

## Acknowledgements

This report was written by Isabelle Antunès, an independent doctoral scholar in cultural geography and development and an expert on economic growth, with extensive experience in Indonesia, Asia and the Pacific, and Africa.

It should be noted that this study refers to video games as those played via PC and mobile only. The analysis excludes Esports, a subset of gaming that consists in playing video games competitively, as well as board games (e.g. chess, Alpha Go, etc.) and gambling (e.g. roulette, Black Jack, etc.).

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