

Video Games Central America Report & Database

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Abstracts

VIDEO GAMES CENTRAL AMERICA REPORT + DATABASE

The Video Games Central America Report & Database gives Market Consumption/Products/Services for 31 countries by 6 to 10-Digit NAICS Product Codes by 3 Time series: From 1997- 2019 and Forecasts 2020- 2027 & 2027-2046.

Countries covered include: Antigua & Barbuda, Aruba, Bahamas, Barbados, Belize, Cayman Islands, Costa Rica, Cuba, Dominica, Dominican Republic, El Salvador, Grenada, