

Video Games: Global Markets

<https://marketpublishers.com/r/V72123DBA364EN.html>

Date: December 2022

Pages: 132

Price: US\$ 5,500.00 (Single User License)

ID: V72123DBA364EN

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.

Contents

CHAPTER 1 INTRODUCTION

- 1.1 Study Goals and Objectives
- 1.2 Reasons for Doing the Study
- 1.3 What's New in this Update?
- 1.4 Scope of Report
- 1.5 Intended Audiences
- 1.6 Information Sources
- 1.7 Methodology
- 1.8 Geographic Breakdown
- 1.9 Analyst's Credentials
- 1.10 BCC Custom Research
- 1.11 Related BCC Research Reports

CHAPTER 2 SUMMARY AND HIGHLIGHTS

CHAPTER 3 VIDEO GAMING: MARKET OVERVIEW

- 3.1 Video Gaming Market Overview
- 3.2 History of Video Gaming
 - 3.2.1 Launch of Gaming Consoles
 - 3.2.2 Video Gaming Crash
 - 3.2.3 Increasing Competition
 - 3.2.4 Personal Computers: Designing Games and Opening Up to a Wider Community
 - 3.2.5 3D Gaming
- 3.3 Future of Video Gaming
 - 3.3.1 Technology Development
- 3.4 Traditional Value Chain: Video Gaming Industry
- 3.5 Business Models
 - 3.5.1 Pay-to-Play
 - 3.5.2 Play-to-Earn
 - 3.5.3 Free-to-Play (F2P) and Freemium
 - 3.5.4 Advertising
 - 3.5.5 Subscription
- 3.6 Impact of COVID-19
- 3.7 Online vs. Offline
- 3.8 Single vs. Multiplayer

3.9 Market Share Analysis

3.10 Market Drivers

3.10.1 Increased Number of Gamers

3.10.2 Increasingly Creative Game Design

3.10.3 Video Games in Education

3.10.4 Augmented Reality (AR) and Virtual Reality (VR)

3.10.5 Metaverse

3.11 Market Restraints

3.11.1 Piracy

3.11.2 Hacking and Cheat Codes

3.11.3 Cutthroat Competition

3.11.4 Emerging Play-to-Earn Monetization Powered by Web3

CHAPTER 4 MARKET BREAKDOWN BY GENRE

4.1 Introduction

4.2 Action

4.3 Sports

4.4 Adventure

4.5 Role-Playing Games

4.6 Others

CHAPTER 5 MARKET BREAKDOWN BY PLATFORM

5.1 Introduction

5.2 Consoles

5.2.1 Components of a Gaming Console

5.2.2 Home Consoles

5.2.3 Handheld Consoles

5.2.4 Video Gaming Market for Consoles

5.3 Personal Computers (PCs)

5.3.1 PC Gaming Industry

5.4 Mobile

CHAPTER 6 MARKET BREAKDOWN BY END USER

6.1 Introduction

6.2 Gen X

6.3 Gen Y/Millennials

6.4 Gen Z

CHAPTER 7 MARKET BREAKDOWN BY REGION

7.1 Introduction

7.2 North America

7.2.1 U.S.

7.2.1 Canada

7.2.1 Mexico

7.3 Europe

7.3.1 United Kingdom

7.3.2 Germany

7.3.3 France

7.3.4 Spain

7.3.5 Italy

7.3.6 Rest of Europe

7.4 Asia-Pacific

7.4.1 China

7.4.2 Japan

7.4.3 India

7.4.4 Rest of Asia-Pacific

7.5 RoW

7.5.1 South America

7.5.2 Middle East

7.5.3 Africa

CHAPTER 8 COMPETITIVE LANDSCAPE

8.1 Introduction

8.1.1 New Product Launches

8.1.2 Acquisitions

8.1.3 Partnerships and Collaborations

CHAPTER 9 COMPANY PROFILES

ACTIVISION BLIZZARD, INC.

APPLE INC.

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.

