

# GAMING

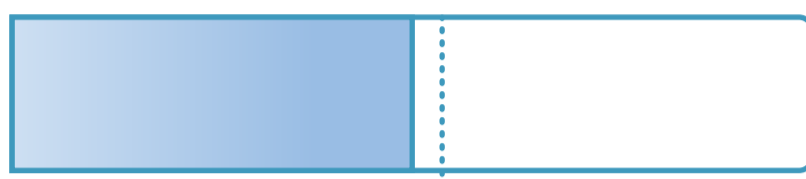
Mobile phone remains #1 gaming device

## MONTHLY GAMING

Mobile remains #1, but is decreasing

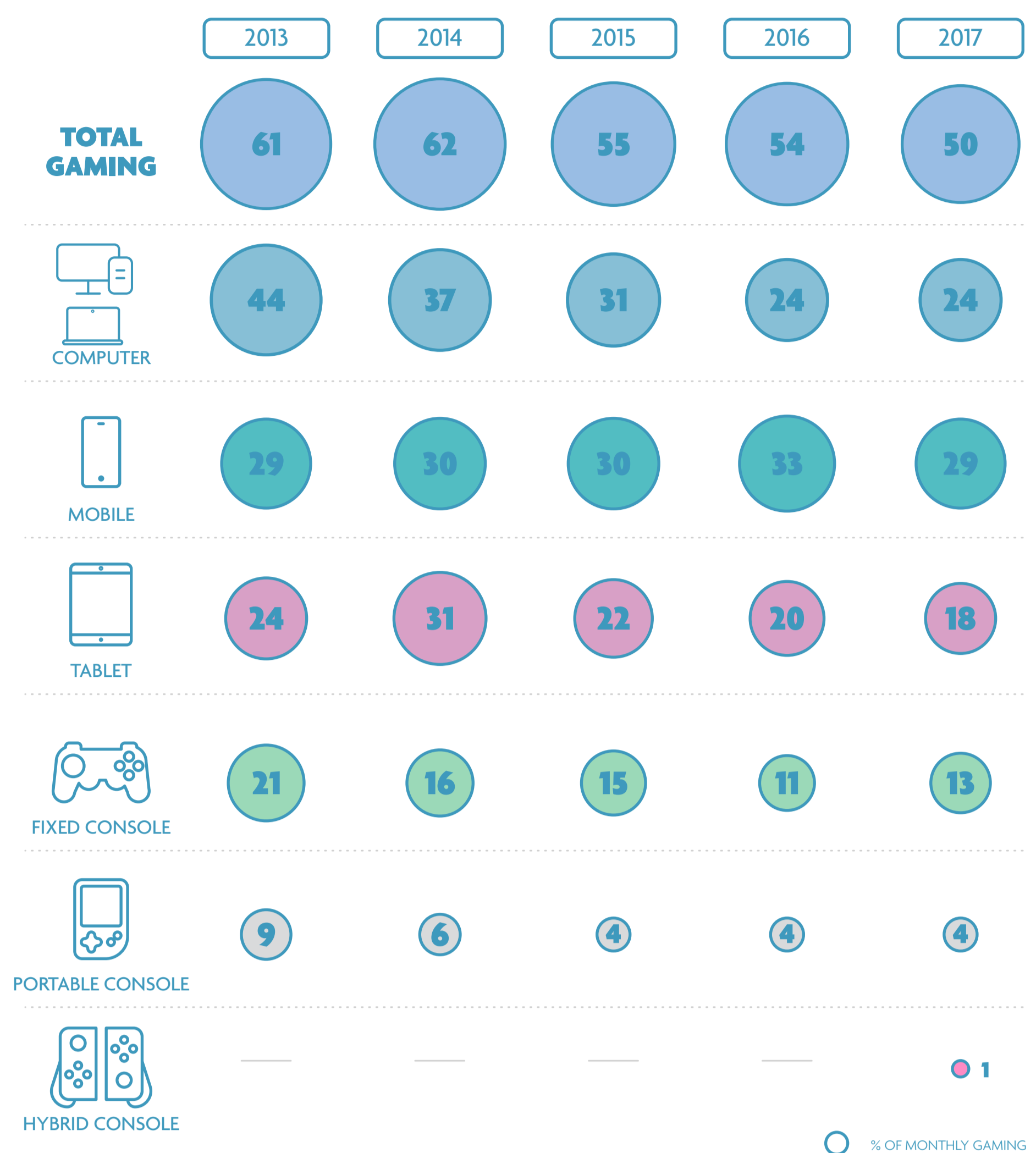
**50%**

PLAY A GAME ≥ MONTHLY ON ANY DEVICE



