



- 36 MILLION PEOPLE GAME IN THE UK
- OVER 50% of the population
- 50% Male vs Female Split





- Not just one demographic
- It's entertainment for all





MARVEL'S BIG ONE

- \$300M to make a film
- Return \$2.8Bn
- 8 times return

UBISOFT'S BIG ONE

- AAA game cost \$75M
- Return \$2.2Bn
- 37 times return



MARVEL STUDIOS





HOW DO YOU PICK A WINNER?

- Starting points
- Established franchise
- New game buzz
- Evergreen play
- Demographic certainty
- Hardware



THE BIG FRANCHISES

- Assassins Creed
- Call Of Duty
- Halo
- God Of War
- The Elder Scrolls
- Grand Theft Auto





- Microsoft has agreed a \$7.5 billion deal to buy Bethesda's parent company, ZeniMax Media.
- Starfield, "the highly anticipated, new space epic currently in development by Bethesda Game Studios" was one of the main reasons.





Some games keep giving

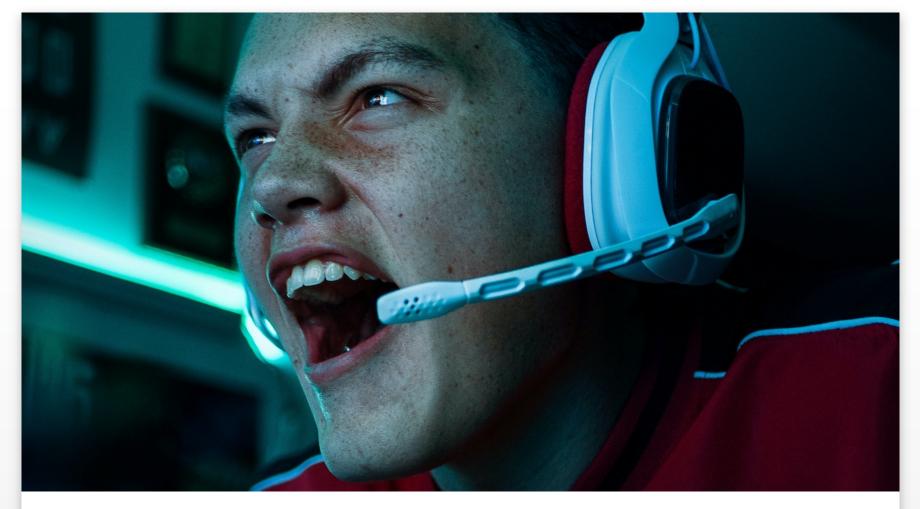
- League of Legends
- Overwatch
- World of Warcraft
- Candy Crush
- Pac Man
- Atari



DEMOGRAPHIC CERTAINTY

If they are talking about it at school.....

