

### 香港數碼娛樂 發展

Gabriel Nov 2022

Hong Kong Digital Entertainment Association

Digital Effects - Animation - Game - Education

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香港數碼娛樂協會

# 數碼娛樂=打機?

- 遊戲及娛樂軟件
- 動畫
- 電影特效
- 互動設計
- 電競
- P2E? NFT?

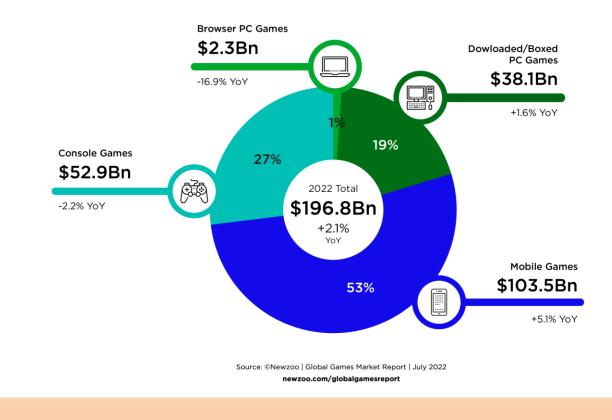






#### **2022 Global Games Market**

Per Segment With Year-on-Year Growth Rates



\$103.5Bn

Mobile game revenues in 2022 will account for 53% of the global market

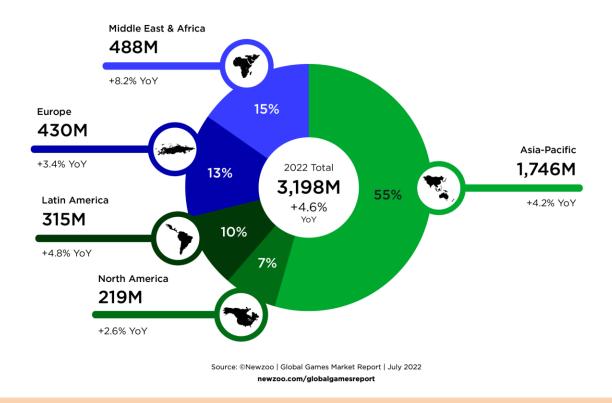
Our revenues encompass consumer spending on games: physical and digital full-game copies, in-game spending, and subscription services like Xbox Game Pass. Mobile revenues exclude advertising. Our estimates exclude taxes, secondhand trade or secondary markets, advertising revenues earned in and around games, console and peripheral hardware, B2B services, and the online gambling and betting industry.





### 2022 Global Players

Per Region With Year-on-Year Growth Rates



**55%** 

of global players are in Asia-Pacific, and the region still houses some of the fastest-growing markets worldwide

Definition of players: anyone who has played games on PC, console, or mobile device in the last six months.



