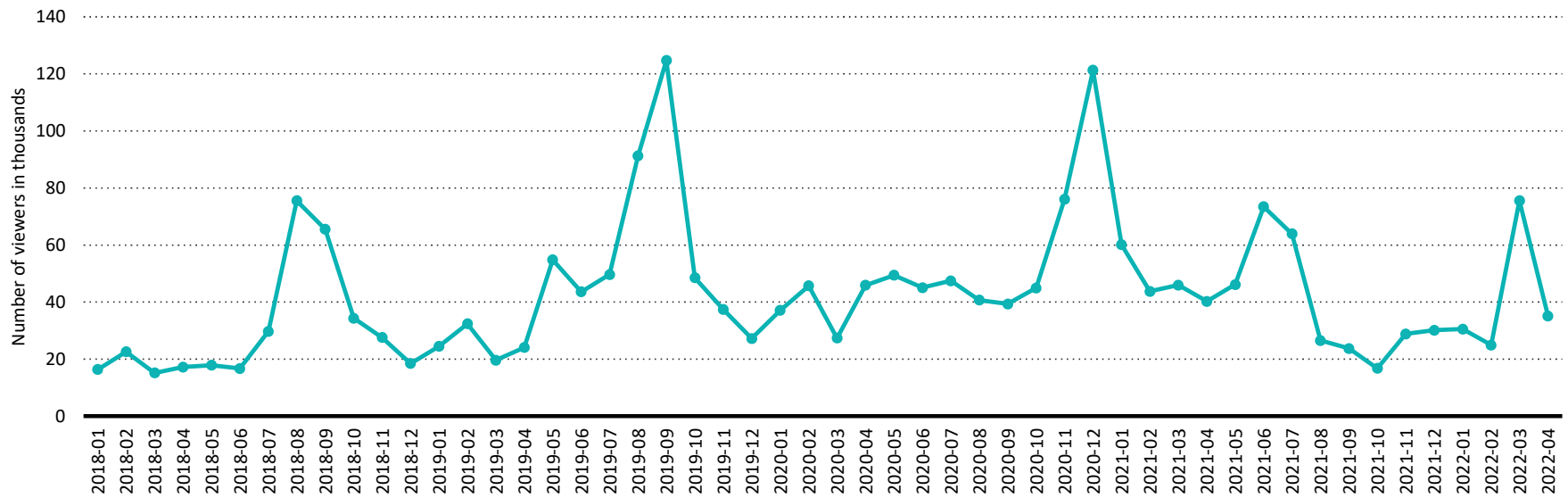
Source(s): [TwitchTrackerID 1109422](#)



SUBSCRIPTION

World of Warcraft average viewer count on Twitch 2022

Average viewers of World of Warcraft on Twitch worldwide from January 2018 to April 2022 (in 1,000s)



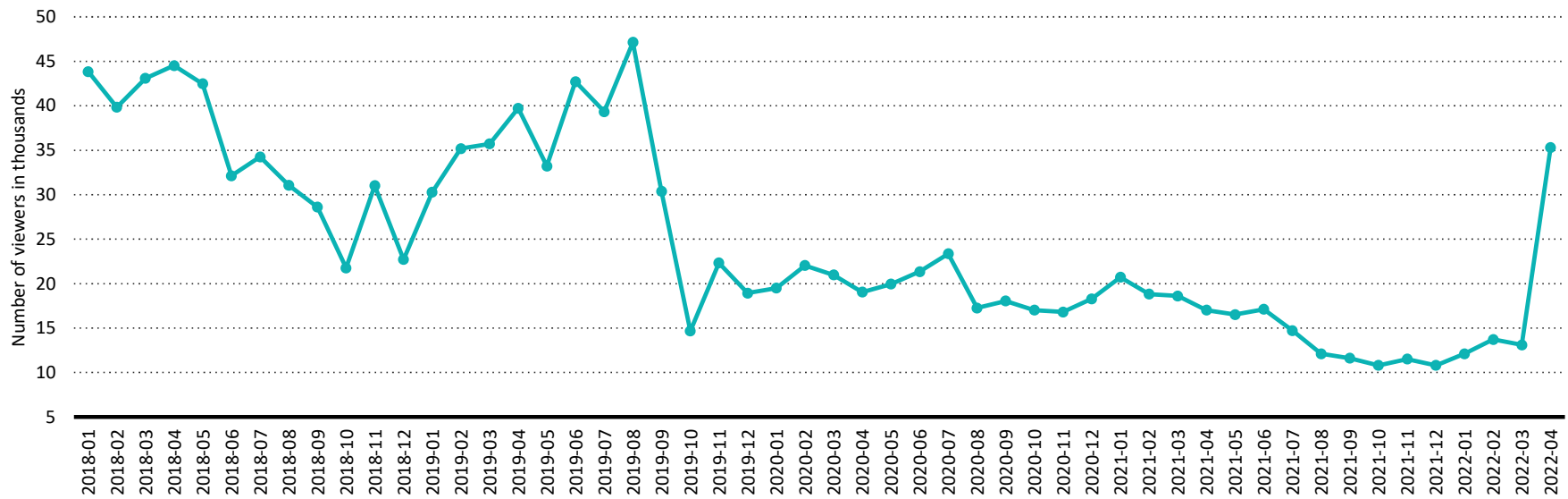
Note(s): Worldwide; January 2018 to April 2022

Further information regarding this statistic can be found on [page 91](#).

Source(s): [TwitchTrackerID 1109289](#)

Overwatch average viewer count on Twitch 2022

Average viewers of Overwatch on Twitch worldwide from January 2018 to April 2022 (in 1,000s)



Note(s): Worldwide; January 2018 to April 2022

Further information regarding this statistic can be found on [page 92](#).

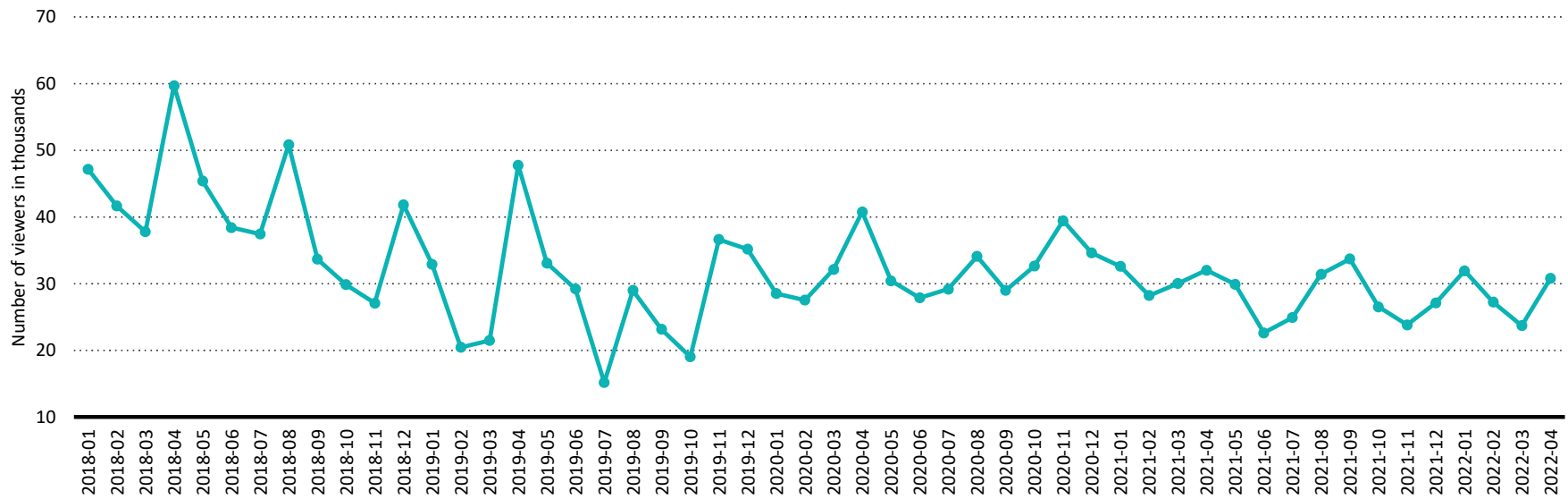
Source(s): TwitchTrackerID [1109309](#)



SUBSCRIPTION

Hearthstone average viewer count on Twitch 2022

Average viewers of Hearthstone on Twitch worldwide from January 2018 to April 2022 (in 1,000s)



Note(s): Worldwide; January 2018 to April 2022

Further information regarding this statistic can be found on [page 93](#).

