<table>
<thead>
<tr>
<th>CHAPTER</th>
<th>CONTENT</th>
<th>PAGE</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>PROFILES OF FRENCH PLAYERS</td>
<td>6</td>
</tr>
<tr>
<td>2</td>
<td>VIDEO GAMES AND YOU</td>
<td>30</td>
</tr>
<tr>
<td>3</td>
<td>A RESPONSIBLE INDUSTRY</td>
<td>36</td>
</tr>
<tr>
<td>4</td>
<td>SELL</td>
<td>46</td>
</tr>
</tbody>
</table>
Dear all,

2021 has really been a great year of confirmation for video games. We have never played so much in France. We have never played so much in France. What a better way of assessing the popularity of video games in our country than via our very own Essential Video Game News? 73% of French people play at least occasionally! This is a two-point increase over 2020. Video games have established themselves as French people’s preferred digital pastime for the foreseeable future.

The trends we saw developing in 2020, which we thought were the result of the unique pandemic situation, are in fact underlying trends that have become increasingly amplified over the course of 2021!

2020 was not a parenthesis, but rather a watershed moment that heralded the start of a new era in playing video games.

So, one preconceived notion this Essential Video Game News puts to rest: the new players who arrived with the lockdown did not leave us the minute it was over. In fact, quite the opposite. 2021 showed that video games have successfully generated “loyalty” in an increasing number of players. While more and more French people play video games occasionally, there is also a clear progression in their level of commitment and involvement. In 2021, 58% of French people played regularly (at least once a week), which is 7 points more than in 2020. In other words, there are more French players and they are more active.

Players consider video games to be the ideal medium for entertainment, meeting up with friends and playing as a family, just as they did in 2021.

We highlighted the social dimension of video games in 2020, demonstrating the degree to which they are an antidote to the stress and isolation caused by the pandemic. And this is reason enough for video games to be recognised as “essential goods”. In 2021, 61% of video game players spontaneously told us that video games help connect people socially, which is 9 points more than last year!

FOREWORD FROM THE GENERAL DELEGATE

We have also highlighted the role of video games within the family, parents’ growing interest and the major comeback of the console in the living room. This trend, which was observed last year, is expected to continue in 2021. 77% of parents play with their children, mostly to “share an activity with them” and because “it’s fun.” This is an increase of 11 points in one year.

This trust on the part of the youngest video game players and their parents can be attributed in large part to the safe and healthy environment that we have successfully created through the development of video games. Of course, more work is still needed to protect the youngest players and we need to make sure that we continue to progress in this area, but the “responsible video game” is now largely a reality, and this is backed up by what parents and children tell us.

SELL’s work over the years, in conjunction with the work of developers and publishers, is now paying off. Take a look at the progress made in just two years on the critical question of parental control! In 2019, 32% of parents were aware of these systems and used them, in 2020, it was 37% and in 2021, 48% of parents use them! +10% in two years, thanks to the massive information campaigns we have relentlessly carried out over the last few years and the arrival of “new parents” who already have experience in video game and digital culture. At a point in time when Europe, like the French authorities, is increasing its demands for the protection of its youngest citizens in the digital world, the video games sector can demonstrate that it has been active in this area - along with its many communities - for a long time.

Attracting an ever-growing player audience raises new expectations and demands in terms of the protection of minors, diversity in all its forms and environmental stewardship. SELL, along with developers and publishers, is already actively involved in a continuous dialogue with the authorities. The tremendous dynamic experienced in 2021, the presence of video games in almost all French families, the continuous expansion of its audiences, and its social dimension make it more important than ever for us to take positive action to promote responsible video games that reflect the challenges of the times.

Nicolas Vignolles
General Delegate
CHAPTER 1

PROFILES OF FRENCH PLAYERS

About the "French people and video games" survey
Data collected and analysed by Médiamétrie for SELL with the aim of measuring and understanding the uses and profiles of video game players in France.
Survey carried out online from 6th to 27th September 2021 with a sample of 4,016 people aged 10 and over, representing web users living in France.
All rights reserved © 2021 Médiamétrie - www.mediametrie.fr
Adults (18 and over)
33.51 MILLION PEOPLE
88% FRENCH PLAYERS

Children (aged 10-17)
4.78 MILLION PEOPLE

38.29 MILLION PLAYERS

73% of French people play video games at least OCCASIONALLY*

FRENCH PLAYERS COMBINED

Source: online SELL/Médiamétrie “French people and video games” survey carried out from 6th to 27th September 2021, with a sample of 4,016 web users aged 10 and over.

