**Digital Gamers Powered Up During The Pandemic**

Average time spent gaming soared 16.5% between 2019 and 2020, from 12.7 to 14.8 hours per week, according to The NPD Group. That growth rate barely slowed in 2021, with time spent growing to 16.5 hours. In 2022, we estimate that more than half (54.2%) of the US population will be digital gamers.

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[*https://www.emarketer.com/content/digital-gamers-powered-up-during-pandemic?ecid=NL1001&utm\_campaign=eDaily+6.14.2022+CORE&utm\_medium=email&utm\_source=Triggermail&utm\_term=eMarketer+Daily+CORE%2fEMEA+(Mon-Fri)*](https://www.emarketer.com/content/digital-gamers-powered-up-during-pandemic?ecid=NL1001&utm_campaign=eDaily+6.14.2022+CORE&utm_medium=email&utm_source=Triggermail&utm_term=eMarketer+Daily+CORE%2fEMEA+(Mon-Fri))

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