List Of Tables

LIST OF TABLES

Summary Table: Global Market for Video Gaming, by Region, Through 2027
Table 1: Global Market for Video Gaming, by Genre, Through 2027
Table 2: Global Market for Action Genre Video Gaming, by Region, Through 2027
Table 3: Global Market for Sports Genre Video Gaming, by Region, Through 2027
Table 4: Global Market for Adventure Genre Video Gaming, by Region, Through 2027
Table 5: Global Market for Role-Playing Genre Video Gaming, by Region, Through 2027
Table 6: Global Market for Other Genres Video Gaming, by Region, Through 2027
Table 7: Global Market for Video Gaming, by Platform, Through 2027
Table 8: Global Market for Consoles Video Gaming, by Region, Through 2027
Table 9: Global Market for PC Platform Video Gaming, by Region, Through 2027
Table 10: Global Market for Mobile Platform Video Gaming, by Region, Through 2027
Table 11: Global Market for Video Gaming, by Region, Through 2027
Table 12: North American Market for Video Gaming, by Genre, Through 2027
Table 13: North American Market for Video Gaming, by Platform, Through 2027
Table 14: North American Market for Video Gaming, by Country, Through 2027
Table 15: Top 20 Best-Selling Video Games in the U.S., 2021
Table 16: Top 20 Best-Selling Video Games in Europe, 2021
Table 17: European Market for Video Gaming, by Genre, Through 2027
Table 18: European Market for Video Gaming, by Platform, Through 2027
Table 19: European Market for Video Gaming, by Country, Through 2027
Table 20: Top 10 Best-Selling Video Games in Asia-Pacific, 2021
Table 21: Asia-Pacific Market for Video Gaming, by Genre, Through 2027
Table 22: Asia-Pacific Market for Video Gaming, by Platform, Through 2027
Table 23: Asia-Pacific Market for Video Gaming, by Country, Through 2027
Table 24: RoW Market for Video Gaming, by Genre, Through 2027
Table 25: RoW Market for Video Gaming, by Platform, Through 2027
Table 26: New Product Launches in the Video Gaming Market, by Leading Companies, 2020-2022
Table 27: Major Acquisitions in the Video Gaming Market, by Leading Companies, 2019-2022
Table 28: Partnerships and Collaborations in the Video Gaming Market, by Leading Companies, 2019-2022
Table 29: Activision Blizzard, Inc.: Net Revenue, 2019-2021
Table 30: Activision Blizzard, Inc.: Products and Services

Table 31: Activision Blizzard, Inc.: Key Developments, 2021 and 2022
Table 32: Apple Inc.: Net Revenue, 2019-2021
Table 33: Apple Inc.: Products and Services
Table 34: Apple Inc.: Key Developments, 2019-2022
Table 35: Bandai Namco Group: Net Revenue, 2019-2021
Table 36: Bandai Namco Group: Products and Services
Table 37: Bandai Namco Group: Key Developments, 2019-2022
Table 38: Capcom Co., Ltd.: Net Revenue, 2019-2021
Table 39: Capcom Co., Ltd.: Products and Services
Table 40: Capcom Co., Ltd.: Key Developments, 2019-2022
Table 41: CyberAgent, Inc.: Net Revenue, 2019-2021
Table 42: CyberAgent, Inc.: Products and Services
Table 43: CyberAgent, Inc.: Key Developments, 2020-2022
Table 44: Electronic Arts Inc.: Net Revenue, 2019-2021
Table 45: Electronic Arts Inc.: Products and Services
Table 46: Electronic Arts Inc.: Key Developments, 2019-2022
Table 47: Epic Games Inc.: Products and Services
Table 48: Konami Holdings Corp.: Net Revenue, 2020 and 2021
Table 49: Konami Holdings Corp.: Products and Services
Table 50: Microsoft Corp.: Net Revenue, 2019-2021
Table 51: Microsoft Corp.: Products and Services
Table 52: Microsoft Corp.: Key Developments, 2019-2022
Table 53: Nintendo Co., Ltd.: Net Revenue, 2020-2022
Table 54: Nintendo Co., Ltd.: Products and Services
Table 55: Sony Corp.: Net Revenue, 2020-2022
Table 56: Sony Corp.: Products and Services
Table 57: Sony Corp.: Key Developments, 2019-2022
Table 58: Square Enix Holdings Co., Ltd.: Net Revenue, 2019-2021
Table 59: Square Enix Holdings Co., Ltd.: Products and Services
Table 60: Square Enix Holdings Co., Ltd.: Key Developments, 2020-2022
Table 61: Take-Two Interactive Software, Inc.: Net Revenue, 2019-2021
Table 62: Take-Two Interactive Software Inc.: Products and Services
Table 63: Take-Two Interactive Software, Inc.: Key Developments, 2019-2022
Table 64: Tencent Holdings Ltd.: Net Revenue, 2019-2021
Table 65: Tencent Holdings Ltd.: Products and Services
Table 66: Tencent Holdings Ltd.: Key Developments, 2019-2022
Table 67: Ubisoft Entertainment SA: Net Revenue, 2019-2021
Table 68: Ubisoft Entertainment SA: Products and Services
Table 69: Ubisoft Entertainment SA: Key Developments, 2019-2022

