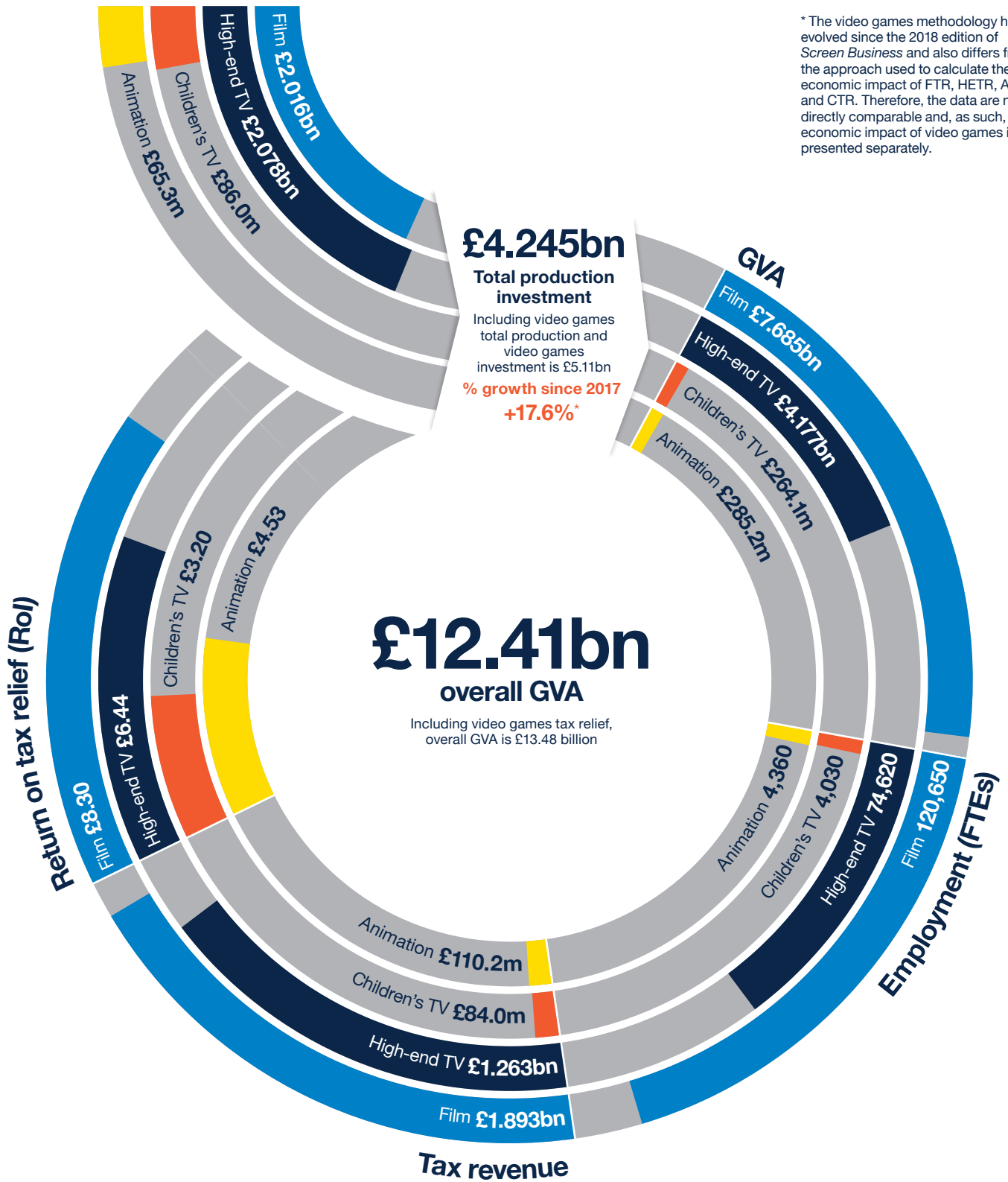


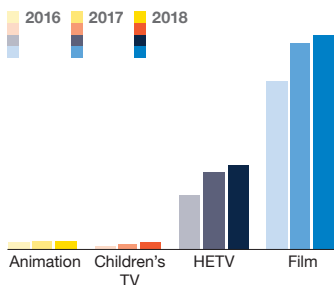
# Tax relief impact, 2019

## Production Expenditure\*

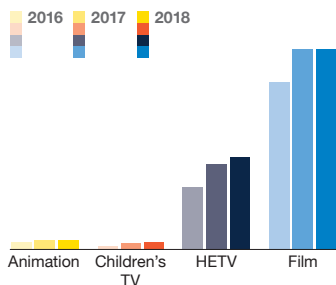
\* The video games methodology has evolved since the 2018 edition of *Screen Business* and also differs from the approach used to calculate the economic impact of FTR, HETR, ATR and CTR. Therefore, the data are not directly comparable and, as such, the economic impact of video games is presented separately.



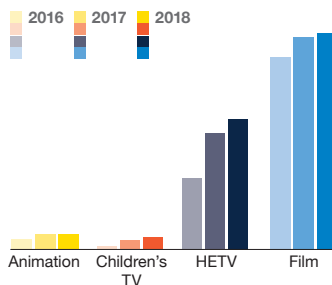
### GVA



### Employment (FTEs)



### Tax revenue



### Return on tax relief (RoI)

