

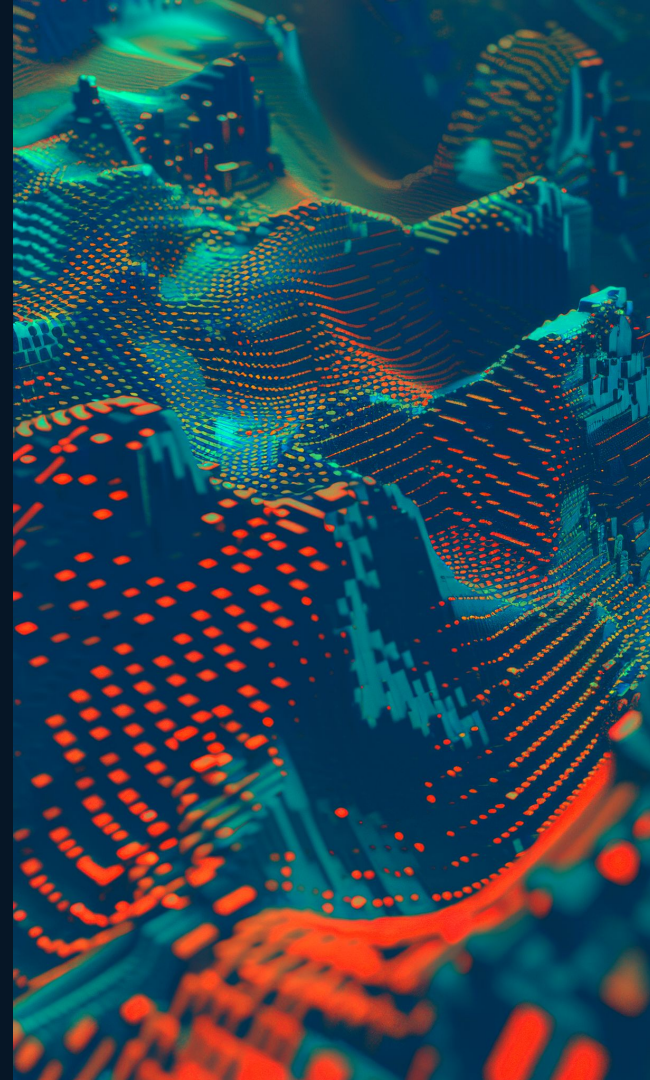
#1

FEATURE BY **\$GDEV**

IS THERE A SHIFT FROM CONTENT TO TECH STARTUPS AMONG GAMING VCS?

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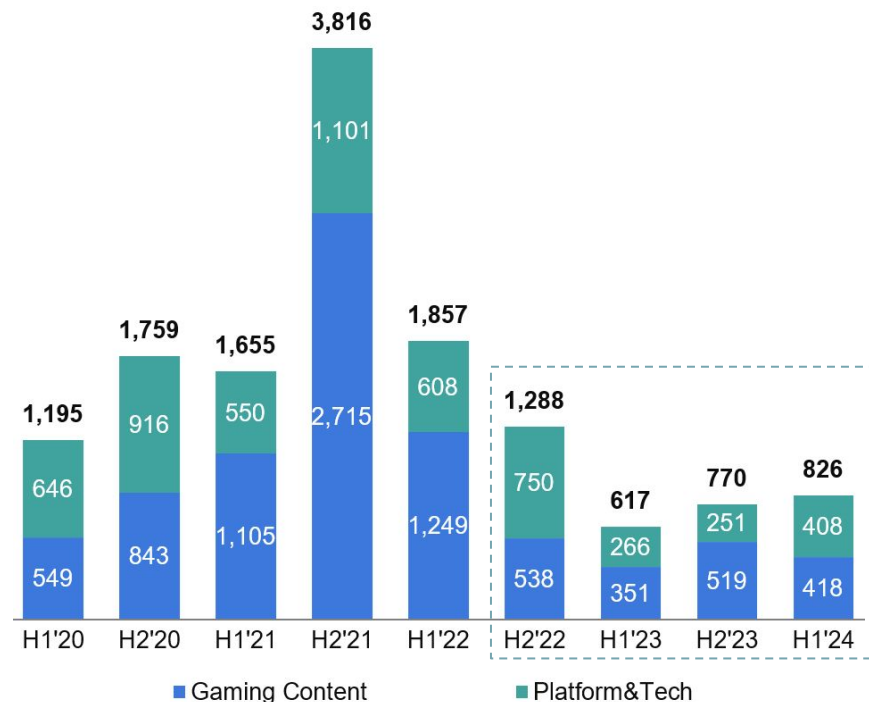
iG invest
game