Table 70: Warner Bros. Entertainment Inc.: Net Revenue, 2019-2021

Table 71: Warner Bros. Entertainment Inc.: Products and Services

Table 72: Warner Bros. Entertainment Inc.: Key Developments, 2020-2022

List Of Figures

LIST OF FIGURES

Summary Figure: Global Market for Video Gaming, by Region, 2021-2027

Figure 1: Value Chain: Video Gaming Industry

Figure 2: Global Company Share Analysis in the Video Gaming Market, 2021

Figure 3: Global Market for Video Gaming, by Genre, 2021-2027

Figure 4: Global Market for Action Genre Video Gaming, by Region, 2021-2027

Figure 5: Global Market for Sports Genre Video Gaming, by Region, 2021-2027

Figure 6: Global Market for Adventure Genre Video Gaming, by Region, 2021-2027

Figure 7: Global Market for Role-Playing Genre Video Gaming, by Region, 2021-2027

Figure 8: Global Market for Other Genres Video Gaming, by Region, 2021-2027

Figure 9: Global Market for Video Gaming, by Platform, 2021-2027

Figure 10: Global Market for Consoles Video Gaming, by Region, 2021-2027

Figure 11: Global Market for PC Platform Video Gaming, by Region, 2021-2027

Figure 12: Global Market for Mobile Platform Video Gaming, by Region, 2021-2027

Figure 13: Global Market for Video Gaming, by Region

Figure 14: Global Market Share of Video Gaming, by Region, 2021

Figure 15: U.S. Market for Video Gaming, 2021-2027

Figure 16: Canadian Market for Video Gaming, 2021-2027

Figure 17: Mexican Market for Video Gaming, 2021-2027

Figure 18: U.K. Market for Video Gaming, 2021-2027

Figure 19: German Market for Video Gaming, 2021-2027

Figure 20: French Market for Video Gaming, 2021-2027

Figure 21: Spanish Market for Video Gaming, 2021-2027

Figure 22: Italian Market for Video Gaming, 2021-2027

Figure 23: Rest of European Market for Video Gaming, 2021-2027

Figure 24: Chinese Market for Video Gaming, 2021-2027

Figure 25: Japanese Market for Video Gaming, 2021-2027

Figure 26: Indian Market for Video Gaming, 2021-2027

Figure 27: Rest of Asia-Pacific Market for Video Gaming, 2021-2027

Figure 28: Activision Blizzard, Inc.: Sales Share, by Business Segment, 2021

Figure 29: Activision Blizzard, Inc.: Sales Share, by Distribution Channel, 2021

Figure 30: Activision Blizzard, Inc.: Sales Share, by Region, 2021

Figure 31: Apple Inc.: Sales Share, by Product Segment, 2021

Figure 32: Apple Inc.: Sales Share, by Region, 2021

Figure 33: Bandai Namco Group: Sales Share, by Business Segment, 2021

Figure 34: Bandai Namco Group: Sales Share, by Region/Country, 2021

- Figure 35: Capcom Co., Ltd.: Sales Share, by Business Segment, 2021
- Figure 36: CyberAgent, Inc.: Revenue Share, by Distribution Channel, 2021
- Figure 37: CyberAgent, Inc.: Revenue Share, by Region/Country, 2021
- Figure 38: Electronic Arts Inc.: Revenue Share, by Business Composition, 2021
- Figure 39: Electronic Arts Inc.: Revenue Share, by Platform, 2021
- Figure 40: Electronic Arts Inc.: Revenue Share, by Region, 2021
- Figure 41: Konami Holdings Corp.: Revenue Share, by Business Segment, 2021
- Figure 42: Konami Holdings Corp.: Revenue Share, by Region/Country, 2021
- Figure 43: Microsoft Corp.: Sales Share, by Business Segment, 2021
- Figure 44: Nintendo Co., Ltd.: Revenue Share, by Product Type, 2022
- Figure 45: Nintendo Co., Ltd.: Revenue Share, by Region/Country, 2021
- Figure 46: Sony Corp.: Revenue Share, by Business Segment, 2022
- Figure 47: Sony Corp.: Revenue Share, by Region/Country, 2021
- Figure 48: Square Enix Holdings Co., Ltd.: Revenue Share, by Business Segment, 2021
- Figure 49: Take-Two Interactive Software, Inc.: Revenue Share, by Gaming Platform, 2021
- Figure 50: Take-Two Interactive Software, Inc.: Revenue Share, by Distribution Channel, 2021
- Figure 51: Take-Two Interactive Software, Inc.: Revenue Share, by Region/Country, 2021
- Figure 52: Tencent Holdings Ltd.: Revenue Share, by Business Segment, 2021
- Figure 53: Tencent Holdings Ltd.: Revenue Share, by Region, 2021
- Figure 54: Ubisoft Entertainment SA: Revenue Share, by Platform, 2021
- Figure 55: Ubisoft Entertainment SA: Revenue Share, by Distribution Channel, 2021
- Figure 56: Ubisoft Entertainment SA: Revenue Share, by Region/Country, 2021
- Figure 57: Warner Bros. Entertainment Inc.: Revenue Share, by Distribution Channel, 2021
- Figure 58: Warner Bros. Entertainment Inc.: Revenue Share, by Region/Country, 2021

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