*Occasional player: player who says they play video games at least once a year.
PROFILES OF FRENCH PLAYERS

73% of French people play at least occasionally*

AVERAGE AGE OF PLAYERS

Men: 41
Women: 38

58% of French people play regularly*

AVERAGE AGE OF REGULAR PLAYERS*

Men: 39
Women: 37

98% of children play video games

71% of adults play video games

2 out of 3 children play every day or nearly every day

1 out of 3 adults plays every day or nearly every day

PROFILES OF FRENCH PLAYERS

Source: online SELL/Médiamétrie “French people and Video Games” study carried out from 6th to 27th September 2021, with a sample of 4,016 web users aged 10 and over.

*Occasional player: player who says they play video games at least once a year.

Regular player: player who says they play video games at least once a week.
FRENCH PLAYERS

PERCENTAGE OF PLAYERS BY AGE GROUP

- 10-14: 98%
- 15-24: 89%
- 25-34: 90%
- 35-49: 78%
- 50-64: 63%
- 65+: 47%

GAMEPLAY FREQUENCY

- 22% play several times a day (+2 pts vs 2020)
- 33% play every day or nearly every day (+1 pt vs 2020)
- 13% play less often
- 9% play from time to time (1 to 3 times a month) (+3 pts vs 2020)

PERCENTAGE OF PLAYERS BY SOCIO-PROFESSIONAL CATEGORY

- SPC+: 30%
- SPC-: 28%
- RETIRED: 14%
- STUDENTS: 12%

BREAKDOWN OF PLAYERS BY EDUCATION

- AT LEAST 1 QUALIFICATION: 85%
- A LEVELS OR MORE: 68%
- 3 YEARS HIGHER EDUCATION OR MORE: 24%
- +5 YEARS HIGHER EDUCATION OR MORE: 14%

RATE OF PLAYERS IN EACH REGION

Source: online SELL/Médiamétrie “French people and Video Games” study carried out from 6th to 27th September 2021, with a sample of 4,016 web users aged 10 and over.
TOP 10 TYPES OF VIDEO GAMES IN FRANCE IN 2021

Casual games (board games, cards, puzzles) 33%
Platform 28%
Role-playing/Adventure 27%
Car racing 27%
Action 26%
Sports 25%
Strategy/Real-time strategy 24%
Children's and/or family games 23%
Social gameplay 21%
Shooting / FPS 21%

Source: online SELL/Médiamétrie “French people and Video Games” study carried out from 6th to 27th September 2021, with a sample of 4,016 web users aged 10 and over.
More than a third of video game players play online with other people.

- 33% of players do not play online games.
- 57% of players play online games.
- 43% of players play online games.

30% of video game players feel like they belong to a community.

- 53% of children have this feeling.
- 27% of adults have this feeling.
- 41% of children play online games, +6 pts vs 2020.
- 67% of adult players play online games, +13 pts vs 2020.
- 59% of players play online games, +9 pts vs 2020.

- 33% say that video games have helped them to make friends.
- 53% of children have this feeling, +13 pts vs 2020.
- 89% consider it to be welcoming and well-intentioned.
- 82% consider that it goes beyond video games and unites its members around other shared interests or subjects.
- 80% indicate that it has enabled them to make friends that they would not otherwise have met.

Source: online SELL/Médiamétrie "French people and Video Games" study carried out from 6th to 27th September 2021, with a sample of 4,016 web users aged 10 and over.
SOCIAL ASPECT OF VIDEO GAMES
CONTACT WITH MEMBERS OF A COMMUNITY

- 83% have already met members of their community in person
- 57% have already met members of their community via the internet
- 42% have already met members of their community in person at public events
- 39% have already met members of their community in person at private events
- 26% have met them in person at public events via discussion forums or streamings
- 27% have met them in person via my private social networks
- 25% have met them in person via discussion forums or streamings
- 60% of players think that video games can be considered as a social network in their own right

DATA AND PURCHASING BEHAVIOUR

- 69% Physical
- 31% Digital
- 58% In stores
- 42% On the internet

Source: online SELL/Médiamétrie "French people and Video Games" study carried out from 6th to 27th September 2021, with a sample of 4,016 web users aged 10 and over.
CULTURAL HABITS OF PLAYERS

CULTURAL ACTIVITIES OVER THE LAST 6 MONTHS

- 56% Go to the cinema
- 32% Go to a sports event
- 37% Go to a museum or an exhibition
- 22% Go to a concert
- 19% Play sport or exercise regularly
- 9% Go to the opera
- 14% Go to the theatre

PLAY SPORT OR EXERCISE REGULARLY

- 64% OUI
- 36% NON

Source: online SELL/Médiamétrie “French people and Video Games” study carried out from 6th to 27th September 2021, with a sample of 4,016 web users aged 10 and over.