- Minecraft
- Fortnite
- Among Us
- Fall Guys



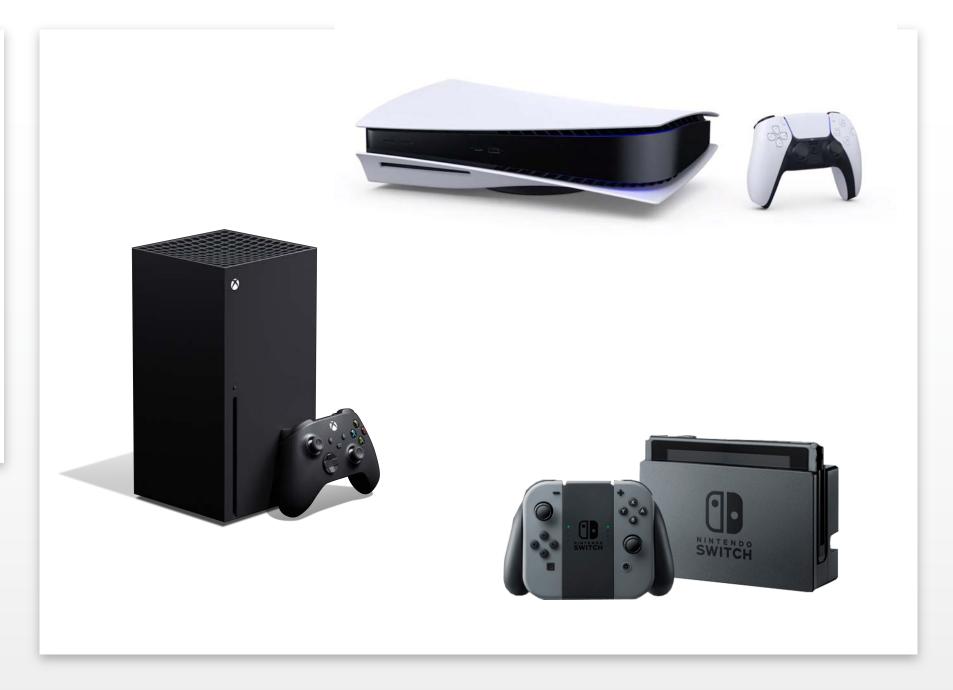






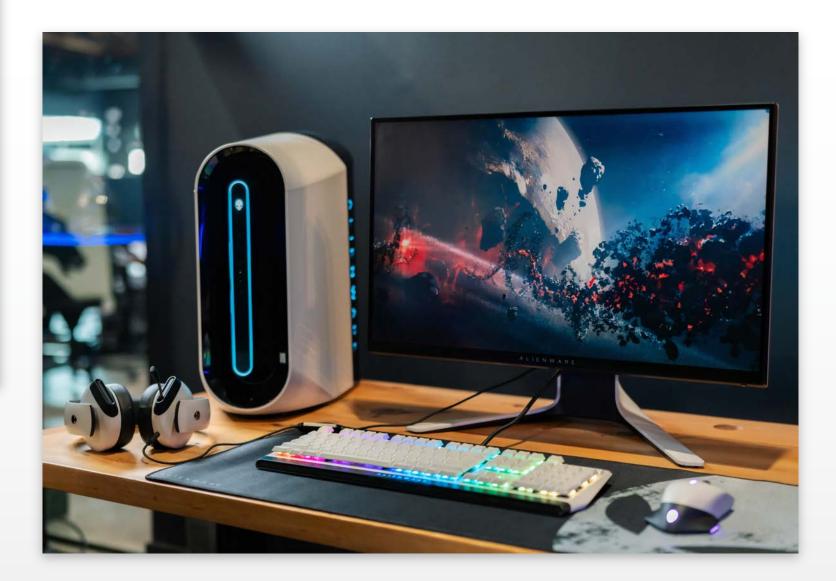
THE BIG 3

- Sony
- Microsoft
- Nintendo



T PC GAMING

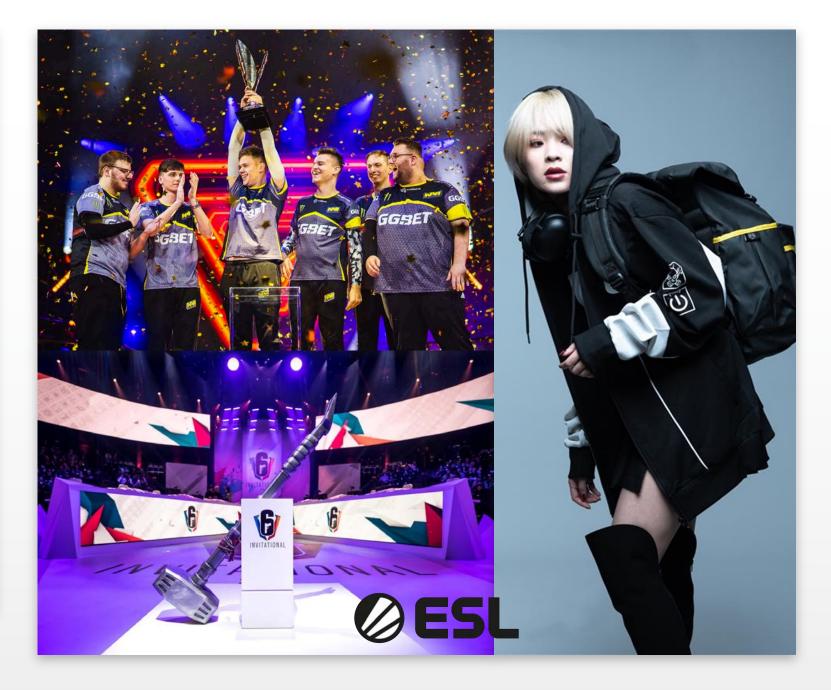
- Forgotten area
- Generic opportunity
- "I could be gaining levels now."





