

Global Gaming Console Market Size study & Forecast, by Type (Home Console, Handheld Console) by End-use (Residential, Commercial), by Application (Gaming, Non-Gaming) and Regional Analysis, 2023-2030

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Abstracts

Global Gaming Console Market is valued approximately at USD XXX billion in 2022 and is anticipated to grow with a healthy growth rate of more than XX% over the forecast period 2023-2030. Gaming consoles are electrical computing devices or gadgets that transmit video to a display system so that one or more people may use it to play the games that are available on it. Although computers are now much more than simply gaming consoles and are instead entertainment consoles, the term is frequently used to define their primary function. These devices offer a significantly better playing experience for the players and are far smaller than their conventional equivalents, such as arcade games. Examples of popular gaming consoles include the PlayStation, Xbox, and Nintendo Switch. The key factor driving the market growth is rising demand for wireless and 3D gaming console with 4k resolutions capabilities and increasing investment to aid market growth. Also, the rising popularity of e-sports is anticipated to support the market growth.

Moreover, the rising popularity of e-sports is supporting the growth of the gaming console market by creating a larger audience and driving demand for high-performance gaming hardware. As e-sports gain mainstream recognition and attract a larger following, more individuals are becoming interested in competitive gaming and investing in gaming consoles to enhance their gaming experience. This increased demand for gaming consoles, which offer advanced graphics, processing power, and multiplayer capabilities, is contributing to market growth. According to Statista, in 2020, the global eSports audience was 435.7 million; in 2022 the number reached 532 million and it is

anticipated to reach 640.8 million by 2025. As a result, the rising popularity of esports is anticipated to support the market growth during forecast period. Additionally, rising number of online users is anticipated to create the lucrative opportunity for the market during forecast period. However, the lack of skilled professionals and increasing piracy rate stifles market growth throughout the forecast period of 2023-2030.

The key regions considered for the Global Gaming Console Market study includes Asia Pacific, North America, Europe, Latin America, and Middle East & Africa. North America dominated the market in 2022 owing to the rising demand for gaming consoles based on advanced technologies such as AR/VR platform, Bluetooth, cloud services, 3D technology and others and growing number of gaming users. Asia Pacific is expected to grow significantly during the forecast period, owing to factors such as presence of key market players, technological advancement and development in gaming console, and online gaming streaming is anticipated to support the market growth in the region.

Major market player included in this report are:

Tencent Games

Sony Interactive Entertainment

Microsoft Studios

Activision Blizzard

Nintendo Co., Ltd.

Rockstar Games, Inc.

Ubisoft Entertainment SA

Valve Corporation

Gameloft SE

Capcom Co., Ltd.

Recent Developments in the Market:

In Aug. 2022, Leading French game developer and publisher Quantic Dream is acquired by NetEase so that it may function freely, focusing on creating and distributing its video games across all platforms while utilizing NetEase's huge game production skills.

Global Gaming Console Market Report Scope:

Historical Data – 2020 - 2021

Base Year for Estimation – 2022

Forecast period - 2023-2030

Report Coverage - Revenue forecast, Company Ranking, Competitive Landscape, Growth factors, and Trends

Segments Covered - Type, End-use, Application, Region

Regional Scope - North America; Europe; Asia Pacific; Latin America; Middle East & Africa

Customization Scope - Free report customization (equivalent up to 8 analyst's working hours) with purchase. Addition or alteration to country, regional & segment scope*

The objective of the study is to define market sizes of different segments & countries in recent years and to forecast the values to the coming years. The report is designed to incorporate both qualitative and quantitative aspects of the industry within countries involved in the study.

The report also caters detailed information about the crucial aspects such as driving factors & challenges which will define the future growth of the market. Additionally, it also incorporates potential opportunities in micro markets for stakeholders to invest along with the detailed analysis of competitive landscape and product offerings of key players. The detailed segments and sub-segment of the market are explained below:

By Type:

Home Console

Handheld Console

By End-use:

Residential

Commercial

By Application:

Gaming

Non-Gaming

By Region:

North America

U.S.

Canada

Europe

UK

Germany

France

Spain

Italy

ROE

Asia Pacific

China

India

Japan

Australia

South Korea

RoAPAC

Latin America

Brazil

Mexico

Middle East & Africa

Saudi Arabia

South Africa

Rest of Middle East & Africa

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