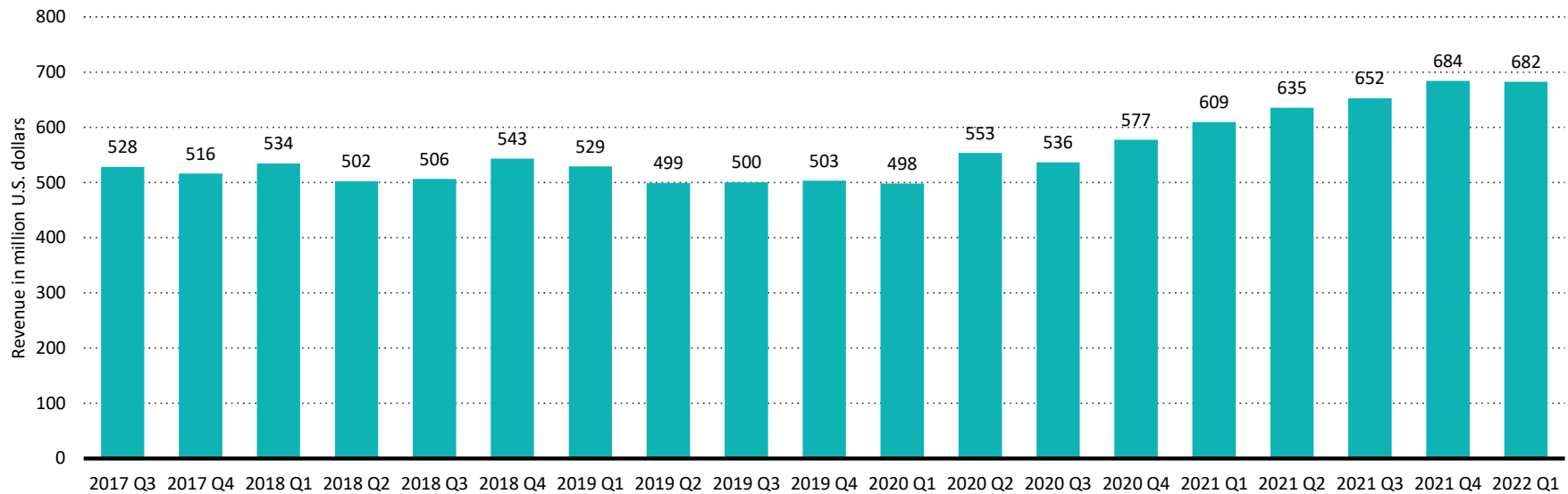
Source(s): [TwitchTrackerID 1109271](#)

King

Activision Blizzard

King revenue as of Q1 2022

Net revenue generated by King from 4th quarter 2017 to 1st quarter 2022 (in million U.S. dollars)



Note(s): Worldwide; Q4 2017 to Q1 2022; King Digital Entertainment segment revenue as reported by Activision Blizzard

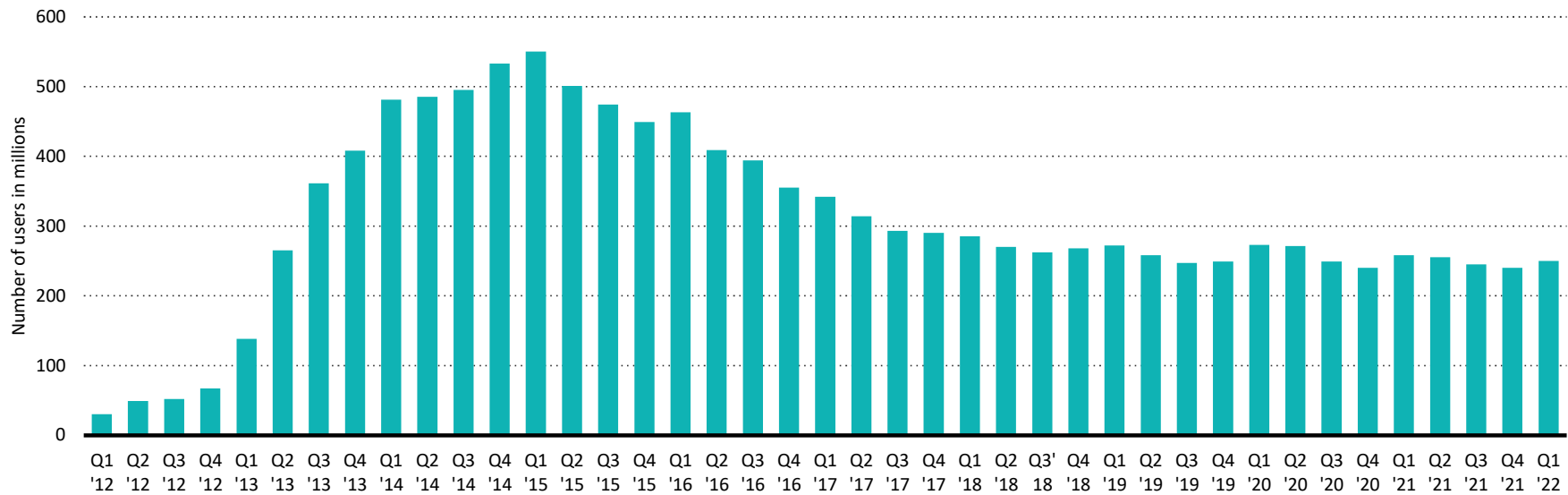
Further information regarding this statistic can be found on [page 94](#).

Source(s): Activision BlizzardID [288944](#)



King quarterly MAU as of Q1 2022

Number of monthly active users (MAU) of King worldwide from 1st quarter 2012 to 1st quarter 2022 (in millions)



Note(s): Worldwide; Q1 2012 to Q1 2022

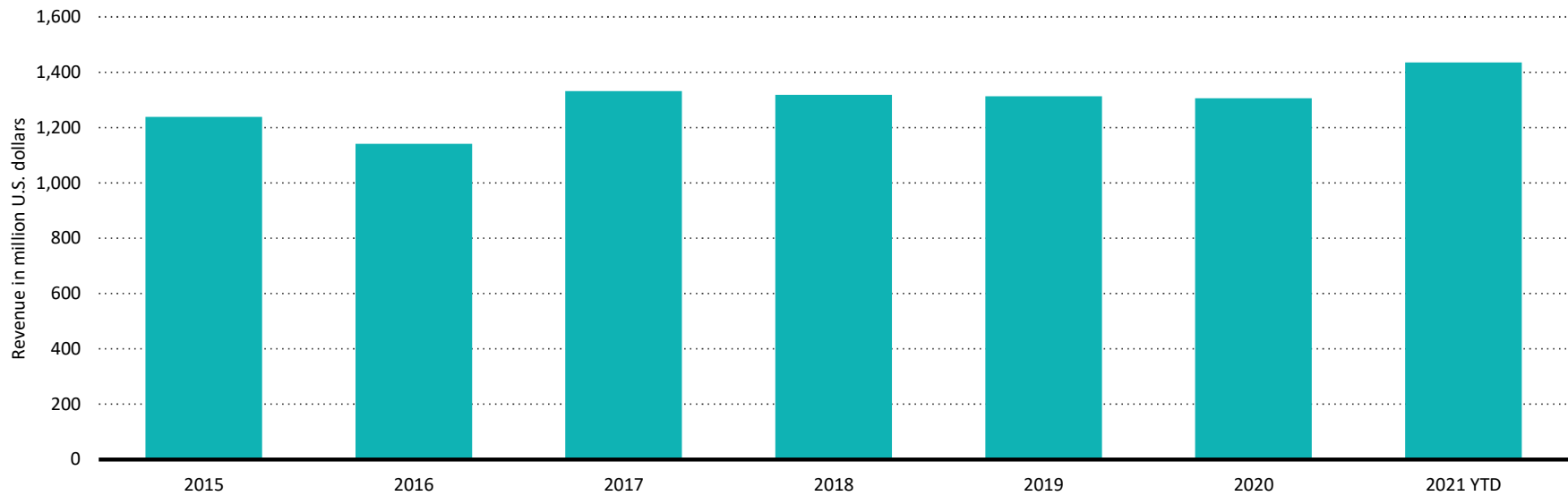
Further information regarding this statistic can be found on [page 95](#).

Source(s): Activision BlizzardID [281595](#)



Annual mobile revenue of King 2015-2021

Annual mobile revenue generated by King worldwide from 2015 to 2021 (in million U.S. dollars)



Note(s): Worldwide; 2015 to 2021; IAP revenue reduced by platform fees and inclusive taxes; Apple App Store includes iPhone and iPad devices

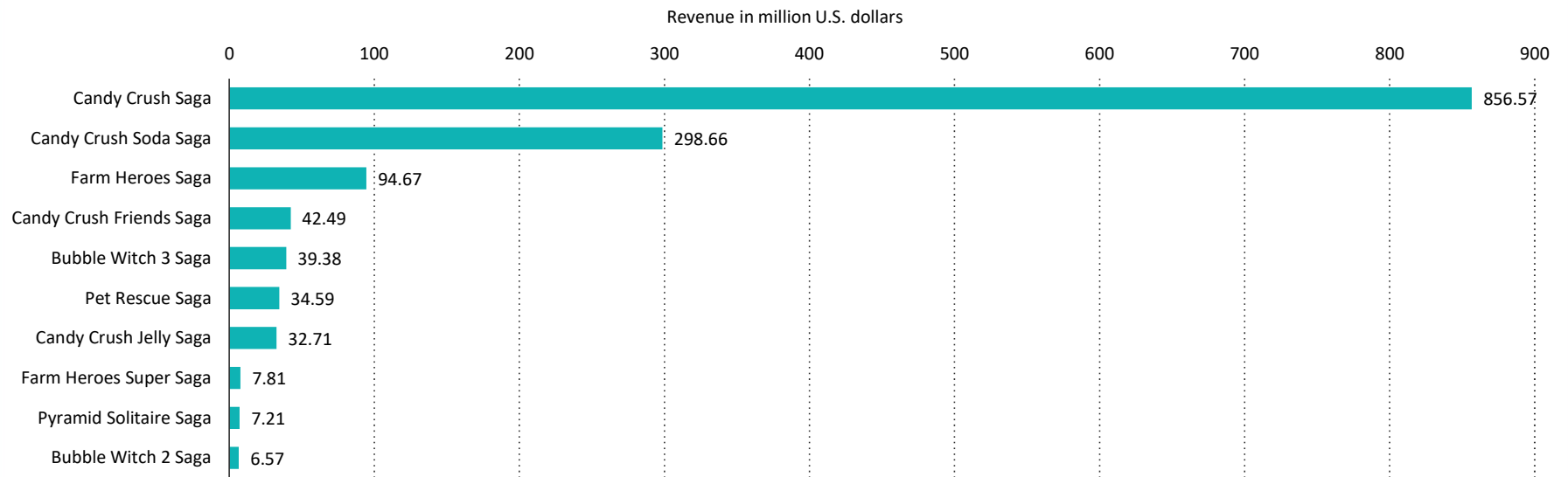
Further information regarding this statistic can be found on [page 96](#).

