

MFM GAMES OUTLOOK



Renaissance, Releases, and Recession

December 8, 2020

<https://www.mediafinance.org/video-games-events>



Virtual Seminar –

**Tuesday, December 8, 2020
at 11:00A Pacific (2:00P Eastern)**

What do the Economy and Black Friday Weekend Sales Say About Potential Video Game Company Results for 2020 and 2021?

With 2020 winding to a close, eyes are on the outlook for video games companies. The industry is caught between two competing trends. COVID-19 and related guidelines to limit spread have increased demand for video games and games competitions. At the same time, the ongoing pandemic-induced recession means that many consumers have less disposable income. Additionally, the industry is seeing long-awaited launches of next-generation consoles along with releases of new titles. MFM has assembled a group of expert speakers who will delve into these and other questions posed by video games finance professionals.

Participants registered for the seminar will be eligible to receive up to one (1) CPE credit toward their certified public accounting (CPA) or other qualified license. MFM is registered with the National Association of State Boards of Accountancy (NASBA) as a sponsor of continuing professional education on the National Registry of CPE Sponsors.

This virtual event comprised of one hour of content followed by a 30-minute networking reception sponsored by RSM is free to all participants. Registration is required – <https://www.mediafinance.org/video-games-events>.

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About RSM:

RSM's purpose is to deliver the power of being understood to our clients, colleagues and communities through world-class audit, tax and consulting services focused on middle market businesses. The clients we serve as the engine of global commerce and economic growth, and we are focused on developing leading professionals and services to meet their evolving needs in today's ever-changing business environment.

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Kevin Depew, Speaker
Deputy Chief Economist
RSM US LLP

As RSM's deputy chief economist and industry eminence program leader, Depew provides RSM's clients with macroeconomic and industry perspectives and insights they need to successfully manage their businesses. Through the eminence program, he works closely with RSM senior analysts across key client industries to forecast industry trends, including how artificial intelligence, machine learning and data will reshape business in the short and long term.



Joost van Dreunen, Speaker
Author of *One Up: Creativity, Competition, and the Global Business of Video Games*

Author and startup advisor van Dreunen teaches at the NYU Stern School of Business. He is co-founder and the former CEO of SuperData Research games market research firm, which Nielsen acquired in 2018. In addition, he serves as a startup advisor at Parsec Gaming and publishes a weekly newsletter, *SuperJoost Playlist* covering video gaming, technology, and entertainment.



Victor Kao, Moderator
Consulting Partner
National Leader, Video Gaming and Esports
RSM US LLP

Kao provides a unique blend of accounting, operations, and IT subject matter expertise to advise leadership in making confident decisions. Currently, his core industry and subject matter expertise rests within the technology, media, and entertainment segment with a focus within video gaming and esports.