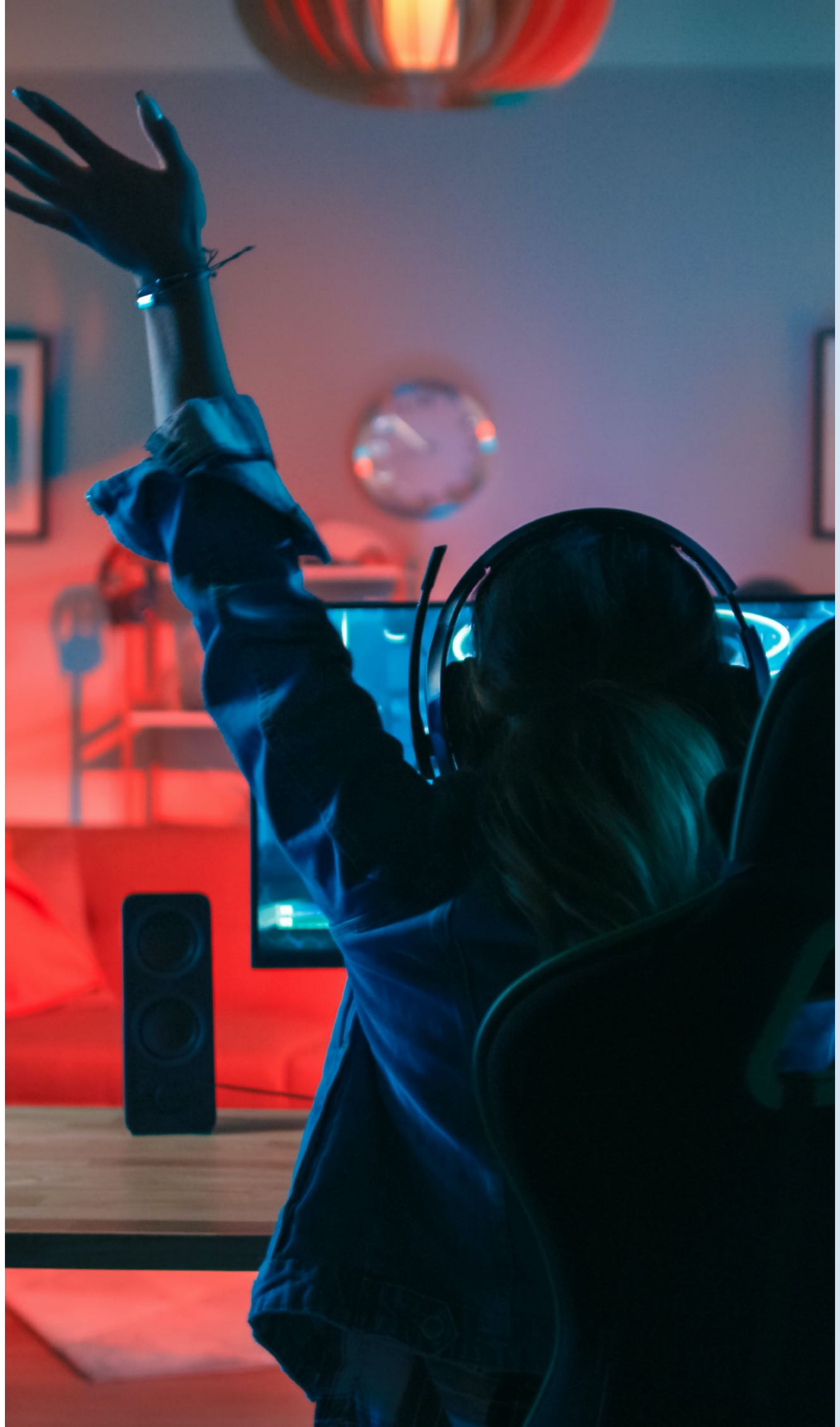
GOOD

Gathering
Of Ontario
Developers

Experienced Game Developers Working To Improve the Economy For Everyone

“Poised to Help The Economy In Ontario”