MULTIMEDIA HABITS OF PLAYERS

CULTURAL ACTIVITIES OVER THE LAST 7 DAYS

- All internet users
- Video game players

- Watch streamed videos or VOD/SVOD: 82% (85%)
- Watch videos other than on streaming or on demand: 73% (76%)
- Listen to music: 88% (90%)
- Watch television: 98% (98%)
- Listen to the radio: 93% (93%)
- Watch videos of live events on the web: 82% (84%)
- Surf the web: 99% (99%)
- Use social media: 97% (97%)
- Listen to music on a streaming service: 85% (86%)

Source: online SELL/Médiamétrie “French people and Video Games” study carried out from 6th to 27th September 2021, with a sample of 4,016 web users aged 10 and over.
FRENCH PEOPLE AND VIDEO GAMES

61% of players consider that video games help people connect socially.

82% of French people consider video games an innovative sector.

78% of French people think that video games are created by artists.

74% of French people consider playing video games a leisure activity for the whole family.

61% of French people consider video games to be a positive activity.

Source: online SELL/Médiamétrie “French people and Video Games” study carried out from 6th to 27th September 2021, with a sample of 4,016 web users aged 10 and over.
**GENERATION Z (15-24 ANS) AND VIDEO GAMES**

*6.64 MILLION PLAYERS*

- 89% of 15-24 year olds play video games
- 17% of video game players are aged 15-24
- 20 AVERAGE AGE

**FREQUENCY OF VIDEO GAME PLAY**

- 24% play several times a day (players aged 10 and over: 22%)
- 10% play less often (players aged 10 and over: 13%)
- 8% play from time to time (1 to 3 times a month) (players aged 10 and over: 9%)
- 22% play regularly (once or twice a week) (players aged 10 and over: 24%)
- 36% play every day or nearly every day (players aged 10 and over: 33%)

**DEVICES USED TO PLAY VIDEO GAMES**

- Smartphone (players aged 10 and over: 51%)
- Computer (players aged 10 and over: 43%)
- TV console (players aged 10 and over: 49%)
- Touch screen tablet (players aged 10 and over: 27%)
- Handheld console (players aged 10 and over: 21%)
- Box connected to the TV (players aged 10 and over: 15%)
- Gaming smartphone (players aged 10 and over: 11%)

**FAVOURITE VIDEO GAME GENRES**

- Action (players aged 10 and over: 26%) 36%
- Role-playing/Adventure (players aged 10 and over: 27%) 34%
- Platform (players aged 10 and over: 28%) 34%
- Multiplayer online games (players aged 10 and over: 18%) 32%
- Social gameplay (players aged 10 and over: 21%) 31%

Source: online SELL/Médiamétrie “French people and Video Games” study carried out from 6th to 27th September 2021, with a sample of 4,016 web users aged 10 and over.
WOMEN AND VIDEO GAMES

19.1 MILLION FEMALE PLAYERS

72% of women play video games

50% of video game players are women

38 AVERAGE AGE

21% play several times a day (men: 23%)

31% play every day or nearly every day (men: 35%)

14% play less often (men: 11%)

11% play from time to time (1 to 3 times a month) (men: 7%)

24% play regularly (1 to 2 times a week) (men: 25%)

FREQUENCY OF VIDEO GAMEPLAY

58% Smartphone (men: 43%)

37% Computer (men: 50%)

46% TV console (men: 52%)

28% Touch screen tablet (men: 25%)

23% Handheld console (men: 18%)

14% Box connected to the TV (men: 17%)

10% Gaming smartphone (men: 12%)

DEVICES USED TO PLAY VIDEO GAMES

FAVOURITE VIDEO GAME GENRES

Casual games / Mobile games (men: 26%) 41%

Platform (men: 24%) 32%

Children’s and/or family games (men: 15%) 31%

Social gameplay (men: 12%) 29%

Role-playing/Adventure (men: 29%) 26%

Source: online SELL/Médiamétrie “French people and Video Games” study carried out from 6th to 27th September 2021, with a sample of 4,016 web users aged 10 and over.
SENIORS (60+ YEARS) AND VIDEO GAMES

