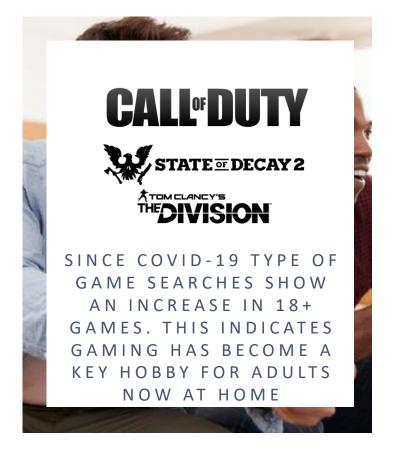


WHAT'S TRENDING IN THE WORLD OF GAMING?







AN OLDER GAMING AUDIENCE SINCE COVID-19

100% **CALL** DUTY THE THE RORDERLANDS : 0%

FEB MARCH

WE'VE SEEN AN INCREASE FROM FEB TO MARCH IN 18+ GAMING INDICATING IT HAS BECOME A
KEY HOBBY FOR ADULTS NOW STAYING AT HOME.

MEANWHILE THERE HAS BEEN A MARKED DECREASE IN GAMING FOR YOUNGER AUDIENCES (16+)OVER THIS PERIOD.

MOST POPULAR GAMING BRANDS SEARCHED

Nintendo[®]

132%

SQUAREENIX 112%



62%



60%



25%

GAMING BRAND X SEES ENGAGEMENT GROW

COVID-19 HAS HAD A SIGNIFICANT IMPACT ON ENGAGEMENT LEVELS OF THE GAMING AUDIENCE.

NANO RAN A CAMPAIGN FOR GAMING BRAND X FROM NOV 2019 — MARCH 2020.

THIS IS WHAT WE FOUND...