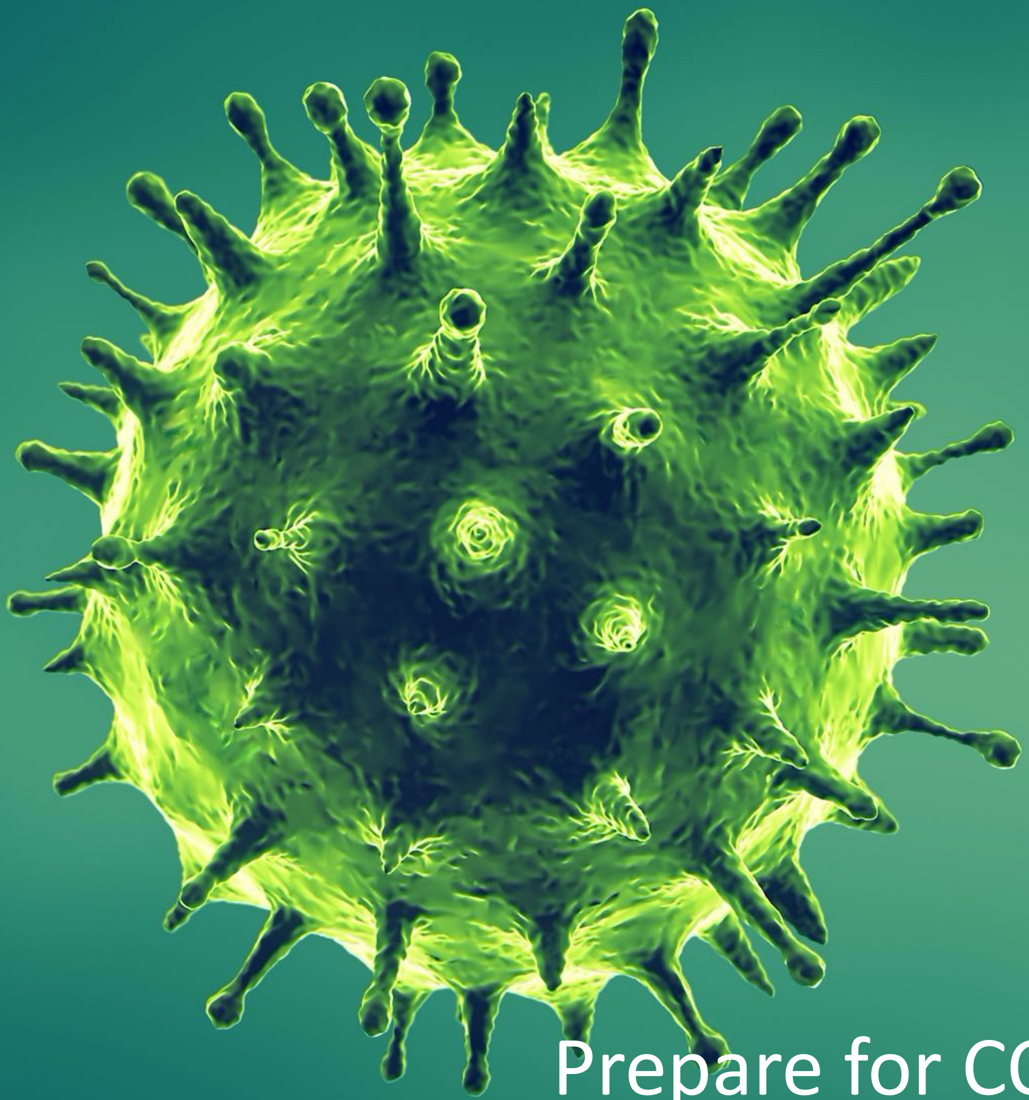


Requires Rapid Response

- Not Looking For Handouts
- Reduce Red Tape
- Facilitate Financing

COVID-19

D614G Strain



The World Has Changed

Further mutations and lock downs are likely

Prepare for COVID-19 to be a long-term problem

Video Games

UNICORN INDUSTRY UNDER COVID-19

CLOUD BASED

We can work in 100% isolation caused by COVID-19

Increased Business

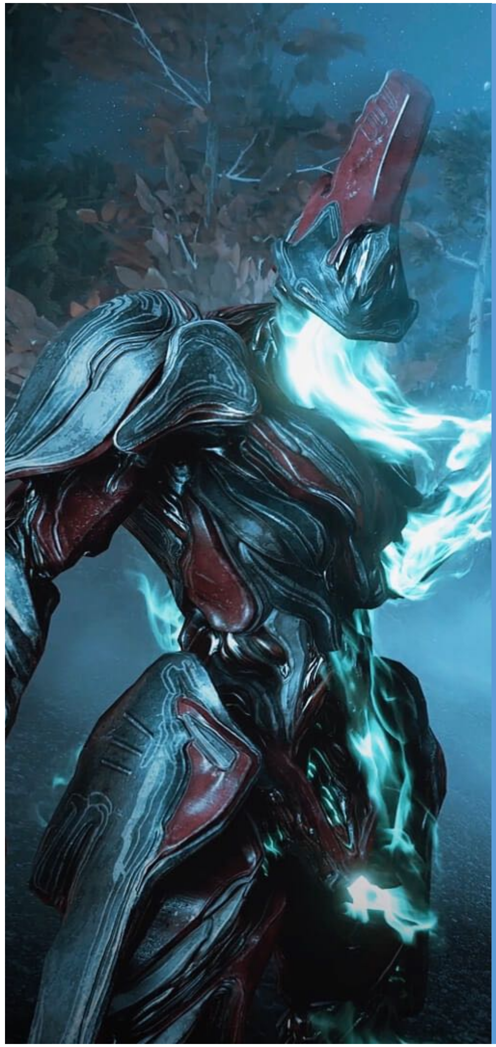
Video Games have seen record sales under COVID-19

