



The Economist: Video Games: All the World's a Game (Penguin Specials)

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The Penguin Economist Special reports delve into the most pressing economic issues of the day: from national and global economies, to the impact of trade, industry and jobs. Written to be read on a long commute or in your lunch hour - be better informed in under an hour.

In the US, the average age of a gamer is 37 and 42% are female. Last year the industry earned \$56billion worldwide.

Tim Cross analyses the proliferation of the video games in this Economist special report, and how its successes are set to grow.

Sections in the report include:

All the world's a game

As you like it

The business of gaming: Thinking out of the box

Paying for pixels

E-sports: Gentlemen, start your computers

Violence and addiction: No killer app

Alternative uses: The play's the thing

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