6.94 MILLION PLAYERS

- 49% of seniors play video games
- 18% of video game players are seniors
- 68 AVG. AGE
- 17% play several times a day (players aged 10 and over: 22%)
- 34% play every day or nearly every day (players aged 10 and over: 31%)
- 21% play less often (players aged 10 and over: 13%)
- 9% play from time to time (1 to 3 times a month) (players aged 10 and over: 9%)
- 20% play regularly (once or twice a week) (players aged 10 and over: 24%)

FAVOURITE VIDEO GAME GENRES

- Casual games / Mobile (players aged 10 and over: 33%)
- Sports (players aged 10 and over: 25%)
- Strategy/Real-time strategy games (players aged 10 and over: 24%)
- Car racing (players aged 10 and over: 27%)
- Platform (players aged 10 and over: 28%)

DEVICES USED TO PLAY VIDEO GAMES

- Smartphone (players aged 10 and over: 51%)
- Computer (players aged 10 and over: 43%)
- TV console (players aged 10 and over: 49%)
- Touch screen tablet (players aged 10 and over: 27%)
- Handheld console (players aged 10 and over: 21%)
- Box connected to the TV (players aged 10 and over: 15%)
- Gaming smartphone (players aged 10 and over: 11%)

Source: online SELL/Médiamétrie “French people and Video Games” study carried out from 6th to 27th September 2021, with a sample of 4,016 web users aged 10 and over.
CHAPTER 2

VIDEO GAMES AND YOU
The reasons why players started to play video games

- To have fun
- To have an adventure
- For the immersion in the game
- To try something new
- To pass the time
- To escape daily routine
- Because my close friends and family were playing video games
- Out of curiosity, to try it out

Reasons for playing video games

- To have fun
- To share a pleasant moment with other people
- To take part in a competitive activity with a challenge or an objective
- To train in a particular activity to progress, learn and improve
- To get away from things, get a break from the daily routine
- To participate in an activity that benefits from the latest technological and digital advances

Source: online SELL/Médiamétrie “French people and Video Games” study carried out from 6th to 27th September 2021, with a sample of 4,016 web users aged 10 and over.
**BENEFITS OF VIDEO GAMES IN YOUR LIFE**

**IMPACT OF VIDEO GAMES ON THE PLAYER’S LIFE**

- **79%** Reduces boredom that you can sometimes experience
- **74%** Brings you pleasure, makes you happier
- **65%** Fights against stress or pressure
- **59%** Fights against anxiety, apprehension, worry
- **52%** Creates or maintains a bond with other people
- **50%** Reduces isolation that you can sometimes experience

---

**EASE AND APPRECIATION IN TERMS OF NEW TECHNOLOGIES**

- **73%** of adult video game players consider that video games help them to be more comfortable and confident with new technologies
- **27%** No

---

**AND AMONGST THEM**

- **92%** consider that video games have helped them get more out of the use of new technologies which equates to 67% of adult players
- **8%** No
A RESPONSIBLE INDUSTRY

CHAPTER 3

PARENT BEHAVIOUR TOWARDS VIDEO GAMES
HOW ATTENTIVE PARENTS ARE TO THEIR CHILDREN’S VIDEO GAME PRACTICES

Source: online SELL/Médiamétrie “French people and Video Games” study carried out from 6th to 27th September 2021, with a sample of 4,016 web users aged 10 and over.

- 70% of parents are attentive to their children’s video gameplay.
- 8% I’m always next to them when they play video games.
- 24% They play video games by themselves, but I choose the games they can play.
- 38% They play video games by themselves, but I advise against certain games.
- 30% They play video games by themselves and don’t need my approval to play the games they want to play.
- 62% of parents advise against certain games or choose the games their children are allowed to play.

+2 pts VS 2020

+6 pts VS 2020
WHY DO PARENTS PLAY VIDEO GAMES WITH THEIR CHILDREN?

- To share an activity: 55%
- For fun: 42%
- Their children ask them to: 42%
- Because they like to game: 29%
- To check game content: 17%

77% of parents say they play with their children at least occasionally.