Source(s): AppMagicID [288963](#)



King top grossing mobile games 2021

Most popular mobile gaming apps published by King in 2021, by revenue (in U.S. dollars)



Note(s): Worldwide; 2021; Google Play and Apple App Store combined; IAP revenues reduced by platform fees and taxes

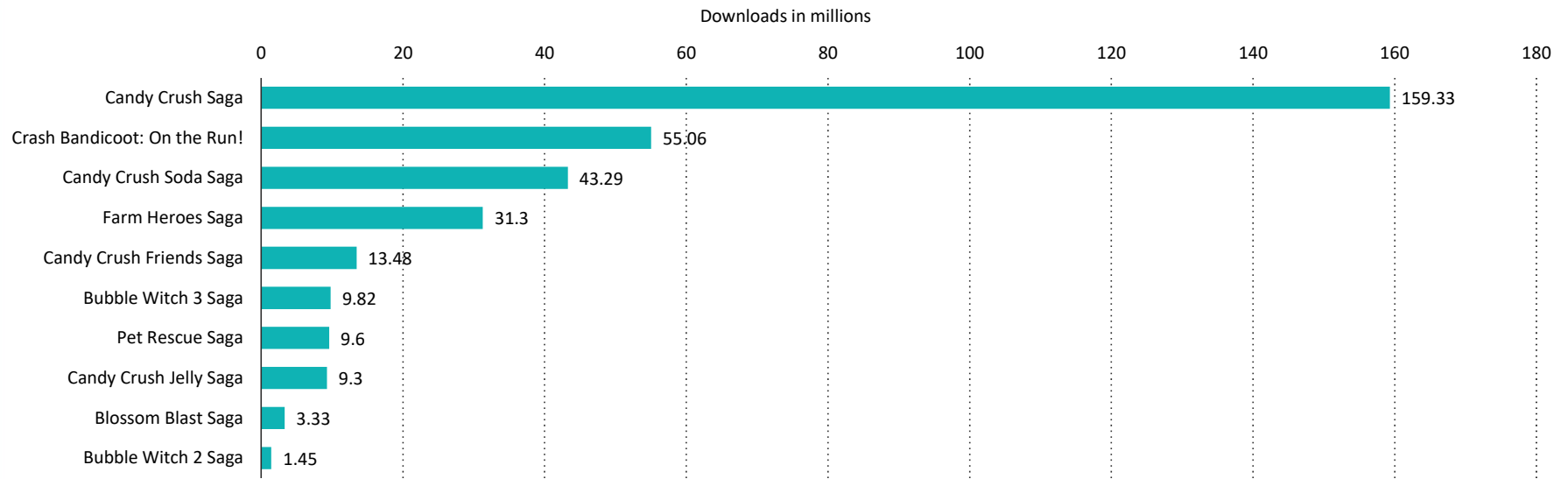
Further information regarding this statistic can be found on [page 97](#).

Source(s): AppMagicID [1221272](#)



King most downloaded mobile games 2021

Most popular mobile gaming apps published by King in 2021, by downloads (in millions)



Note(s): Worldwide; 2021; Google Play and Apple App Store combined

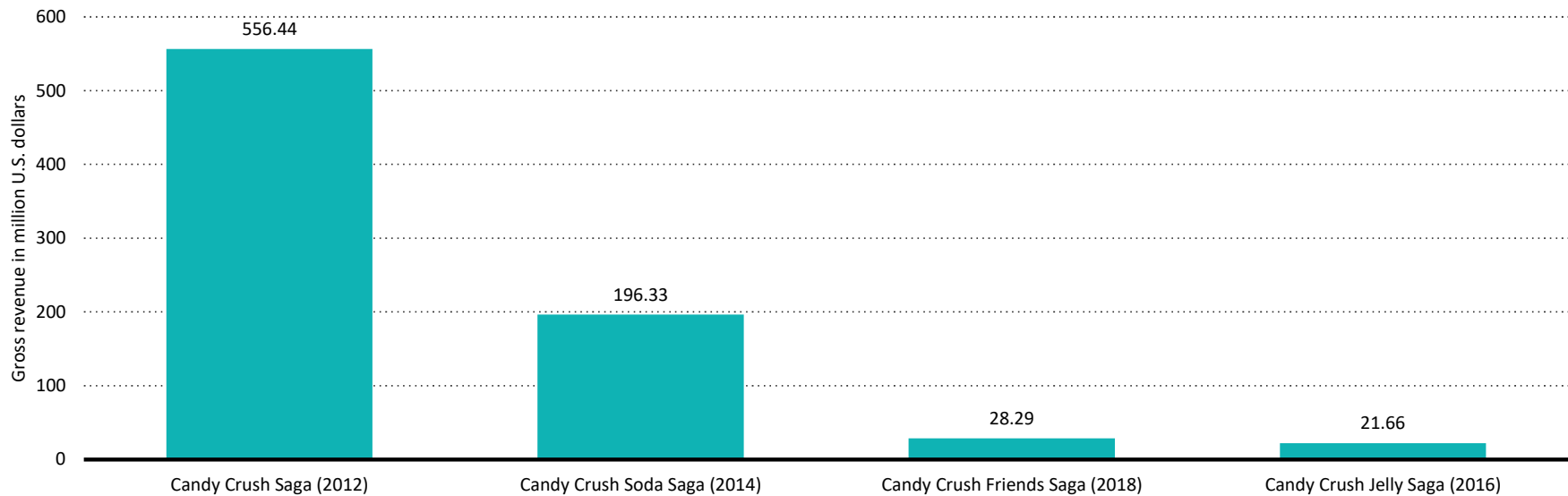
Further information regarding this statistic can be found on [page 98](#).

Source(s): AppMagicID [1221274](#)



IAP revenue of Candy Crush titles in the U.S. 2021

App revenue generated through Candy Crush mobile games in the United States in 2021 (in million U.S. dollars)



Note(s): United States; 2021; IAP revenue reduced by platform fees and inclusive taxes; Google Play and Apple App Store

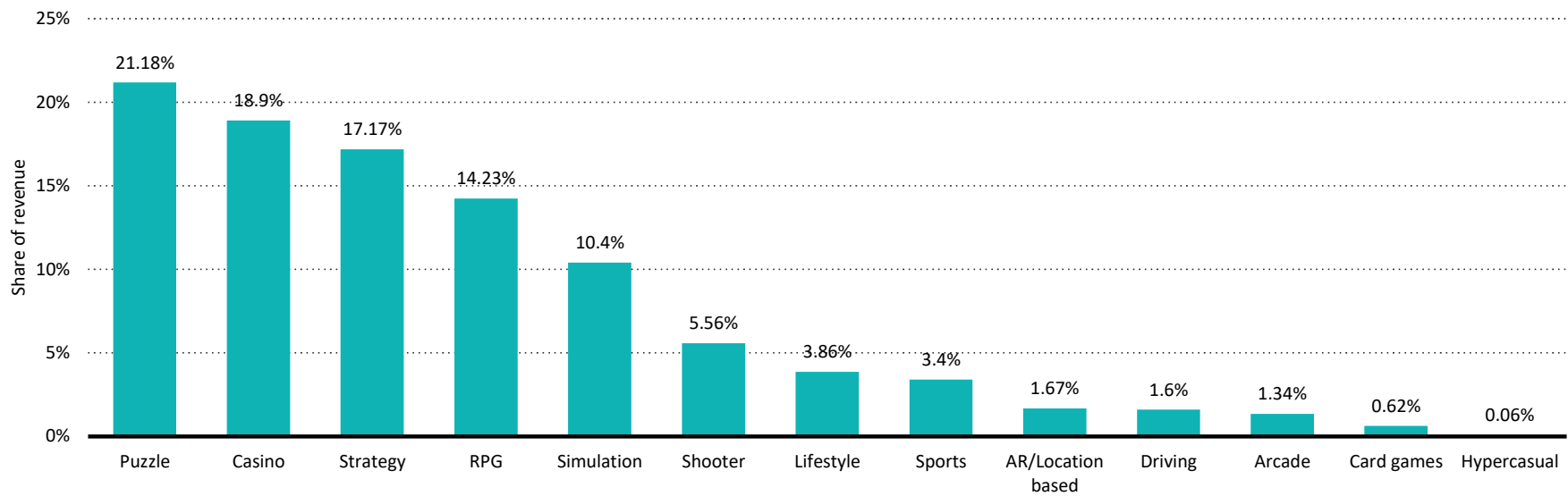
Further information regarding this statistic can be found on [page 99](#).

Source(s): AppMagicID 954681



Share of iOS gaming revenue in the United States 2021, by genre

Distribution of iOS gaming revenue in the United States as of 2nd quarter 2021, by genre



Note(s): United States; Q2 2021; iOS only

Further information regarding this statistic can be found on [page 100](#).

