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Stat # 1: Tencent generated the  
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its high investment in gaming companies like Activision, Riot, and Blizzard. Tencent made a profit of \$7.4 billion in 2017. Stat #2: The average growth of the video game industry between 2015 – 2020 is 12.1%. Source

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worldwide. As of 2018, video  
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America and Europe and touches  
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social and ecological impacts, the  
volume omits several topics of  
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its scope. Throughout the text,  
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