香港特別行政區政府

政府資訊科技總監
辦公室

OFFICE OF THE
GOVERNMENT CHIEF INFORMATION OFFICER

THE GOVERNMENT OF THE HONG KONG
SPECIAL ADMINISTRATIVE REGION

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10 August 2005

The Honourable Sin Chung Kai, JP
Chairman
Information Technology and Broadcasting Panel
Legislative Council
Legislative Council Building
8 Jackson Road
Central, Hong Kong

Dear Chairman,

## Supplementary Information on
## the Digital Entertainment Industry in South Korea & Taiwan

At the request of the Hon. Jasper TSANG Yok-Sing at the meeting of the Panel on Information Technology and Broadcasting on 13 June 2005, I write to provide some statistics gathered from published reports on the profile of the game industry in South Korea & Taiwan. They are summarized in the annex to this letter for Panel Members' information.

Yours sincerely,

(Ms Subrina Chow)
for Government Chief Information Officer

## Statistics on the Game Industry in South Korea and Taiwan

### *South Korea*

According to the report "遊戲產業白皮書" published by Topology Research Institute, there were 1,700 game developers in South Korea in 2002. 766 applications of standalone game title were submitted for rating purpose in the same year. Another report on "Digital Content Industry in Taiwan" said the game development industry in South Korea employed around 34,000 people and produced around 100 online game titles in 2002.

### *Taiwan*

According to the report on "Digital Content Industry in Taiwan", there were 1,983 digital content companies in Taiwan in 2003. Their business areas included digital game development, network services, content software development and digital learning, etc. The industry as a whole employed about 33,000 people. According to the report "遊戲產業白皮書" published by Topology Research Institute, Taiwanese companies published over 60 online game titles in 2001-02.