Source(s): GameRefineryID [1128169](#)

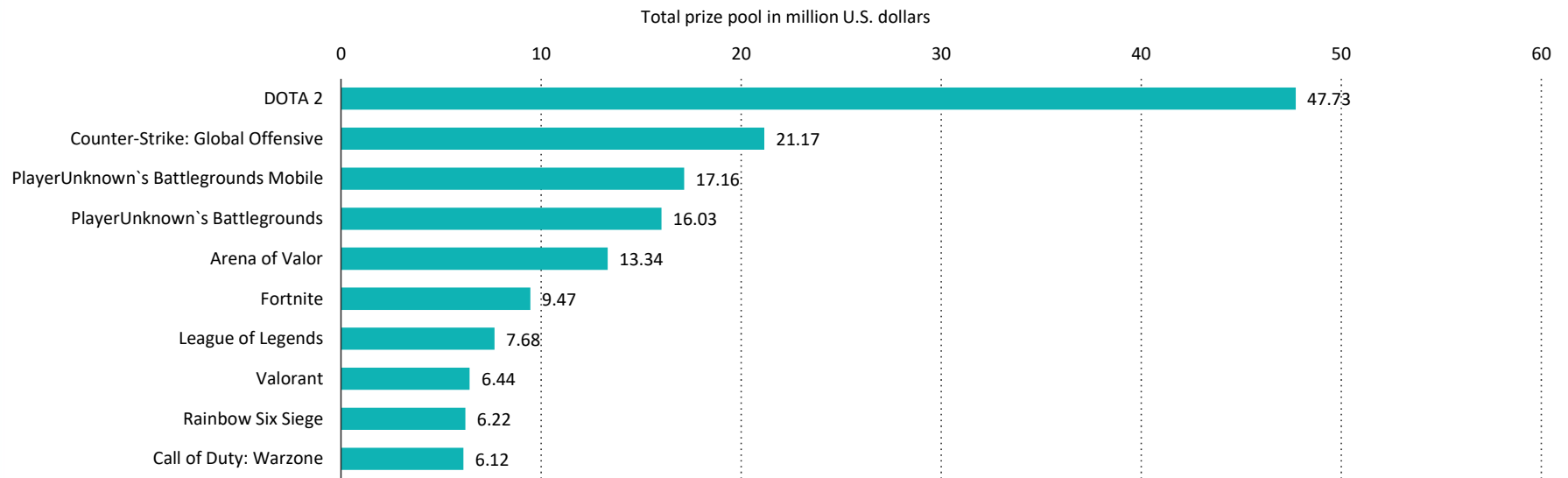


eSports

Activision Blizzard

Leading eSports games worldwide 2021, by tournament prize pool

Leading eSports games worldwide in 2021, by cumulative tournament prize pool (in million U.S. dollars)



Note(s): Worldwide; 2021

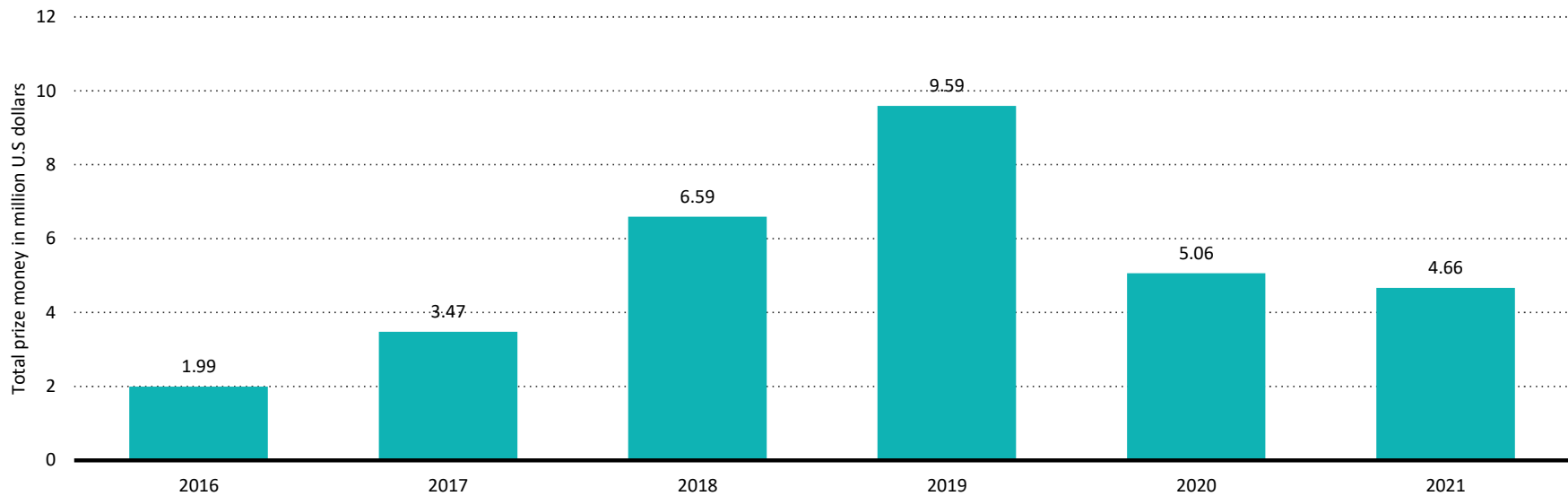
Further information regarding this statistic can be found on [page 101](#).

Source(s): e-Sports EarningsID 501853



Annual Overwatch global tournaments prize pool 2016-2021

Annual cumulative Overwatch tournament prize pool worldwide from 2016 to 2021 (in million U.S. dollars)



Note(s): Worldwide; 2016 to 2021; figures are estimates

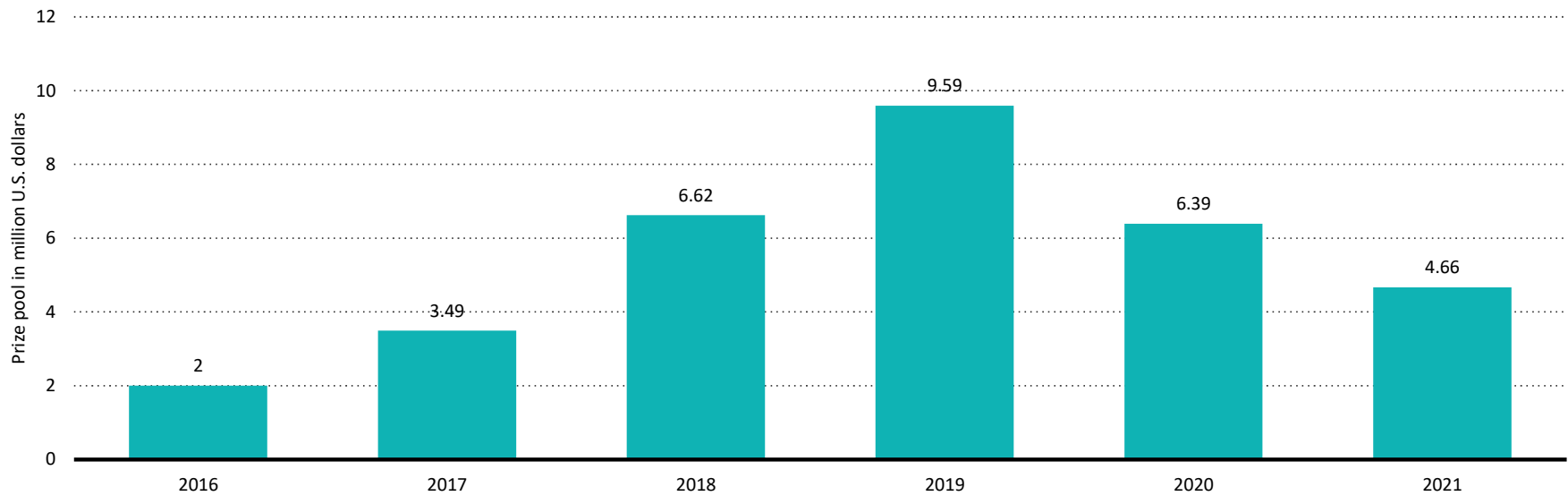
Further information regarding this statistic can be found on [page 102](#).

