



Evolution and the Future of Gaming in Iran: 42 Million Gamers by 2022



Although game production industry is quite nascent in Iran, the country has a history of gaming which goes as far as 40 years ago. This infographic reviews the most important trends and events of Iranian gaming history, and it forecasts the population of Iranian gamers in 2022 (In accordance with the year 1400 in Solar Hijri calendar, the first year of the 15th century).

It must be emphasized that this chart demonstrates the net amount of people who are added to the gamers' population per year. The total number of gamers in each year is equal to the cumulative number of the joined gamers up to that year.

In the years with local maximums, new generations of games have appeared in the country. Meanwhile, it must be considered that the emergence of different generations in Iran had a time delay compared to global changes, especially, it can be seen in the early generations.

After Mobile turned into a gaming platform and the development of infrastructures, such as the Internet, this trend line gained more increasing slope. The acceleration in the emergence of cutting edge technologies which always influence the creative industry of digital games is another reason for this increment.

This trend will keep its increasing slope in the new century. Developing infrastructures, technologies, and accepting the digital games as an entertainment media will keep this trend increased in its slope. This shows a bright future for the gaming industry in Iran.

Generation 8

PS4 XBOX ONE

Growth of the 8th generation of digital game consoles. PS4 & Xbox One are the leaders of this change.

In the last decade of 14th century, Improvements in smartphone's embedded technologies, especially in GPU and CPU and wide access of internet led to a revolutionary change and stabilization of Mobile as a gaming platform. In this decade, in-app purchase monetization techniques attracted a huge number of users to mobile games.

Generation 6

PlayStation 2

Formation of global trend in commercialization and diversification of digital games

Appearance of the sixth generation of consoles, such as PS2

Emergence of more advanced operating systems for mobiles

Technology growth for Computer platform and prevalence of gaming hardware and laptops.

Generation 7

PlayStation 3 XBOX 360

Seventh console's generation came to Iran with popular PS3 & Xbox 360. The motion sensors of these consoles turned them into a family entertainment device.

Graphics hardware development for Computer platform gained an increasing slope and games diversified even more.

Increasing in the number of gaming cafés (Gaming clubs, mainly with Computer multiplayer games) in Iran.

Fifth generation of digital game consoles appeared with PS1

The growth of gaming cafés (Gaming clubs mainly with Console games) in Iran

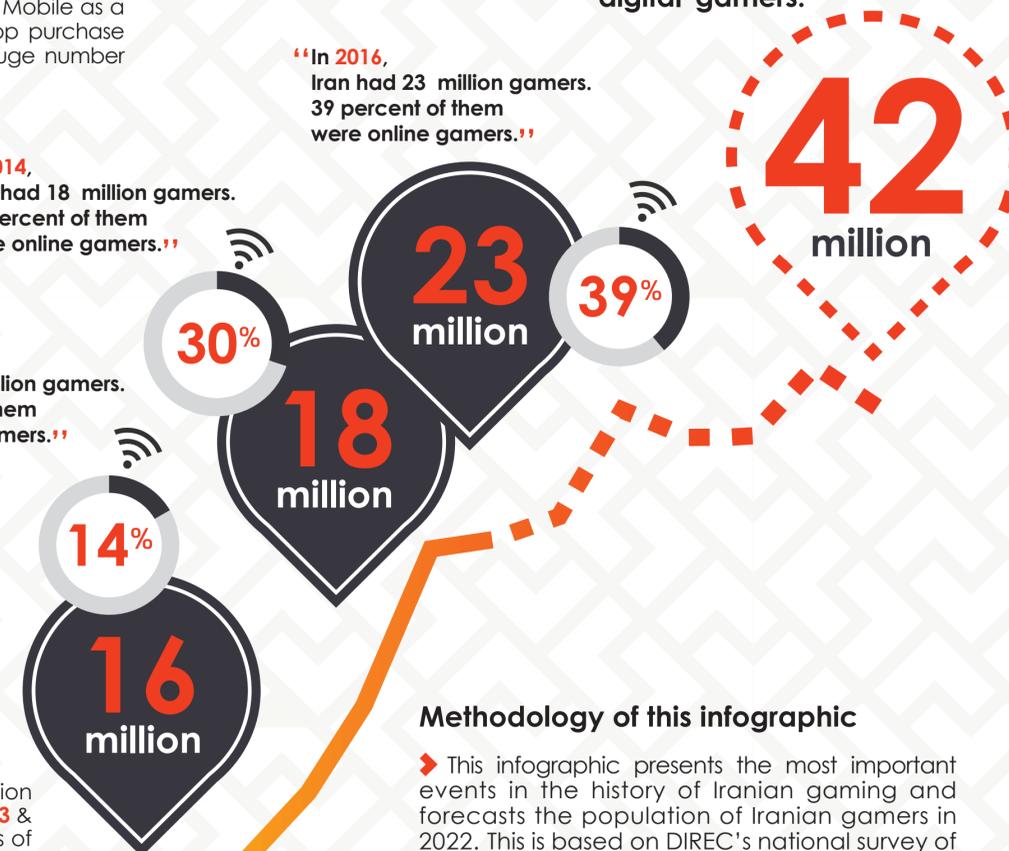
It seems that digital games will be directed by social games along with VR, AR & MR technologies.

It is estimated that in the year 2022 (In accordance with the year 1400 in Solar Hijri calendar) Iran will at least have 42 million digital gamers.

"In 2016, Iran had 23 million gamers. 39 percent of them were online gamers."

"In 2014, Iran had 18 million gamers. 30 percent of them were online gamers."

"In 2011, Iran had 16 million gamers. 14 percent of them were online gamers."



Generation 1

TV-GAME

There is no precise information about the date which digital games entered Iran, but it seems that they became popular in the early 1980s (In accordance with 1360th decade in Solar Hijri calendar), when TV-Game found its way into Iranian households.

Generation 2

ATARI

The 2nd generation of digital game consoles in Iran took off with the popularity of Atari 2600 a few years after its launch in other parts of the world.

Generation 3 & 4

Nintendo SEGA

Third and Fourth generations of consoles emerged in the country with devices such as Nintendo Famicom and Sega Mega Drive.

Generation 5

PlayStation

Fifth generation of digital game consoles appeared with PS1

Methodology of this infographic

This infographic presents the most important events in the history of Iranian gaming and forecasts the population of Iranian gamers in 2022. This is based on DIREC's national survey of gamers' behavior study with more than 15000 people as sample size. In order to forecast the gamers' population, SARIMAX model has been applied to the data set as a Time Series approach. SARIMAX model estimates its parameters by Auto Correlation, Partial Auto Correlation, and Cross Correlation functions. The population of the country is considered as the regressor.

The gamers' population is forecasted based on the optimistic estimation of Statistical Center of Iran. Based on this estimation, the population of Iran in 2022 will be 84 million people. Some factors, such as different changes in the population growth rate, the occurrence of the effective events and economic, cultural & political policy makings, and also paradigm shifts in entertainment concept can adjust this number.

The data gathering and the analysis for this infographic has been done by DIREC, and the infographic has been exclusively published by TechRasa.

Info@direc.ir
Hi@techrasa.com