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Breaking News

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Welcome to the Entertainment Software Association

The Entertainment Software Association (ESA) is the U.S. association exclusively dedicated to serving the business and public affairs needs of [companies that publish computer and video games](#) for video game consoles, personal computers, and the Internet. ESA offers a [global content protection program](#), business and [consumer research](#), government relations, and intellectual property protection efforts. ESA also owns and operates [E3](#).

To read more about ESA, please click any of the following links:

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Noteworthy Industry News

- 4/28/2014 – [Video Game Education Opens Doors](#)
- 4/25/2014 – [Video game headset finds new uses in health care](#)
- 4/24/2014 – [Promoting Change in Texas](#)
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U.S. Colleges and Universities Offering Video Game Courses & Degrees

The video game industry offers a rewarding and lucrative career path for aspiring designers, developers, and programmers. In

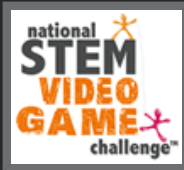
2013-2014, a record 385 American colleges, universities, and technical schools are offering programs in video game-related topics – preparing more students for careers in the \$21 billion-per-year entertainment software industry. [View our complete list of schools by program offerings and location.](#)



PSA Reminds Parents to Check the Ratings

ESA and the Entertainment Software Rating Board (ESRB)

produced a new PSA that reminds parents to check computer and video games' ESRB ratings, use the ESRB's free mobile app to learn more about game content, and set parental controls on game systems. The PSA is one of [many tools and policies](#) the video game industry has developed to help parents make informed game choices and guide safe entertainment experiences. To watch the PSA, [click here.](#)



STEM Video Game Challenge

ESA proudly co-sponsors the National STEM Video Game Challenge, an annual competition to motivate interest in science, technology, engineering and math subjects by tapping into the natural passion of youth for playing and making video games. To meet previous challenge winners, and learn more about the competition, please visit <http://www.stemchallenge.org>.



Video Games in the 21st Century

Download our [Video Games in the 21st Century: The 2010 Report](#), which measures the economic contributions made by the U.S. entertainment software industry to the

American economy from 2005-2009. Individual state reports can be downloaded from our [Economic Data](#) page.



Video Game Voters Network

Video games are often threatened by legislation on the federal, state and local levels, and it is time for gamers to stand up and voice their concerns. [The Video Game Voters Network leads this battle.](#)



Essential Facts

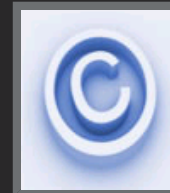
Download the [2014 Essential Facts About the Computer and Video Game Industry](#).



Video: Active Play PALA+ Challenge

ESA partners with the President's Council on Fitness, Sports & Nutrition to offer the Active Play Presidential Active Lifestyle Award (PALA+) Challenge, which highlights active video games as one tool to help Americans lead more active lives.

To view a video about the challenge, [click here](#).



Content Protection Information

The objective of [ESA's Content Protection Program](#) is to attack and reduce global entertainment software piracy, which is estimated to cost the U.S. industry millions of dollars every year. The program's primary components are policy work, training and education, and a number of different enforcement efforts in the United States and abroad.

