

Video Games: Global Markets

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Abstracts

Report Scope:

In this report, the market has been segmented based on genre, mode, platform, and geography. The report provides an overview of the global video gaming market and analyzes market trends. Using 2021 as the base year, the report provides estimated market data for the forecast period, 2022-2027. Revenue forecasts for this period are segmented based on genre, mode, platform, end user, and geography. Market values have been estimated based on the total revenue of video game developers. Video gaming publishers can earn revenue from games through various processes. The methods of monetizing games vary, especially between different genres or platforms. Revenues benefit developers, copyright owners, and other stakeholders. Some important revenue streams for video game publishers include retail purchases, digital distribution, subscription models, microtransactions, downloadable content, player trading, and advertising.

The report covers the market for video games regarding the end user base, and provides updated data of different regions. It also highlights major trends and challenges that affect the market and the vendor landscape. The report estimates the global market for video games in 2021 and provides projections for the expected market size through 2027.

Report Includes:

38 data tables and 35 additional tables

An overview of the global video gaming market and discussion on its key market developments

Estimation of the market size and analyses of global market trends, with data from 2021, estimates for 2022 and projections of compound annual growth rates (CAGRs) through 2027

Analysis of market trends and identification of new opportunities, challenges, and technological changes within the industry

A look into the development of augmented reality (AR) and virtual reality (VR) in the video gaming industry and discussion on educational applications of video games

Highlights of current and future market potential, market size, and market share analysis based on genre, mode, type, platform and region

Company profiles of major players within the industry, including Apple Inc., Microsoft Corp., Nintendo Co. Ltd., Sony Corp., Tencent Holdings Ltd., and Warner Bros. Entertainment Inc.

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BANDAI NAMCO GAMES INC.

CAPCOM CO., LTD.

CYBERAGENT, INC.
ELECTRONIC ARTS INC.
EPIC GAMES INC.
KONAMI HOLDINGS CORP.
MICROSOFT CORP.
NINTENDO CO., LTD.
SONY CORP.
SQUARE ENIX CO., LTD.
TAKE-TWO INTERACTIVE SOFTWARE, INC.
TENCENT HOLDINGS LTD.
UBISOFT ENTERTAINMENT SA
WARNER BROS. ENTERTAINMENT INC.

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