**Video Game Usage Grows At Expense Of TV Viewing**

Consumers spent more time playing video games and less time watching linear and some streaming TV platforms in February, according to Nielsen. Viewing shares for broadcast, cable and streaming dipped while the "other" category, which includes gaming, video-on-demand, DVRs and some streaming rose by 1 percentage point.

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[***https://www.mediapost.com/publications/article/372171/nielsens-gauge-sees-slight-february-declines-in.html***](https://www.mediapost.com/publications/article/372171/nielsens-gauge-sees-slight-february-declines-in.html)

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