Research / Surveys Video Games & Multi-media Audiovisual - Film, TV & Radio United Kingdom COVID 19

On-Demand Culture: How the lockdown is changing games and streaming services

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The lockdown has seen dramatic growth for on-demand services. This has occurred in multiple media including games, live video and TV, as this paper from Nesta and PEC researchers Raphael Leung and John Davies reports.

The paper focuses on some of the highest profile on-demand media services: Netflix, Steam, Spotify, and Twitch. We chose to look at data from these platforms because we think they are indicative of important longer-term trends. Our analysis uses data from various sources including published research, publicly available aggregated user data, and third-party data. Read more information here.

Creative Industries Policy and Evidence Centre (PEC)

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