Source(s): e-Sports EarningsID.807929



Overwatch: cumulative prize pool worldwide 2016-2021

Cumulative Overwatch tournament prize pool worldwide from 2016 to 2021 (in million U.S. dollars)



Note(s): Worldwide; 2016 to 2021

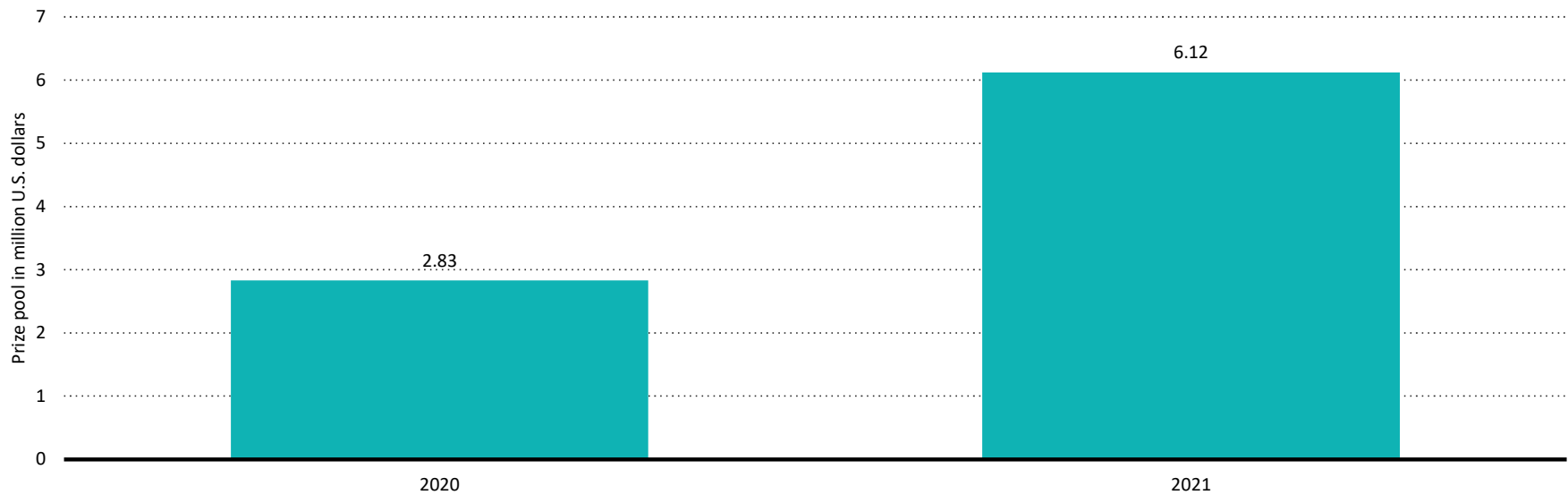
Further information regarding this statistic can be found on [page 103](#).

Source(s): e-Sports EarningsID [1129688](#)



Call of Duty: Warzone cumulative prize pool worldwide 2020-2021

Cumulative Call of Duty: Warzone tournament prize pool worldwide in 2020 and 2021 (in million U.S. dollars)



Note(s): Worldwide; 2020 and 2021

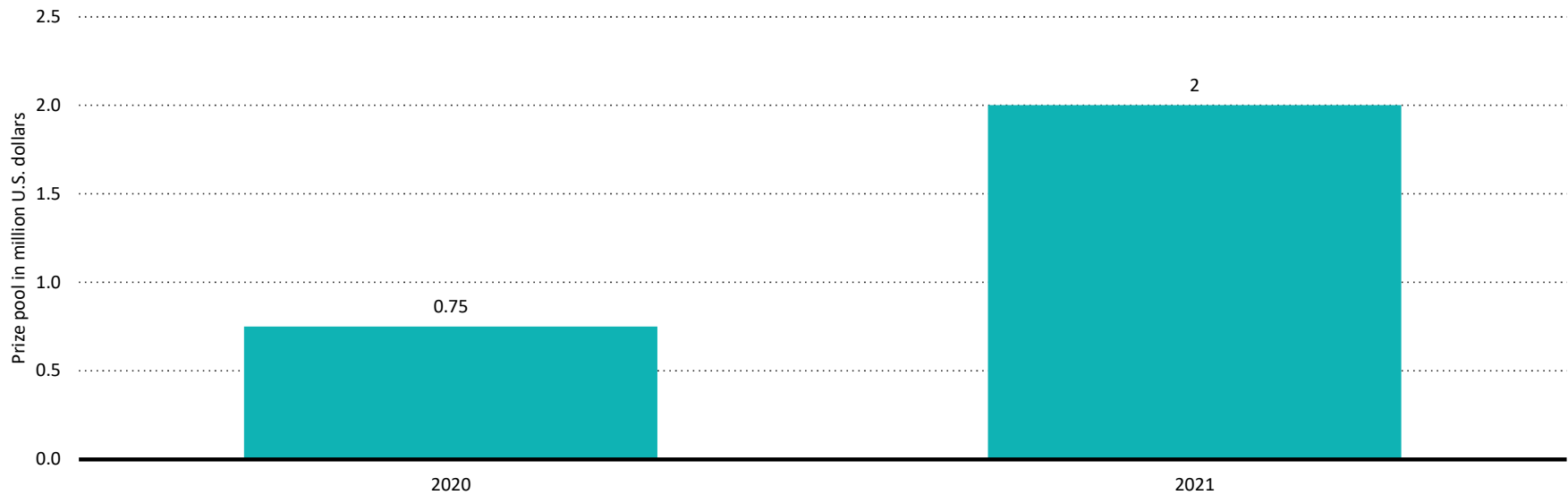
Further information regarding this statistic can be found on [page 104](#).

Source(s): e-Sports EarningsID [1129695](#)



Call of Duty: Mobile World Championship tournament prize pool 2021

Prize pool for the Call of Duty: Mobile World Championship worldwide in 2020 and 2021 (in million U.S. dollars)



Note(s): Worldwide; 2020 and 2021

Further information regarding this statistic can be found on [page 105](#).

Source(s): Activision Blizzard; The E-Sports Observer [ID 1231500](#)



References

Activision Blizzard

Value of the global video game market 2016-2025, by category

Revenue of the video gaming market worldwide from 2016 to 2026, by category (in million U.S. dollars)

Source and methodology information

Source(s)	PwC; Omdia
Conducted by	PwC; Omdia
Survey period	2016 to 2020
Region(s)	Worldwide
Number of respondents	<i>n.a.</i>
Age group	<i>n.a.</i>
Special characteristics	<i>n.a.</i>
Published by	PwC
Publication date	July 2021
Original source	pwc.com
Website URL	visit the website

Notes:

* Forecast Traditional gaming comprises revenues associated with playing games on PCs and games consoles (both TV-connected and portable). This includes physical (disc-based) game sales at retail (both bricks-and-mortar and online retailers), digital game sales (including Steam, Good Old Games and O

Gaming revenue worldwide 2022, by segment

Video game market revenue worldwide in 2022, by segment (in billion U.S. dollars)

Source and methodology information

Source(s)	Newzoo; The World Games
Conducted by	Newzoo
Survey period	2022
Region(s)	Worldwide
Number of respondents	<i>n.a.</i>
Age group	<i>n.a.</i>
Special characteristics	<i>n.a.</i>
Published by	The World Games
Publication date	May 2022
Original source	gameworldobserver.com
Website URL	visit the website

Notes:

n.a.

Global digital games industry revenue 2020, by category

Digital games industry revenue worldwide in 2020, by game category (in billion U.S. dollars)

Source and methodology information

Source(s)	SuperData Research; Website (mmobomb.com)
Conducted by	SuperData Research
Survey period	2020
Region(s)	Worldwide
Number of respondents	<i>n.a.</i>
Age group	<i>n.a.</i>
Special characteristics	<i>n.a.</i>
Published by	Website (mmobomb.com)
Publication date	January 2021
Original source	mmobomb.com
Website URL	visit the website

Notes:

n.a.

Premium console games revenue worldwide 2018-2021

Premium console games revenue worldwide from 2018 to 2021 (in billion U.S. dollars)

Source and methodology information

Source(s)	SuperData Research
Conducted by	SuperData Research
Survey period	2018 to 2020
Region(s)	Worldwide
Number of respondents	<i>n.a.</i>
Age group	<i>n.a.</i>
Special characteristics	<i>n.a.</i>
Published by	SuperData Research
Publication date	January 2021
Original source	2020 Year In Review: Digital Games and Interactive Media, page 13
Website URL	visit the website

Notes:

* Forecast 2018 data is from a previous publication

Premium PC games revenue worldwide 2008-2025, by category

Premium PC games revenue worldwide from 2008 to 2025, by category (in million U.S. dollars)

Source and methodology information

Source(s)	DFC Intelligence
Conducted by	DFC Intelligence
Survey period	2018 to 2020
Region(s)	Worldwide
Number of respondents	<i>n.a.</i>
Age group	<i>n.a.</i>
Special characteristics	<i>n.a.</i>
Published by	DFC Intelligence
Publication date	August 2021
Original source	dfcint.com
Website URL	visit the website

Notes:

*Forecast PC Pay-to-Play Premium: Games that have an upfront charge of \$20 or more (before sales or discounts) PC GAAS Premium: Games as a service (GAAS) that may initially be free but have an aggressive monetization model

Digital revenue share of video game publishers worldwide 2021

Share of digital vs. non-digital revenue of major video game publishers worldwide in most recent fiscal year as of June 2021

Source and methodology information

Source(s)	Activision Blizzard; Take-Two Interactive; Electronic Arts; Ubisoft; Square Enix; CD Projekt; Nintendo
Conducted by	Activision Blizzard; Take-Two Interactive; Electronic Arts; Ubisoft; Square Enix; CD Projekt; Nintendo
Survey period	June 2021
Region(s)	Worldwide
Number of respondents	<i>n.a.</i>
Age group	<i>n.a.</i>
Special characteristics	non-digital includes retail, packaged, and other revenue as defined by the respective companies as non-digital gaming sales
Published by	Statista
Publication date	June 2021
Original source	Source links can be found in the "more information" section
Website URL	visit the website

Notes:

Values may not add up to 100 percent due to rounding. Activision Blizzard (ATVI) ATVI Q4 2020 Financial Results . Electronic Arts (EA) FY 2021 full game downloads + live services . Take-Two Interactive FY 2021 digital online vs. physical retail and other . Ubisoft FY 2020-21 digital net bookings . S

Activision Blizzard (ABK) net revenue 2005-2021

Net revenue generated by Activision Blizzard from 2005 to 2021 (in million U.S. dollars)

Source and methodology information

Source(s)	Activision Blizzard
Conducted by	Activision Blizzard
Survey period	2005 to 2021
Region(s)	Worldwide
Number of respondents	<i>n.a.</i>
Age group	<i>n.a.</i>
Special characteristics	<i>n.a.</i>
Published by	Activision Blizzard
Publication date	February 2022
Original source	ATVI Q4 2021 Press Release, page 9
Website URL	visit the website

Notes:

In 2008 Activision and Vivendi Games were merged to form a new company called Activision Blizzard. Revenue figures for the years preceding the merger (2005-2007) refer to Activision prior to the merger. Figures other than for 2018 and 2019 come from Activision Blizzard's earlier financial releases.