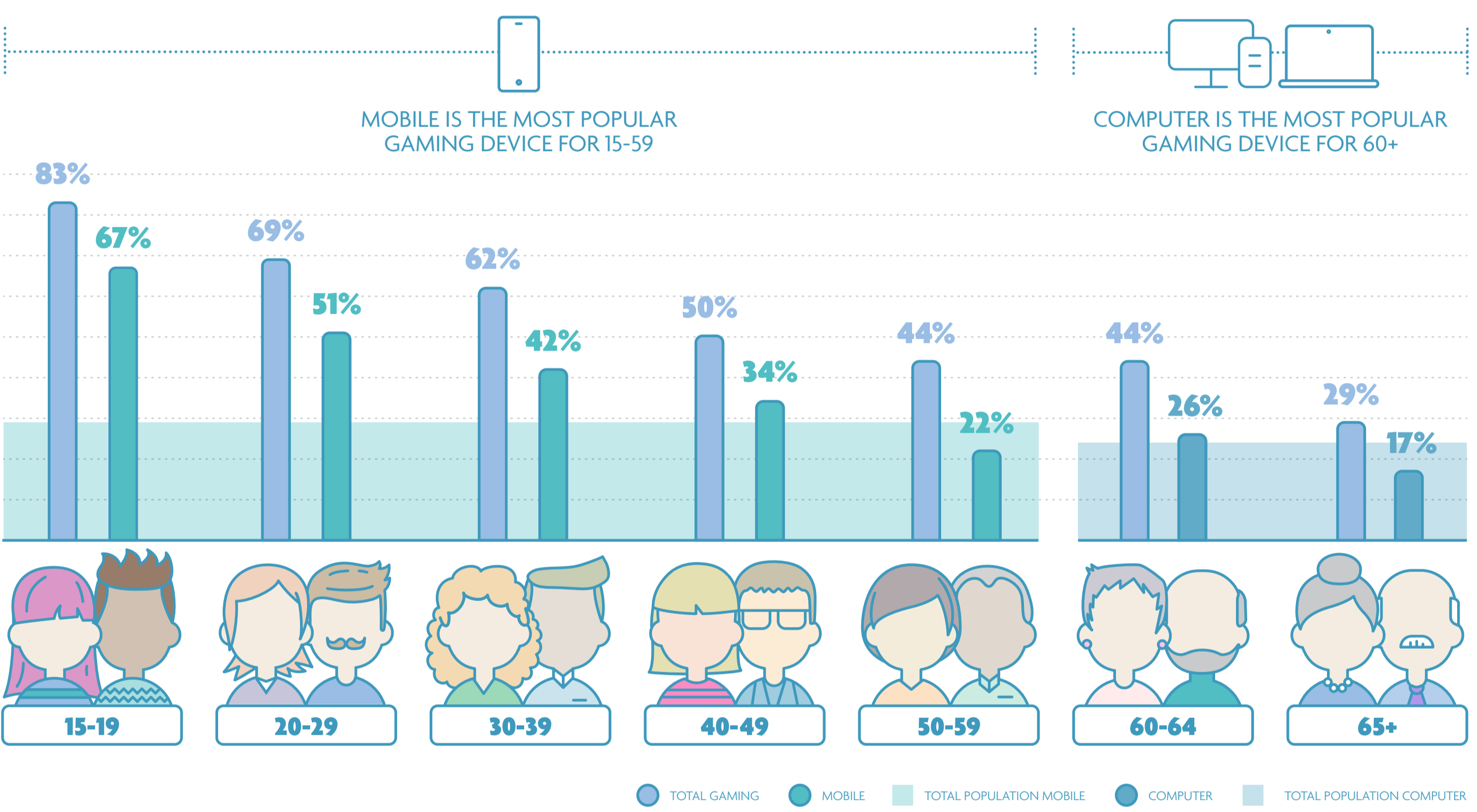
**-4%**  
COMPARED TO 2016

### EVOLUTION OF DEVICES USED FOR GAMING



## GAMING PER AGE SEGMENT

Popularity of gaming strongly dependent on age



## GAMING DEVICES

Exclusive use vs. combined use

