# SCB

# SPPI for Software Publishing in Sweden

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#### Definition of the survey

 Industrial classification of software publishing

NACE Division		NACE Class	SNI 2007 5-digit level		ISIC Rev. 4
58	58.2	58.21	58.210	Publishing of computer games	5820
		58.29	58.290	Other software publishing	5820

- Only 58.29 Other software publishing is being covered
- 58.29 is 82% of 58.2



# Unit of measure to be priced

- 58.21, computer games for all platforms
- Including online games

- 58.29, non-customised software
- Includes translation or adaptation of operating systems and other applications on own account



#### Market conditions

- Close connection with Computer programming (62)
- About one third of the turnover by product in 58.2 is classified as Computer programming
- Confusing for respondents
- Price for actual publishing hard to measure



### Pricing methods

- Hourly charge out rates
- System designers, system technicians, computer programmers and project leaders
- Customised software is common



# National Accounts concepts

- About one third of the production within 58.2 is estimated as being exported
- Export prices not explicitly covered by SPPI
- Foreign controlled enterprises common
- About 20% of production consumed by households

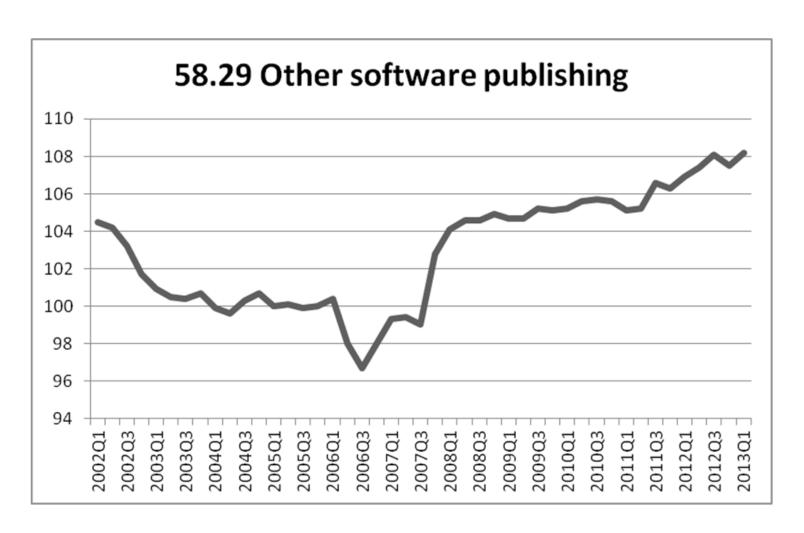


#### Background to the Swedish SPPI

- Development started in 2001
- Subgroup in 72, Computer and related activities
- Index was back casted for NACE rev.2

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# Price development from 2002



#### Questions?

Thank you for your attention!

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