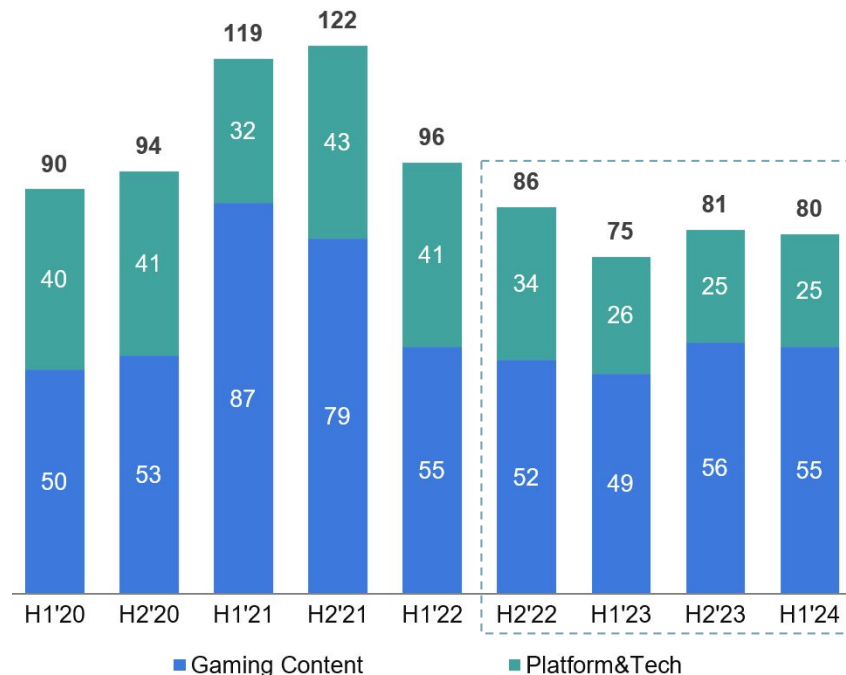
2 FEATURE BY **\$GDEV**

Content creators & publishers remain the primary focus of VC investments in early- and late-stage rounds, accounting for +50% of both value and number of deals

Total Capital Deployed (In \$M)



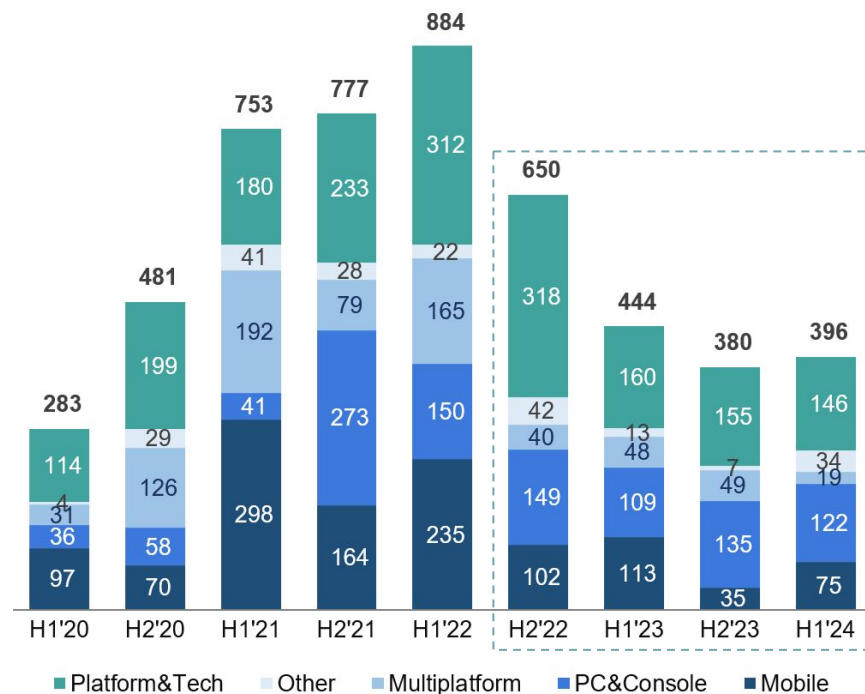
Total Number of VC-Led Rounds



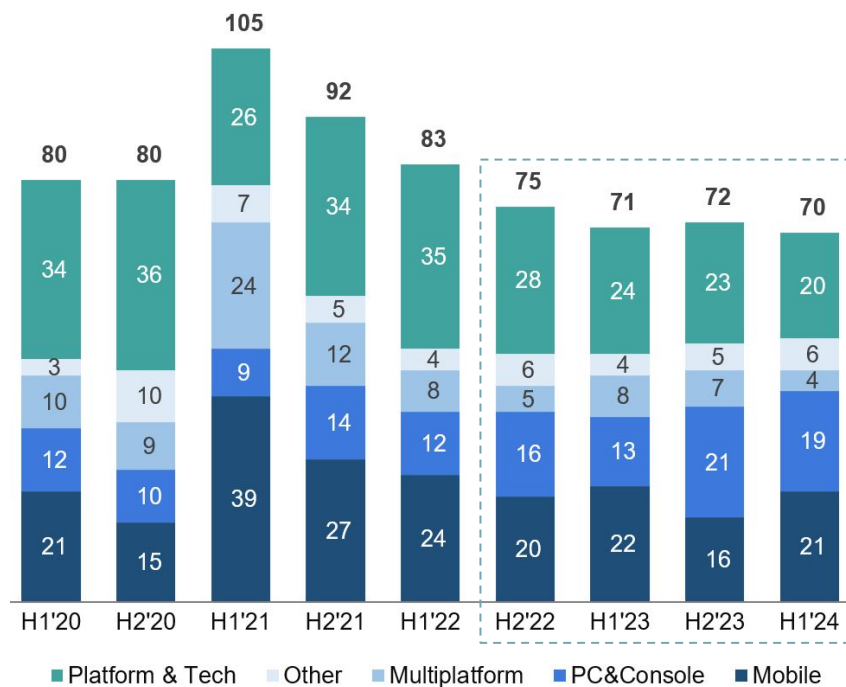
Note: VC-led deals with disclosed deal values between \$250K and \$500M, excluding any blockchain- and cash/skill-based related deals

Gaming content remains dominant in Seed and Series A rounds, with PC & Console studios now surpassing Mobile startups in securing funding

Early-Stage Capital Deployed (In \$M)



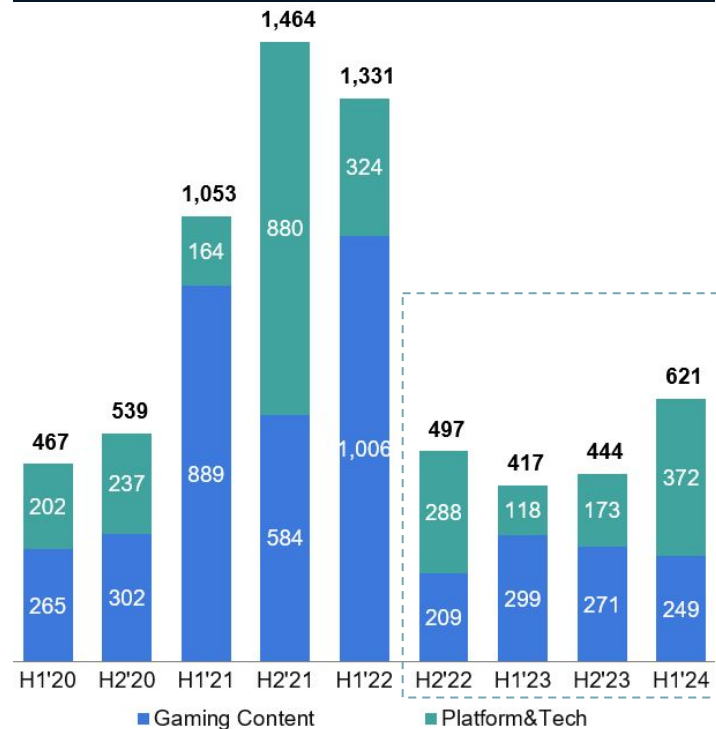
Number of Early-Stage VC-Led Rounds



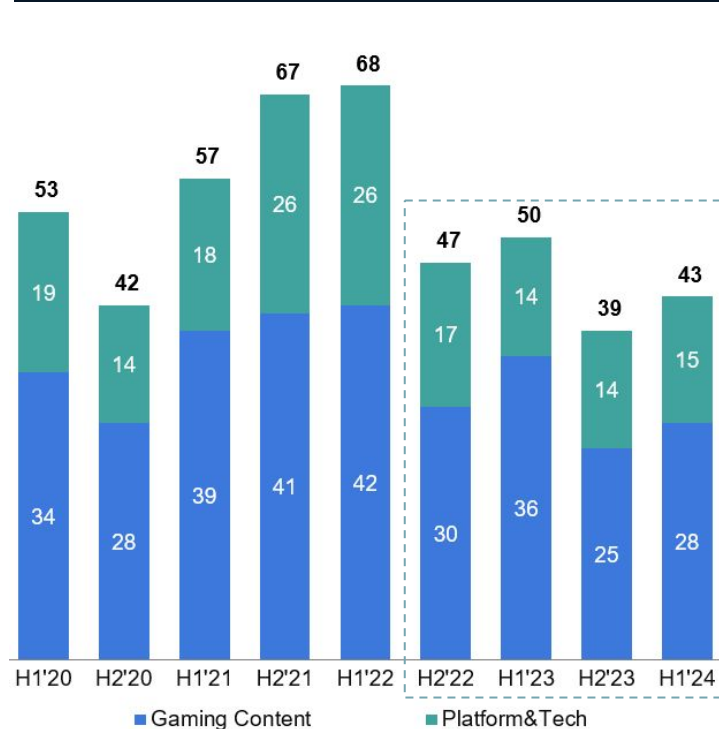
4 FEATURE BY **\$GDEV**

Over the last twelve months gaming-focused VC funds have increasingly allocated capital to technology-driven and platform-oriented startups compared to content creators & publishers

Capital Deployed by Select VCs (In \$M)



Number of Rounds Led By Select VCs



Select VC Funds



Note: VC-led deals with disclosed deal values between \$250K and \$500M, excluding any blockchain-, esports- and cash/skill-based related deals