Gamers aren't who you think they are

New research¹ reveals the opportunity for marketers to reach valuable audiences in gaming apps. Read on to discover who's playing and how best to get their attention.



¹ "Something for everyone," Ipsos MORI mobile app research report commissioned by Google, U.S., July 2017

Men and women of all ages use gaming apps





35-44 years old

*Based on overall smartphone users who play gaming apps

Gaming app users identify as main household earners and decision makers





82% of gaming app users identify as the main shopper in their household

Gamers play frequently











Puzzle and strategy apps are the most popular gaming apps



Men and women use different types of gaming apps





Sports gamers	76%	24%
Strategy gamers	50%	50%

In the last 30 days, 59% of gaming app users played puzzle games

In the last 30 days, 39% of gaming app users played puzzle games

Gamers play the most in their down time





For winning campaigns, get in the game

Read the full Display & Video 360 Guide to Advertising in Apps to learn how to reach and engage your audience on mobile apps.