

# gamers and their **Second Screen**

What are Xbox 360 SmartGlass and Wii U getting into?

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## 60,000,000+ Console Gamers use a Tablet

*In the US and Western Europe\**

\* Aggregate of UK, Germany, France, Netherlands and Belgium  
NB. includes gamers on older and handheld consoles

this is  
**33%**  
of all console gamers

The uptake of tablets is having its impact on games, from a consumer as well as a business perspective. Of the 60 million console gaming tablet users, 44% already plays games on that mobile screen.

## 49% of console gamers plays games on their Smartphone

## How do the **Big 3** compare?

With Xbox 360 SmartGlass and the new Wii U announced it is time to take a look at how the second screen already has entered the entertainment eco-space of the various console gamers...

## XBOX 360

**61%**  
is an iPad

**41%**  
uses a Tablet

52% of 70M Xbox 360 gamers also plays games on their smartphone



## Wii

With 41% of its user base, Microsoft seems to be making a smart move with its SmartGlass. The Wii U will have its own second screen, even though 35% of its current user base already uses a tablet.

**35%**  
uses a Tablet

**48%**  
is female

49% of 98M Wii gamers also play games on their smartphone



## PS3

**40%**  
uses a Tablet

**24%**  
is a Samsung tablet

57% of 59M PS3 gamers also play games on their smartphone



The PlayStation Vita works with your PS3 as a second screen. Will regular tablets also be able to communicate with the PS3?