Activision Blizzard (ABK) net revenue 2007-2021, by region

Net revenue generated by Activision Blizzard from 2007 to 2021, by region (in million U.S. dollars)

Source and methodology information

Source(s)	Activision Blizzard
Conducted by	Activision Blizzard
Survey period	2007 to 2021
Region(s)	Worldwide
Number of respondents	<i>n.a.</i>
Age group	<i>n.a.</i>
Special characteristics	<i>n.a.</i>
Published by	Activision Blizzard
Publication date	February 2022
Original source	ATVI Q4 2021 Financial Results, page 13
Website URL	visit the website

Notes:

* As of 2016, the company assumed different region classification: Americas was referred to as North America, EMEA was referred to as Europe. However, figures for all regions remain consistent with previous reporting. In 2008 Activision and Vivendi Games were merged to form a new company called Acti

Activision Blizzard (ABK) net revenue 2014-2021, by composition

Net revenue generated by Activision Blizzard from 2014 to 2021, by composition (in million U.S. dollars)

Source and methodology information

Source(s)	Activision Blizzard
Conducted by	Activision Blizzard
Survey period	2014 to 2021
Region(s)	Worldwide
Number of respondents	<i>n.a.</i>
Age group	<i>n.a.</i>
Special characteristics	<i>n.a.</i>
Published by	Activision Blizzard
Publication date	February 2022
Original source	ATVI Q4 2021 Financial Results, page 9
Website URL	visit the website

Notes:

¹ In-game, subscription, and other revenues represent revenues from microtransactions and downloadable content, World of Warcraft subscriptions, licensing royalties from our products and franchises, and other miscellaneous revenues.

Activision Blizzard (ABK) net revenue 2015-2021, by platform

Net revenue generated by Activision Blizzard from 2015 to 2021, by platform (in million U.S. dollars)

Source and methodology information

Source(s)	Activision Blizzard
Conducted by	Activision Blizzard
Survey period	2015 to 2021
Region(s)	Worldwide
Number of respondents	<i>n.a.</i>
Age group	<i>n.a.</i>
Special characteristics	<i>n.a.</i>
Published by	Activision Blizzard
Publication date	February 2022
Original source	ATVI Q4 2021 Financial Results, page 12
Website URL	visit the website

Notes:

*Net revenues from PC include revenues that were historically shown as Online. Revenues from online consists of revenues from all World of Warcraft products, including subscriptions, boxed products, expansion packs, licensing royalties, and value-added services. **Revenues from mobile and ancillary

Activision Blizzard (ABK) net revenue 2015-2021, by distribution channel

Net revenue generated by Activision Blizzard from 2015 to 2021, by distribution channel (in million U.S. dollars)

Source and methodology information

Source(s)	Activision Blizzard
Conducted by	Activision Blizzard
Survey period	2015 to 2021
Region(s)	Worldwide
Number of respondents	<i>n.a.</i>
Age group	<i>n.a.</i>
Special characteristics	<i>n.a.</i>
Published by	Activision Blizzard
Publication date	February 2022
Original source	ATVI Q4 2021 Financial Results, page 11
Website URL	visit the website

Notes:

Net revenues from Digital online channels represent revenues from digitally-distributed downloadable content, microtransactions, subscriptions, and products, as well as licensing royalties. Net revenues from Other primarily includes revenues from our distribution business, the Overwatch League, and

Activision Blizzard (ABK) net revenue as of Q1 2022

Net revenue generated by Activision Blizzard from 3rd quarter 2012 to 1st quarter 2022 (in million U.S. dollars)

Source and methodology information

Source(s)	Activision Blizzard
Conducted by	Activision Blizzard
Survey period	Q3 2012 to Q1 2022
Region(s)	Worldwide
Number of respondents	<i>n.a.</i>
Age group	<i>n.a.</i>
Special characteristics	GAAP net revenues
Published by	Activision Blizzard
Publication date	April 2022
Original source	ATVI Q1 2022 Financial Results, page 1
Website URL	visit the website

Notes:

Figures other than for Q3 2019 and 2020 come from Activision Blizzard's earlier financial releases. Figures for 2008 to 2010 are available in the download file.

Activision Blizzard (ABK) EBIT 2014-2021

EBIT generated Activision Blizzard worldwide from 2014 to 2021 (in million U.S. dollars)

Source and methodology information

Source(s)	Activision Blizzard
Conducted by	Activision Blizzard
Survey period	2014 to 2021
Region(s)	Worldwide
Number of respondents	<i>n.a.</i>
Age group	<i>n.a.</i>
Special characteristics	income before income tax expense
Published by	Activision Blizzard
Publication date	February 2022
Original source	Activision Blizzard 2021 Annual Report, page F-30
Website URL	visit the website

Notes:

n.a.

Activision Blizzard (ABK) net income 2005-2021

Net income generated by Activision Blizzard from 2005 to 2021 (in million U.S. dollars)

Source and methodology information

Source(s)	Activision Blizzard
Conducted by	Activision Blizzard
Survey period	2005 to 2021
Region(s)	Worldwide
Number of respondents	<i>n.a.</i>
Age group	<i>n.a.</i>
Special characteristics	<i>n.a.</i>
Published by	Activision Blizzard
Publication date	February 2022
Original source	ATVI Q4 2021 Financial Results, page 9
Website URL	visit the website

Notes:

n.a.

Activision Blizzard (ABK) net income as of Q1 2022

Net income generated by Activision Blizzard from 3rd quarter 2012 to 1st quarter 2022 (in million U.S. dollars)

Source and methodology information

Source(s)	Activision Blizzard
Conducted by	Activision Blizzard
Survey period	Q3 2012 to Q1 2022
Region(s)	Worldwide
Number of respondents	<i>n.a.</i>
Age group	<i>n.a.</i>
Special characteristics	<i>n.a.</i>
Published by	Activision Blizzard
Publication date	April 2022
Original source	ATVI Q1 2021 Financial Results, page 9
Website URL	visit the website

Notes:

n.a.

Market value of the largest gaming companies worldwide 2020-2022

Market capitalization of the largest gaming companies worldwide as of May 2022 (in billion U.S. dollars)

Source and methodology information

Source(s)	Yahoo
Conducted by	Yahoo
Survey period	May 2020 to May 2022
Region(s)	Worldwide
Number of respondents	<i>n.a.</i>
Age group	<i>n.a.</i>
Special characteristics	select publicly listed companies; excluding gaming segments of Microsoft, Sony and Tencent
Published by	Yahoo
Publication date	May 2022
Original source	finance.yahoo.com
Website URL	visit the website

Notes:

May 2020 data from an earlier article . Roblox Corporation started trading on March 10, 2021.

Activision Blizzard (ABK) executive compensation 2018-2021

Compensation of Activision Blizzard's leading executive officers from 2018 to 2021 (in million U.S. dollars)

Source and methodology information

Source(s)	Activision Blizzard
Conducted by	Activision Blizzard
Survey period	2018 to 2021
Region(s)	United States
Number of respondents	<i>n.a.</i>
Age group	<i>n.a.</i>
Special characteristics	includes salary, bonus, stock awards, option awards, non-equity incentive plan compensation, and other compensation
Published by	Activision Blizzard
Publication date	April 2022
Original source	Activision Blizzard 2022 DEF14A Proxy Filing, page 87
Website URL	visit the website

Notes:

A publicly-traded company is only required to disclose information concerning the amount and type of compensation paid to its CEO, CFO, and the three other most highly compensated executive officers in a given year. Information about compensation for these individuals may be unavailable in prior year.

Activision net revenue 2007-2021

Net revenue generated by Activision from 2007 to 2021 (in million U.S. dollars)

Source and methodology information

Source(s)	Activision Blizzard
Conducted by	Activision Blizzard
Survey period	2007 to 2021
Region(s)	Worldwide
Number of respondents	<i>n.a.</i>
Age group	<i>n.a.</i>
Special characteristics	figures refer to the Activision business segment and not Activision Blizzard as a whole
Published by	Activision Blizzard
Publication date	February 2022
Original source	ATVI Q4 2021 Financial Results, page 18
Website URL	visit the website

Notes:

n.a.

