Supporting Manitoba's Interactive Digital Media Industry

#### 2022 IDM Census Highlights

New Media Manitoba is Sector Council for Information, Communication and Digital Technologies and non-profit industry association dedicated to supporting Manitoba's Interactive Digital Media (IDM) industry.



Represents an 83% increase in total tax revenue (growing at a CAGR of 10.6%) Largely driven by increased labour costs, thus a 28% increase in personal income taxes.

**204** IDM Companies Close to half being core IDM businesses.

# 4,820 Direct FTE's 5,750 Total Impact

+50% from 2016

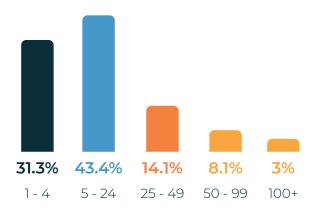
Full-time equivalents including direct, indirect, induced.

### Market Expansion

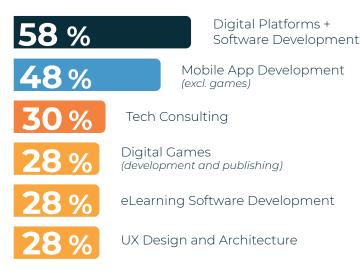
Majority of companies are interested in expanding into North American markets in the next 3-5 years, with Canadian and American markets, making up a close 76% and 73% of responses respectively.

## **IDM Company Size**

# of employees



#### **IDM Products Created**



Data provided by:

**Nordicity** 

Funding Provided by: Financement fourni par:





**88%** of companies want Manitoban talent

19% Senior >10 years experience

**19%** Advanced

1.410 Estimated New Hires in the next 24 months

**23%** Intermediate

**34%** Junior

<2 years experience

Manitoba's most prominent training areas for IDM companies are:

Project Management

**Business Development** 

Complex Problem-Solving

Specific Programming Languages

Programming languages proficiency searched by employers when hiring new developers

JavaScript HTML C#

C++

Python

CSS

SQL CSS3

Java

Blockchain

Ruby React

Helpfulness of NMM staff

4.79/5

Most In-Demand Skills

Critical Thinking Complex Problem Solving **Active Learning** 

of survey respondents expressed that they joined NMM of survey respondents expressed that they joined in because of offered networking opportunities with industry professionals.

**65**%

of survey respondents noted that they capitalized on NMM's networking and events.

"These observations invite the reader to reconsider the popular conception of interactive digital media as being virtually synonymous with video games.

(IDM products and technologies offer a wide range of use cases in various verticals, and while the video games industry certainly represents a significant segment, the distribution outlined in the census confirms that the IDM industry should not be unilaterally equated with that specific segment, at least in Manitoba.)

2022 IDM Census and Growth Strategy Report by Nordicity,"