HOW OFTEN PARENTS PLAY VIDEO GAMES WITH THEIR CHILDREN

- Often: 15%
- Regularly: 26%
- Occasionally: 35%
- Rarely: 14%
- Never: 10%

PARENT BEHAVIOUR TOWARDS VIDEO GAMES

KNOWLEDGE AND USE OF PARENTAL CONTROL

- Say they are aware of it: 92%
- Know about parental control and use it: 48%
- Do not know about parental control: 8%
- Know about parental control but do not use it: 44%

KNOW ABOUT THE PEGI SYSTEM

- Children: 72% YES  NO
- Parents: 62% YES  NO
- Adults: 58% YES  NO

Source: online SELL/Médiamétrie “French people and Video Games” study carried out from 6th to 27th September 2021, with a sample of 4,016 web users aged 10 and over.
THE ACT OF BUYING AND THE PEGI RATING SYSTEM
ATTITUDE TO THE PEGI RATING SYSTEM

PARENTS
PAY ATTENTION TO THE PEGI SYSTEM

67% YES
33% NO

7 pts VS 2020

CHILDREN
PAY ATTENTION TO THE PEGI SYSTEM

56% YES
44% NO

PEGI ANALYSIS OF THE 2020 OFFER
PHYSICAL + VIRTUAL MARKETS

16% 18% 24%

27%

Source: online SELL/Médiamétrie “French people and Video Games” study carried out from 6th to 27th September 2021, with a sample of 4,016 web users aged 10 and over.
For several years, console manufacturers (Sony, Microsoft and Nintendo), Mac and Windows operating systems and also Google and most mobile terminals have been offering simple and effective solutions. Just a few minutes are required to configure the parental control and benefit from all its functions. These systems block access to games above a certain age or category in the PEGI rating system. They also control online purchases, limit web browsing, keep track of the time spent playing and can limit online interaction.

These systems strive to protect young audiences from content and behaviour unsuitable for their age. Nevertheless, it is essential for parents to keep an eye on what video games their children are playing, find out information about the games and take an interest in this hobby, playing, chatting with their children and more. The website PédagoJeux.fr – Video games explained to parents is a mine of information: understand the video game world, get information about the most talked about games, understand the PEGI symbols, best practices, etc.

**PEGI**

**SALES ANALYSIS, MARKET SHARE IN 2020**

**PHYSICAL + VIRTUAL MARKETS**

**IN VOLUME**

- 36% 31%
- 15% 14%
- 13% 12%
- 10% 8%

**IN VALUE**

- 30% 31%

Source: online SELL/Médiamétrie “French people and Video Games” study carried out from 6th to 27th September 2021, with a sample of 4,016 web users aged 10 and over.
Launched in spring 2003, PEGI has replaced a certain number of national age ratings through unique labels that are now used in most European countries. The system enjoys the support of the leading console manufacturers, including Sony, Microsoft and Nintendo, and also video game publishers and developers throughout Europe. It is also used for all new apps available from the Google Play Store. The age rating system was created by the ISFE - the Interactive Software Federation of Europe.

WHAT DO THE LABELS MEAN?
The PEGI labels appear on the front and back of the cover, indicating one of the following age ratings: 3, 7, 12, 16 or 18 (age). They provide a reliable indication of the game’s content with regard to the protection of minors. The age rating does not take into account the difficulty of the game or the skills required to play it. The descriptors (see below) on the back cover indicate the main reasons why a game has a specific age rating.
THE UNION OF VIDEO GAME PUBLISHERS

THE SELL, THE ASSOCIATION REPRESENTING VIDEO GAME PUBLISHERS IS A PROFESSIONAL ORGANISATION FOUNDED IN 1995 AND MADE UP OF BUSINESSES FROM THE VIDEO GAME SECTOR SPECIALISED IN PUBLISHING.

With 25 members, including 20 publishers and three associate members, SELL is the spokesperson for video game businesses in contact with organisations, media, families and players. Publishers are specialists in video game promotion. They find and support talented studios and provide the distribution, marketing and advertising resources for their creations.

As such, SELL’s vocation is to federate these partners and encourage their work on agreed actions, expressing the richness, creativity and responsibilities of this industry. Its main missions are to promote video games and raise all players’ and their families’ awareness of best practices, so they can enjoy playing with peace of mind.
As an industry spokesperson, SELL’s primary vocation is to defend the interests of its members and, more generally, all of the video game sector. It is the key contact with public authorities, politicians and also innovative and cultural ecosystems.

To achieve this, SELL has invested in several organisations and working groups.

**PEGI**: Created in 2003, PEGI (Pan European Game Information) is the European rating system for video games. It provided information on the content of each game and indicated a minimum advised playing age.