Activision quarterly MAU as of Q1 2022

Number of monthly active users (MAU) of Activision worldwide from 1st quarter 2018 to 1st quarter 2022 (in millions)

Source and methodology information

Source(s)	Activision Blizzard
Conducted by	Activision Blizzard
Survey period	Q1 2018 to Q1 2022
Region(s)	Worldwide
Number of respondents	<i>n.a.</i>
Age group	<i>n.a.</i>
Special characteristics	<i>n.a.</i>
Published by	Activision Blizzard
Publication date	April 2022
Original source	ATVI Q1 2022 Financial Results Release, page 20
Website URL	visit the website

Notes:

*F2P battle royale title Call of Duty: Warzone was launched in March 2020. A note from Activision Blizzard on MAU: "We monitor monthly active users ("MAUs") as a key measure of the overall size of our user base. MAUs are the number of individuals who accessed a particular game in a given month. We c

Activision revenue per subscriber 2014-2025

Average revenue per subscriber generated by Activision from 2014 to 2025 (in U.S. dollars)

Source and methodology information

Source(s)	Trefis.com
Conducted by	Trefis.com
Survey period	data accessed September 2019
Region(s)	Worldwide
Number of respondents	<i>n.a.</i>
Age group	<i>n.a.</i>
Special characteristics	<i>n.a.</i>
Published by	Trefis.com
Publication date	September 2019
Original source	trefis.com
Website URL	visit the website

Notes:

* Estimate. ** Forecast.

Call of Duty lifetime series unit sales 2014-2021

Lifetime unit sales generated by Call of Duty series worldwide as of April 2021 (in millions)

Source and methodology information

Source(s)	Activision Blizzard; Screen Rant
Conducted by	Activision Blizzard
Survey period	November 2014 to April 2021
Region(s)	Worldwide
Number of respondents	<i>n.a.</i>
Age group	<i>n.a.</i>
Special characteristics	premium game sales only, excluding mobile and F2P
Published by	Screen Rant
Publication date	April 2021
Original source	screenrant.com
Website URL	visit the website

Notes:

Figures other than May 2019 and April 2021 are from previous publications.

Call of Duty monthly active users (MAU) 2012 & 2020

Number of monthly active users of Call of Duty worldwide as of 4th quarter 2020 (in millions)

Source and methodology information

Source(s)	Activision Blizzard
Conducted by	Activision Blizzard
Survey period	Q1 2012 and Q4 2020
Region(s)	Worldwide
Number of respondents	<i>n.a.</i>
Age group	<i>n.a.</i>
Special characteristics	across all titles, including F2P and mobile
Published by	Activision Blizzard
Publication date	February 2021
Original source	ATVI Q4 2020 Press Release, page 2
Website URL	visit the website

Notes:

n.a.

Call of Duty: Warzone player count 2020-2021

Number of players of Call of Duty: Warzone worldwide as of April 2021 (in millions)

Source and methodology information

Source(s)	Activision Blizzard; VentureBeat
Conducted by	Activision Blizzard
Survey period	March 2020 to April 2021
Region(s)	Worldwide
Number of respondents	<i>n.a.</i>
Age group	<i>n.a.</i>
Special characteristics	<i>n.a.</i>
Published by	Activision Blizzard; VentureBeat
Publication date	April 2021
Original source	venturebeat.com
Website URL	visit the website

Notes:

n.a.

Call of Duty: Warzone hours watched on Twitch 2019-2022

Number of hours watched of Call of Duty: Warzone on Twitch worldwide from August 2019 to April 2022 (in millions)

Source and methodology information

Source(s)	TwitchTracker
Conducted by	TwitchTracker
Survey period	August 2019 to April 2022
Region(s)	Worldwide
Number of respondents	<i>n.a.</i>
Age group	<i>n.a.</i>
Special characteristics	<i>n.a.</i>
Published by	TwitchTracker
Publication date	May 2022
Original source	twitchtracker.com
Website URL	visit the website

Notes:

n.a.

Call of Duty: Mobile downloads worldwide 2020-2022

Number of downloads of Call of Duty: Mobile worldwide from October 2019 to February 2022 (in millions)

Source and methodology information

Source(s)	AppMagic
Conducted by	AppMagic
Survey period	October 2019 to February 2022
Region(s)	Worldwide
Number of respondents	<i>n.a.</i>
Age group	<i>n.a.</i>
Special characteristics	<i>n.a.</i>
Published by	AppMagic
Publication date	March 2022
Original source	appmagic.rocks
Website URL	visit the website

Notes:

n.a.

Call of Duty: Mobile IAP revenue worldwide 2019-2022

App revenue generated by Call of Duty: Mobile worldwide from October 2019 to February 2022 (in million U.S. dollars)

Source and methodology information

Source(s)	AppMagic
Conducted by	AppMagic
Survey period	October 2019 to February 2022
Region(s)	Worldwide
Number of respondents	<i>n.a.</i>
Age group	<i>n.a.</i>
Special characteristics	Google Play & Apple App Store; IAP revenue reduced by platform fees and inclusive taxes
Published by	AppMagic
Publication date	March 2022
Original source	appmagic.rocks
Website URL	visit the website

Notes:

n.a.

Top-grossing mobile battle royale shooters worldwide Q1 2021

Top-grossing mobile battle royale shooters worldwide during 1st quarter 2021 (in million U.S. dollars)

Source and methodology information

Source(s)	Sensor Tower
Conducted by	Sensor Tower
Survey period	Q1 2021
Region(s)	Worldwide
Number of respondents	<i>n.a.</i>
Age group	<i>n.a.</i>
Special characteristics	does not include revenue from third-party Android stores in China or other regions
Published by	Sensor Tower
Publication date	April 2021
Original source	sensortower.com
Website URL	visit the website

Notes:

*Includes revenue for Game for Peace in China

U.S. top mobile battle royale shooter revenue Q1 2021

Top-grossing mobile battle royale shooter games in the United States during 1st quarter 2021 (in million U.S. dollars)

Source and methodology information

Source(s)	Sensor Tower; Various sources (sportskeeda.com)
Conducted by	Sensor Tower
Survey period	Q1 2021
Region(s)	United States
Number of respondents	<i>n.a.</i>
Age group	<i>n.a.</i>
Special characteristics	does not include revenue from third-party Android stores
Published by	Sensor Tower; Various sources (sportskeeda.com)
Publication date	April 2021
Original source	sportskeeda.com
Website URL	visit the website

Notes:

n.a.

Blizzard net revenue 2007-2021

Net revenue generated by Blizzard Entertainment from 2007 to 2021 (in million U.S. dollars)

Source and methodology information

Source(s)	Activision Blizzard
Conducted by	Activision Blizzard
Survey period	2007 to 2021
Region(s)	Worldwide
Number of respondents	<i>n.a.</i>
Age group	<i>n.a.</i>
Special characteristics	<i>n.a.</i>
Published by	Activision Blizzard
Publication date	February 2022
Original source	ATVI Q4 2021 Financial Results, page 18
Website URL	visit the website

Notes:

Activision Blizzard was formed on July 10, 2008 through the merger of the U.S. companies Activision and Vivendi Games, a 100 percent subsidiary of the media company Vivendi.

Blizzard quarterly MAU as of Q1 2022

Number of monthly active users (MAU) of Blizzard Entertainment worldwide from 1st quarter 2018 to 1st quarter 2022 (in millions)

Source and methodology information

Source(s)	Activision Blizzard
Conducted by	Activision Blizzard
Survey period	Q1 2018 to Q1 2022
Region(s)	Worldwide
Number of respondents	<i>n.a.</i>
Age group	<i>n.a.</i>
Special characteristics	<i>n.a.</i>
Published by	Activision Blizzard
Publication date	April 2022
Original source	ATVI Q1 2022 Financial Results Release, page 20
Website URL	visit the website

Notes:

A note from Activision Blizzard on MAU: "We monitor monthly active users ("MAUs") as a key measure of the overall size of our user base. MAUs are the number of individuals who accessed a particular game in a given month. We calculate average MAUs in a period by adding the total number of MAUs in eac

Global World of Warcraft expansion pack 1st day sales 2007-2020

Number of copies of World of Warcraft expansion packs sold on the 1st day worldwide from 2007 to 2020 (in millions)

Source and methodology information

Source(s)	Activision Blizzard
Conducted by	Activision Blizzard
Survey period	2007 to 2020
Region(s)	Worldwide
Number of respondents	<i>n.a.</i>
Age group	<i>n.a.</i>
Special characteristics	<i>n.a.</i>
Published by	Activision Blizzard
Publication date	December 2020
Original source	The State of Play: 2020 in Review
Website URL	visit the website

Notes:

The figures for expansion packs other than Shadowlands come from previous reporting.

World of Warcraft hours watched on Twitch 2018-2022

Number of hours watched of World of Warcraft on Twitch worldwide from January 2018 to April 2022 (in millions)

Source and methodology information

Source(s)	TwitchTracker
Conducted by	TwitchTracker
Survey period	January 2018 to April 2022
Region(s)	Worldwide
Number of respondents	<i>n.a.</i>
Age group	<i>n.a.</i>
Special characteristics	<i>n.a.</i>
Published by	TwitchTracker
Publication date	May 2022
Original source	twitchtracker.com
Website URL	visit the website

Notes:

n.a.

Overwatch hours watched on Twitch 2018-2022

Number of hours watched of Overwatch on Twitch worldwide from January 2018 to April 2022 (in millions)

Source and methodology information

Source(s)	TwitchTracker
Conducted by	TwitchTracker
Survey period	January 2018 to April 2022
Region(s)	Worldwide
Number of respondents	<i>n.a.</i>
Age group	<i>n.a.</i>
Special characteristics	<i>n.a.</i>
Published by	TwitchTracker
Publication date	May 2022
Original source	twitchtracker.com
Website URL	visit the website

Notes:

n.a.