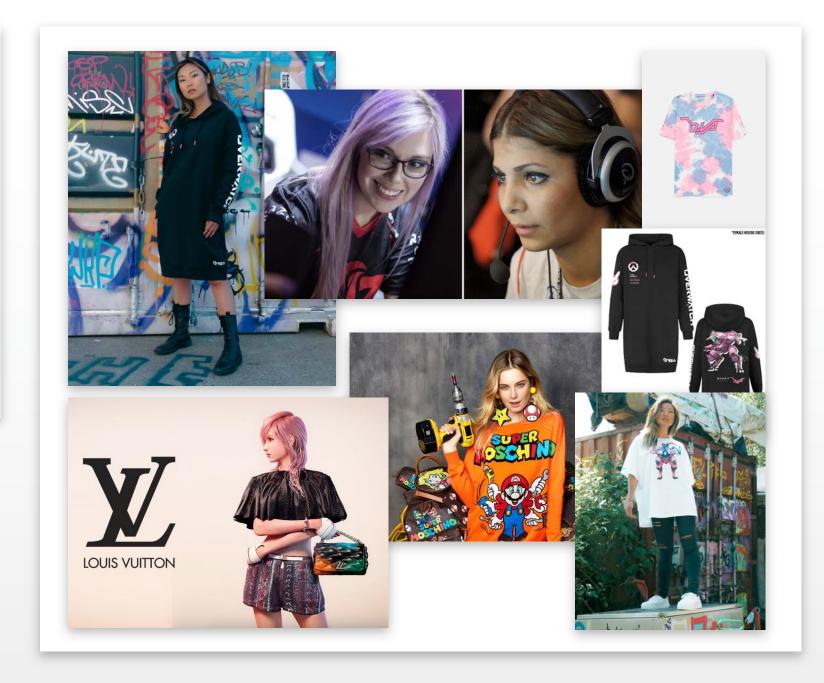
Everyone's talking about it

- E-sports
- Something's going to happen
- Teams
- Leagues
- Games



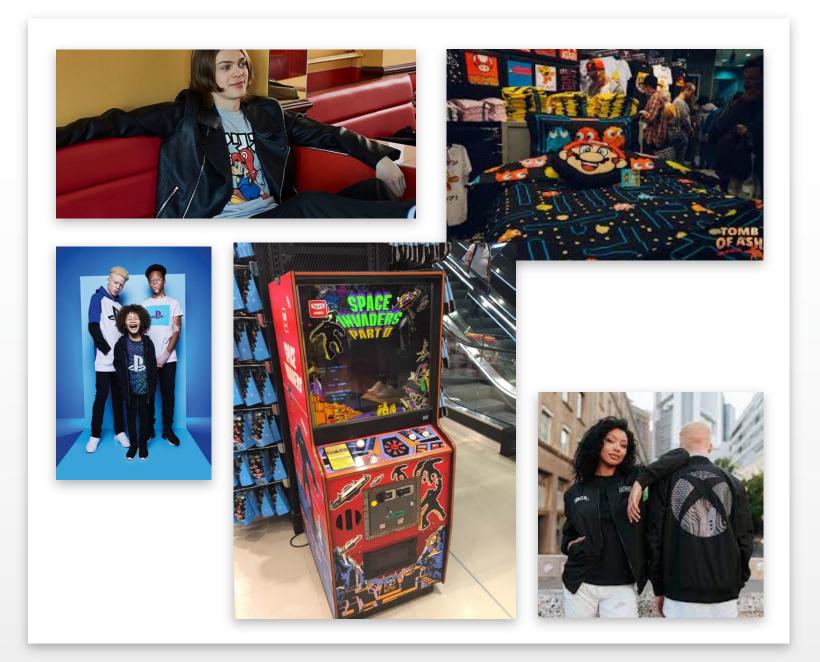
THE FEMALE GAMER

- Play it wouldn't wear it to a club
- At home
- T shirts from men's
- Or fashion for real



THEMED COLLECTION POWER HERO ITEM

- Make a noise
- With the right story
- Publishers want to play too





CREATIVE REBELS.

WE UNDERSTAND THE BRANDS AND THEIR FANS.

WE CREATE REAL LIFESTYLE COLLECTIONS.

WE DELIVER.



₹ 360° COLLECTION APPROACH

We develop product with innovation so the collection tells the story.

Every detail is important to ensure the retailer buys the collection concept.



MAKING LIFESTYLE STATEMENTS

Because that is what the consumer wants to wear