**PédaGoJeux**: PédaGoJeux is a collective created in 2008 by bringing together people from public bodies, the video games industry and associations. SELL is one of its founding members and works hard to develop it. The collective has the mission to raise awareness and help people understand video games. PédaGoJeux guides parents by providing advice and information on the tools that will help them better support their children in this leisure activity, and supervise their gameplay. Every year SELL implements extensive information and awareness-raising campaigns on good practices. To extend the scope of PédaGoJeux actions, it is developing a network of ambassadors across the entire country: state or charity organisations working in the fields of family awareness and information.

SELL places CSR at the heart of its initiatives: inclusion, diversity, digital sobriety and accessibility are priorities. The year 2020 will have marked an increase in the actions implemented by our association. The health crisis has led to a change in the way video games are viewed. As an increasingly popular 21st century medium and a leading sector among the major cultural industries, the video games industry also faces many challenges.

New issues have emerged in recent years that we must continue to address collectively.

Through the support of leading associations on these issues, the SELL wishes to affirm its commitment to a more diverse, inclusive and accessible industry.

We want to increase this dynamic and implement concrete actions for our members. The signing of the Charter for the Promotion of Diversity in December 2020 is a good example of a concrete action taken by the whole eco-system, with the support of the public authorities, that we intend to continue with the implementation of pledges and commitments.

Digital sobriety is a subject of growing attention on which we are mobilized to better understand the impact of our industry, to better respond to this major challenge. SELL is currently working on the publication of a Guide detailing the challenges faced by the sector and presenting all of the levers for action, and good practices.

Video games are a universal and inter-generational leisure activity that help to bridge the digital divide. Similarly, accessible video games must become the norm.

2020 will have been a pivotal year for the image of video games and the sector’s commitment to these fundamental issues. 2021 will allow us to pick up speed!
SELL works with partners to provide the whole ecosystem with reliable studies on the video game market, player profiles and also player purchasing and use. Several panels are used to carry out this analysis.

- **GSD Panel, Game Sales Data** (distributors and digital) – ISFE/Sparkers;
- **GameTrack Panel (consumers)** – ISFE/IPSOS;
- **App Annie Panel (mobile)** – ISFE;

SELL’s mission is to promote video games, the industry’s innovations and creativity with the general public, national and European stakeholders and also the media. It carries out these promotional actions through regular communication and most importantly via two essential annual events:

**IDEF**: Interactive & Digital Entertainment Festival. Created in 2006, this professional event is organised by SELL for French stakeholders in the video game and interactive leisure activity market. It takes place every year in the early summer. Developers, publishers, prop managers and distributors come together for business meetings to structure the end of the year.

**Paris Games Week** - Since 2010, Paris Games Week has been inviting all video game players and their families and friends to come and celebrate the wealth, creativity and innovation of an entire industry. The 2019 edition welcomed 317,000 visitors and 194 exhibitors in the 80,000m² of the Porte de Versailles exhibition centre.

It has quickly become a must-attend event in the French video game calendar, and every year it changes to reflect the evolution of a fast-growing industry, thanks in particular to the presence of major stakeholders such as console producers, publishers, design studios and accessory manufacturers. Noted and praised for its unique atmosphere and the quality of its entertainment, the show now brings together a community of passionate players who come to enjoy a festive and immersive experience.
THE BOARD OF DIRECTORS

Christophe Havart
Bandai Namco Entertainment

Julie Chalmette
Bethesda

Dominique Cor
Electronic Arts

John Bert
Focus Entertainment

James Rebours
Koch Media

Ina Gelbert
Microsoft

Philippe Lavoué
Nintendo

Guillaume de Fondaumière
Quantic Dream

Emmanuel Grange
Sony Interactive Entertainment

Patrick Bellaiche and Michel Magne
Take-Two Interactive

Bénédicte Germain
Ubisoft

Yves Elalouf
Warner Bros. Interactive Entertainment

THE MEMBERS OF SELL

ACTIVISION
BANDAI NAMCO Entertainment
Bethesda
CAPCOM
CBS
Disney
DONTNOD
ENTERTAINMENT
EA
Focus Entertainment
INNELEC
Just Games
Koch Media
KONAMI
MICROIDS
Microsoft
nacon
Nintendo
Orange
Plug-In Digital
Quantic Dream
SEGA
SONY INTERACTIVE
ENTERTAINMENT
SQUARE ENIX
T2
UBISOFT
Warner Bros. Interactive Entertainment