Lack Financing

Investment and other traditional means of funding for development has disappeared

GAMES

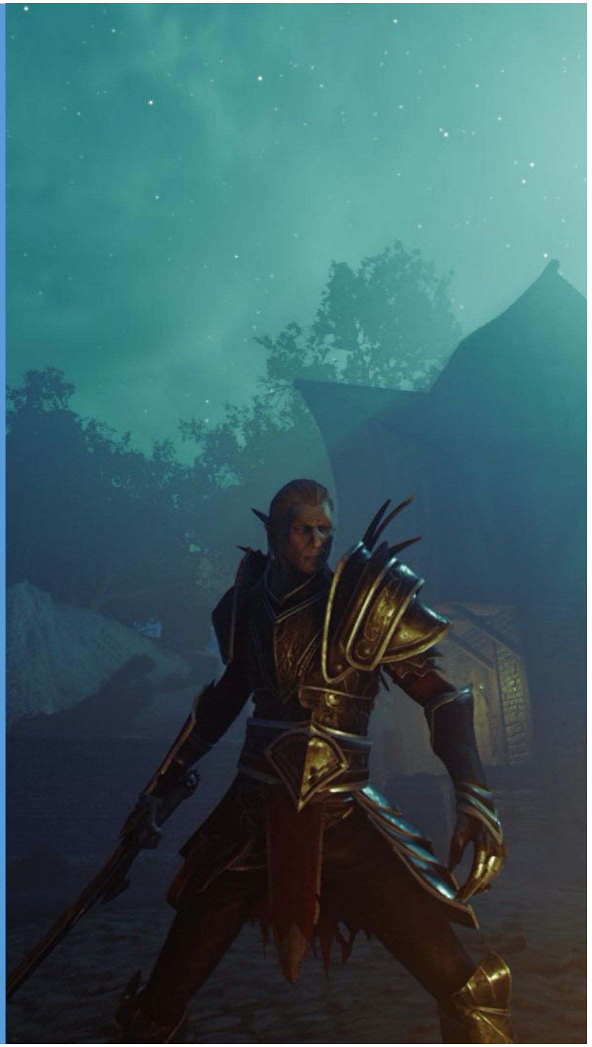
Global Game Market at $147B in 2019 - Newzoo



F2P Online

Free To Play (F2P) accounts for 90% of global game revenues

“Games are playing a pivotal function in society as a pillar of entertainment, social connection, and relief, improving the quality of life for millions during the COVID-19 pandemic. Consumers are spending more time gaming than ever, and the games market has seen unprecedented levels of engagement in the first half of 2020.” - NewZoo



Financing

Video Games Are A Good Investment

FAO Report stated that the Province plans to spend $704 million on five cultural media tax credits. 80% of these credits go to Ontario-based film, television and other media. Given the impact of COVID-19 the gaming industry should get a larger allocation. The Gaming Industry can employ people all over Ontario **regardless of location, especially rural areas**.

Reduce Red Tape

Current Game Industry Incentives through Ontario Creates are outdated and need to be modernized

Refocusing Funding

Allocating funding in a more balanced approach employing people in the province

Access to Financing

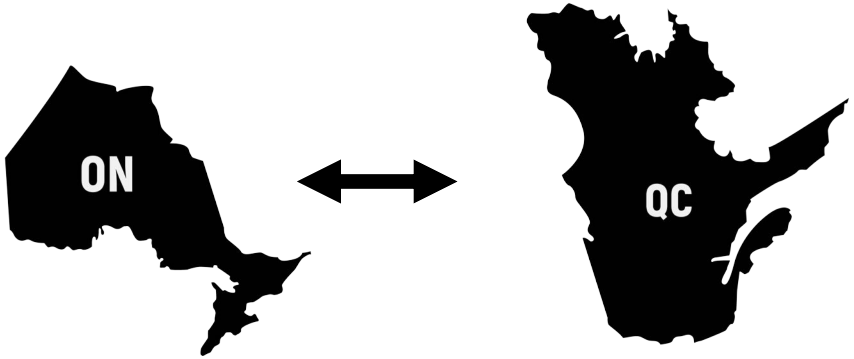
Regardless of COVID-19 the gaming industry can continue to produce games and help grow the economy