Hearthstone hours watched on Twitch 2018-2022

Number of hours watched of Hearthstone on Twitch worldwide from January 2018 to April 2022 (in millions)

Source and methodology information

Source(s)	TwitchTracker
Conducted by	TwitchTracker
Survey period	January 2018 to April 2022
Region(s)	Worldwide
Number of respondents	<i>n.a.</i>
Age group	<i>n.a.</i>
Special characteristics	<i>n.a.</i>
Published by	TwitchTracker
Publication date	May 2022
Original source	twitchtracker.com
Website URL	visit the website

Notes:

n.a.

World of Warcraft average viewer count on Twitch 2022

Average viewers of World of Warcraft on Twitch worldwide from January 2018 to April 2022 (in 1,000s)

Source and methodology information

Source(s)	TwitchTracker
Conducted by	TwitchTracker
Survey period	January 2018 to April 2022
Region(s)	Worldwide
Number of respondents	<i>n.a.</i>
Age group	<i>n.a.</i>
Special characteristics	<i>n.a.</i>
Published by	TwitchTracker
Publication date	May 2022
Original source	twitchtracker.com
Website URL	visit the website

Notes:

n.a.

Overwatch average viewer count on Twitch 2022

Average viewers of Overwatch on Twitch worldwide from January 2018 to April 2022 (in 1,000s)

Source and methodology information

Source(s)	TwitchTracker
Conducted by	TwitchTracker
Survey period	January 2018 to April 2022
Region(s)	Worldwide
Number of respondents	<i>n.a.</i>
Age group	<i>n.a.</i>
Special characteristics	<i>n.a.</i>
Published by	TwitchTracker
Publication date	May 2022
Original source	twitchtracker.com
Website URL	visit the website

Notes:

n.a.

Hearthstone average viewer count on Twitch 2022

Average viewers of Hearthstone on Twitch worldwide from January 2018 to April 2022 (in 1,000s)

Source and methodology information

Source(s)	TwitchTracker
Conducted by	TwitchTracker
Survey period	January 2018 to April 2022
Region(s)	Worldwide
Number of respondents	<i>n.a.</i>
Age group	<i>n.a.</i>
Special characteristics	<i>n.a.</i>
Published by	TwitchTracker
Publication date	May 2022
Original source	twitchtracker.com
Website URL	visit the website

Notes:

n.a.

King revenue as of Q1 2022

Net revenue generated by King from 4th quarter 2017 to 1st quarter 2022 (in million U.S. dollars)

Source and methodology information

Source(s)	Activision Blizzard
Conducted by	Activision Blizzard
Survey period	Q4 2017 to Q1 2022
Region(s)	Worldwide
Number of respondents	<i>n.a.</i>
Age group	<i>n.a.</i>
Special characteristics	King Digital Entertainment segment revenue as reported by Activision Blizzard
Published by	Activision Blizzard
Publication date	April 2022
Original source	ATVI Q1 2022 Financial Results, page 14
Website URL	visit the website

Notes:

On 23 February 2016, Activision Blizzard closed its acquisition of King for a deal of 5.9 billion U.S. dollars.

King quarterly MAU as of Q1 2022

Number of monthly active users (MAU) of King worldwide from 1st quarter 2012 to 1st quarter 2022 (in millions)

Source and methodology information

Source(s)	Activision Blizzard
Conducted by	Activision Blizzard
Survey period	Q1 2012 to Q1 2022
Region(s)	Worldwide
Number of respondents	<i>n.a.</i>
Age group	<i>n.a.</i>
Special characteristics	<i>n.a.</i>
Published by	Activision Blizzard
Publication date	April 2022
Original source	ATVI Q1 2022 Financial Results Release, page 20
Website URL	visit the website

Notes:

n.a.

Annual mobile revenue of King 2015-2021

Annual mobile revenue generated by King worldwide from 2015 to 2021 (in million U.S. dollars)

Source and methodology information

Source(s)	AppMagic
Conducted by	AppMagic
Survey period	2015 to 2021
Region(s)	Worldwide
Number of respondents	<i>n.a.</i>
Age group	<i>n.a.</i>
Special characteristics	IAP revenue reduced by platform fees and inclusive taxes; Apple App Store includes iPhone and iPad devices
Published by	AppMagic
Publication date	February 2022
Original source	appmagic.rocks
Website URL	visit the website

Notes:

n.a.

King top grossing mobile games 2021

Most popular mobile gaming apps published by King in 2021, by revenue (in U.S. dollars)

Source and methodology information

Source(s)	AppMagic
Conducted by	AppMagic
Survey period	2021
Region(s)	Worldwide
Number of respondents	<i>n.a.</i>
Age group	<i>n.a.</i>
Special characteristics	Google Play and Apple App Store combined; IAP revenues reduced by platform fees and taxes
Published by	AppMagic
Publication date	February 2022
Original source	appmagic.rocks
Website URL	visit the website

Notes:

n.a.

King most downloaded mobile games 2021

Most popular mobile gaming apps published by King in 2021, by downloads (in millions)

Source and methodology information

Source(s)	AppMagic
Conducted by	AppMagic
Survey period	2021
Region(s)	Worldwide
Number of respondents	<i>n.a.</i>
Age group	<i>n.a.</i>
Special characteristics	Google Play and Apple App Store combined
Published by	AppMagic
Publication date	February 2022
Original source	appmagic.rocks
Website URL	visit the website

Notes:

n.a.

IAP revenue of Candy Crush titles in the U.S. 2021

App revenue generated through Candy Crush mobile games in the United States in 2021 (in million U.S. dollars)

Source and methodology information

Source(s)	AppMagic
Conducted by	AppMagic
Survey period	2021
Region(s)	United States
Number of respondents	<i>n.a.</i>
Age group	<i>n.a.</i>
Special characteristics	IAP revenue reduced by platform fees and inclusive taxes; Google Play and Apple App Store
Published by	AppMagic
Publication date	March 2022
Original source	appmagic.rocks
Website URL	visit the website

Notes:

n.a.

Share of iOS gaming revenue in the United States 2021, by genre

Distribution of iOS gaming revenue in the United States as of 2nd quarter 2021, by genre

Source and methodology information

Source(s)	GameRefinery
Conducted by	GameRefinery
Survey period	Q2 2021
Region(s)	United States
Number of respondents	<i>n.a.</i>
Age group	<i>n.a.</i>
Special characteristics	iOS only
Published by	GameRefinery
Publication date	July 2021
Original source	GameRefinery Q2 2021 Snapshot Report, page 6
Website URL	visit the website

Notes:

n.a.

Leading eSports games worldwide 2021, by tournament prize pool

Leading eSports games worldwide in 2021, by cumulative tournament prize pool (in million U.S. dollars)

Source and methodology information

Source(s)	e-Sports Earnings
Conducted by	e-Sports Earnings
Survey period	2021
Region(s)	Worldwide
Number of respondents	<i>n.a.</i>
Age group	<i>n.a.</i>
Special characteristics	<i>n.a.</i>
Published by	e-Sports Earnings
Publication date	February 2022
Original source	esportsearnings.com
Website URL	visit the website

Notes:

n.a.

Annual Overwatch global tournaments prize pool 2016-2021

Annual cumulative Overwatch tournament prize pool worldwide from 2016 to 2021 (in million U.S. dollars)

Source and methodology information

Source(s)	e-Sports Earnings
Conducted by	e-Sports Earnings
Survey period	2016 to 2021
Region(s)	Worldwide
Number of respondents	<i>n.a.</i>
Age group	<i>n.a.</i>
Special characteristics	figures are estimates
Published by	e-Sports Earnings
Publication date	February 2022
Original source	esportsearnings.com
Website URL	visit the website

Notes:

Figures were rounded.

Overwatch: cumulative prize pool worldwide 2016-2021

Cumulative Overwatch tournament prize pool worldwide from 2016 to 2021 (in million U.S. dollars)

Source and methodology information

Source(s)	e-Sports Earnings
Conducted by	e-Sports Earnings
Survey period	2016 to 2021
Region(s)	Worldwide
Number of respondents	<i>n.a.</i>
Age group	<i>n.a.</i>
Special characteristics	<i>n.a.</i>
Published by	e-Sports Earnings
Publication date	March 2022
Original source	esportsearnings.com
Website URL	visit the website

Notes:

n.a.

Call of Duty: Warzone cumulative prize pool worldwide 2020-2021

Cumulative Call of Duty: Warzone tournament prize pool worldwide in 2020 and 2021 (in million U.S. dollars)

Source and methodology information

Source(s)	e-Sports Earnings
Conducted by	e-Sports Earnings
Survey period	2020 and 2021
Region(s)	Worldwide
Number of respondents	<i>n.a.</i>
Age group	<i>n.a.</i>
Special characteristics	<i>n.a.</i>
Published by	e-Sports Earnings
Publication date	March 2022
Original source	esportsearnings.com
Website URL	visit the website

Notes:

*Forecast

Call of Duty: Mobile World Championship tournament prize pool 2021

Prize pool for the Call of Duty: Mobile World Championship worldwide in 2020 and 2021 (in million U.S. dollars)

Source and methodology information

Source(s)	Activision Blizzard; The E-Sports Observer
Conducted by	Activision Blizzard; The E-Sports Observer
Survey period	2020 and 2021
Region(s)	Worldwide
Number of respondents	<i>n.a.</i>
Age group	<i>n.a.</i>
Special characteristics	<i>n.a.</i>
Published by	The E-Sports Observer
Publication date	April 2021
Original source	esportsobserver.com
Website URL	visit the website

Notes:

The final stage of the 2020 World Championship was canceled as a result of the coronavirus (COVID-19) pandemic. The intended prize pool was shared equally among the teams that had qualified for the finals.