Have mobile games kept their pandemic-era power-ups?

Article



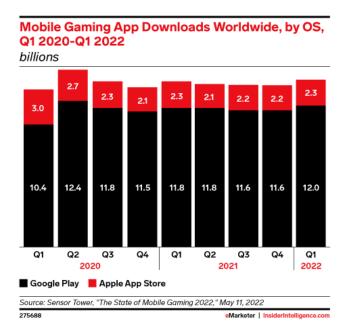
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Since seeing a major boost at the start of the pandemic, mobile gaming app downloads have moderated but held steady. In Q1 2022, there were **14.3 billion** downloads of mobile games worldwide, **1.4**% more than the same quarter in 2021.





Beyond the chart: Mobile game adoption is in good shape, with downloads remaining above their 2019 level. That said, consumer spending in these apps dropped for the first time in Q1 2022, declining by **6.2**% from **\$22.6 billion** in Q1 2021. This cooling period follows record growth during the early stages of the pandemic. Nonetheless, spending was **41.3**% higher than in Q1 2019.



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