## 數碼娛樂(軟)

### 軟件

- Computer Science
- Computer Engineering
- Creative Arts/Media

### Unity

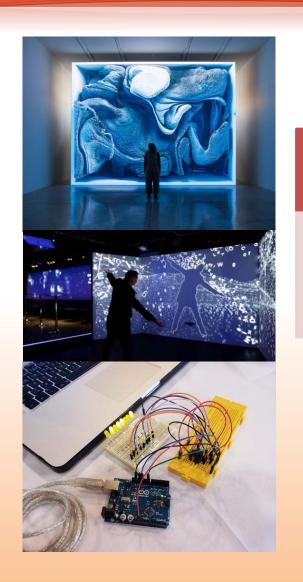


### **Unreal**





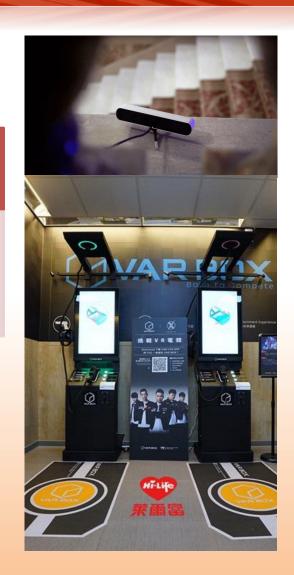
# 數碼娛樂(硬



### 硬件

- Electronic Engineering
- Mechanical Engineering







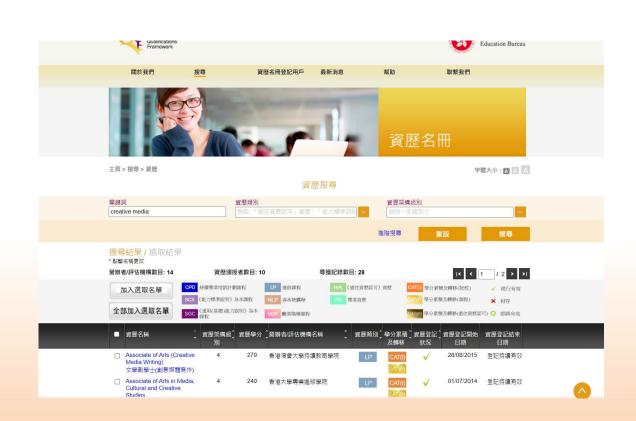
## 數碼娛樂的資歷





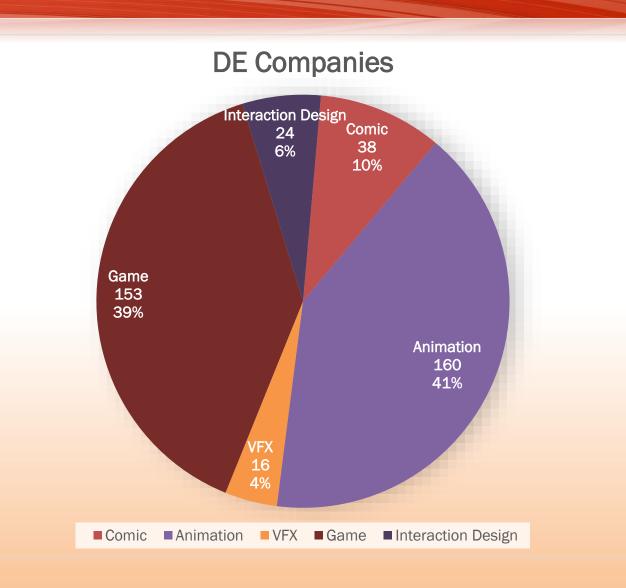
### 資歷名冊

- 數碼娛樂
- 多媒體
- 創意媒體
- 電腦遊戲
- 動畫/電腦動畫
- 互動 娛樂/設計/創作
- AR/VR 虛擬實境/擴增實境
- 電競
- 視覺特效/電影特效





# 香港的數碼娛樂



## 主要數碼娛樂組織



香港動漫畫聯會



香港遊戲產業協會



香港遊戲創作協會



香港動畫業及文化 協會



香港遊戲開發聯盟 DEVA



香港電競總會

### 業界支援

## 業界支援

香港遊戲優化和推廣計劃 GEPS

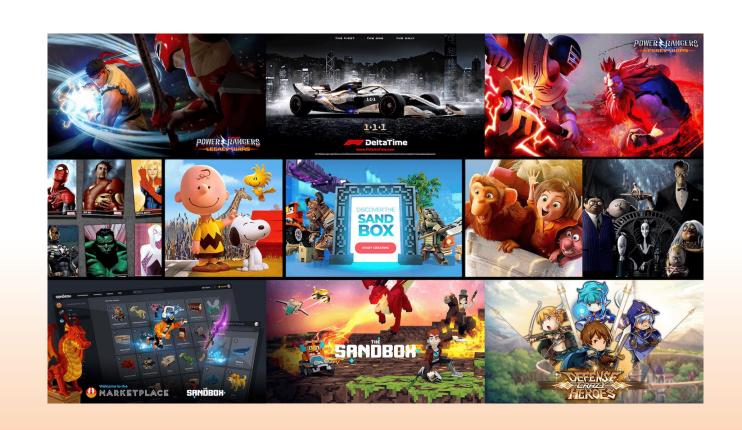
動畫支援計劃 ASP

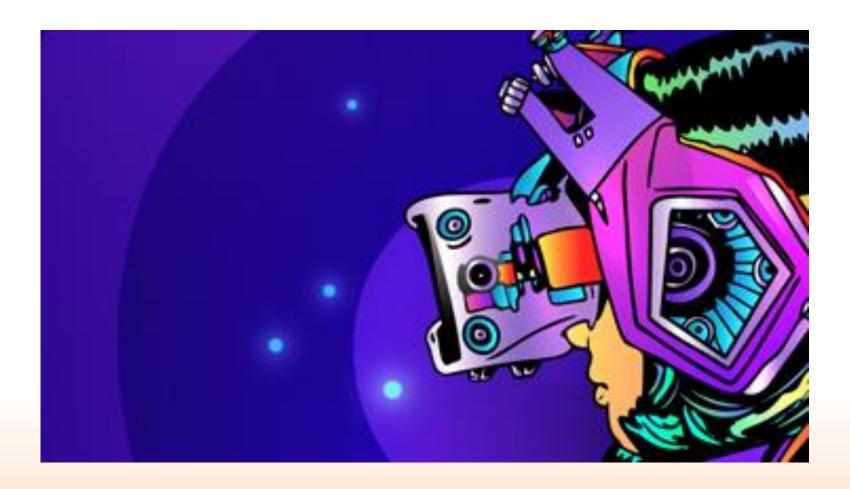
香港數碼娛樂業新畢業生支援計劃GSP

香港數碼娛樂產業調查

### 未來發展

- 手機、手提
- 遊戲平台
- 遊戲引擎、工具
- VR / AR / MR / XR...
- 藝術科技 Art Tech
- Metaverse?
- P2E, NFT...?





### **THANKS**

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