Ontario

VS

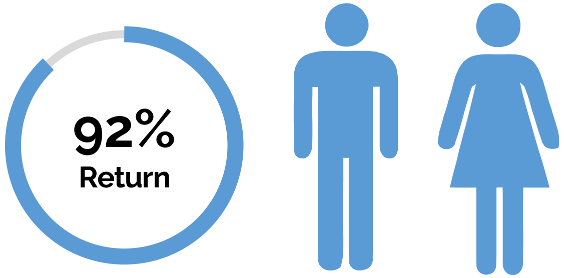
Quebec

Ontario is not competitive in comparison to Quebec



Ontario

- Maximum Return is 62%
- Slow Turn Around Time (Up to 3yrs)
- Difficult Eligibility Immigration
- No Financing

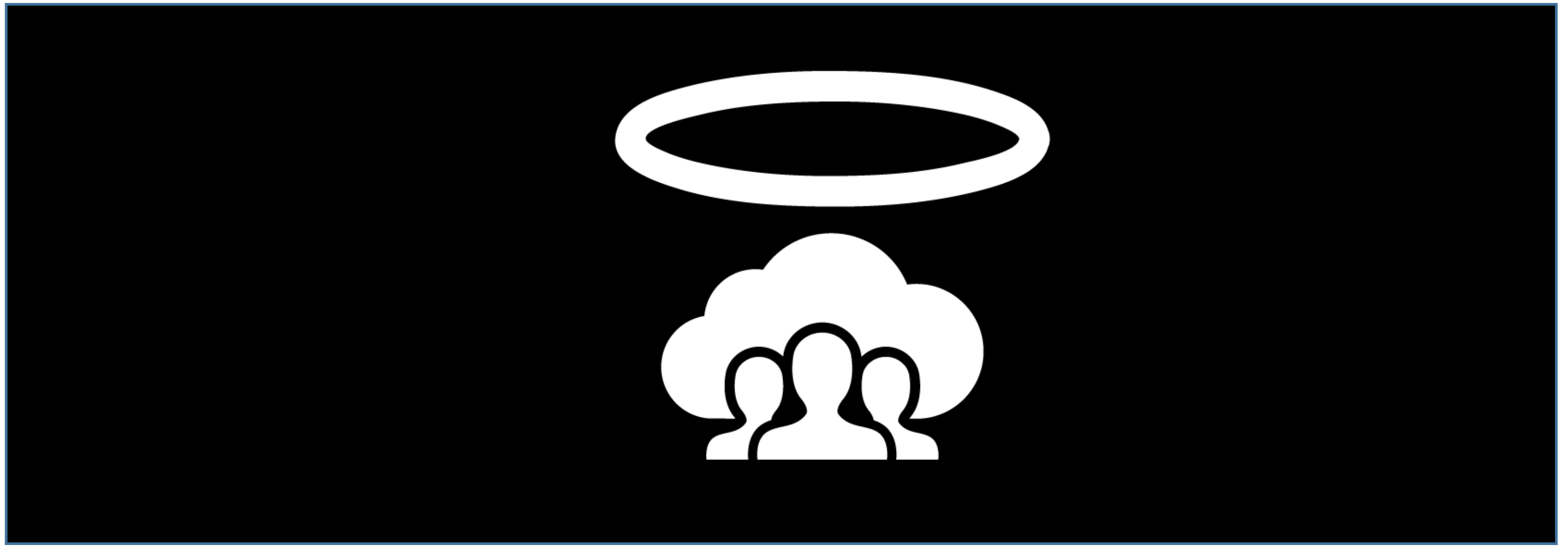


Quebec

- Maximum Return is 92%
- Faster Turn Around Time (3 Months)
- Better Eligibility Immigration
- Provincial Fianancing

GOOD

Salvation Recommendations
For COVID-19



01 GOOD For The Economy

The Video Games Industry can employ people that can work efficiently under COVID-19

02 GOOD For Ontario

Help Ontario keep jobs and grow the economy