

2023 MID-YEAR REVIEW

90 EGAMING LICENCES



Following the revision of our initial year-end target from 80 to 90 live GSC licences, there were 90 live licences as at the end of June. Including two in new markets: Latin America and India.



84 NEW JOBS

84 new jobs created and filled across three identified growth sectors in eGaming, Fintech and Esports, against our annual target of 300.

ESPORTS

We've widened our Esports strategy with the inclusion of video gaming. The focus for 2023 is on business development, including attendance at key industry trade shows.



FINTECH

Our inaugural Fintech Innovation Challenge received 80 applications from 20 countries, culminating in 14 finalists and two businesses ultimately registering on the Island. [Click here](#) to find out more about the 2023 and 2024 Challenges.



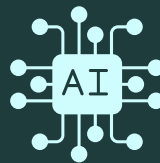
SMART ISLAND

Champions have been identified across all eight Government departments to help drive our Smart Island initiative.



ARTIFICIAL INTELLIGENCE

Remaining reactive and aligning with the latest tech innovation, we've placed a stronger focus on AI. It now forms a part of our strategy, ensuring local businesses recognise its benefits and possible implications, and have the necessary skills to take advantage of the opportunities it provides. Consistent with this, AI will be a focus of our Innovation Challenge in 2024.



DATA

Following validation of recommended actions, our approach for the Island has been agreed. Data will also form one of three areas of focus for our next Innovation Challenge in 2024.



INFRASTRUCTURE

Continuing with the National Broadband Plan, our target of 90% of homes being passed with fibre by the end of 2023 is on track at 86%. Currently, 40% of homes are connected to the network.

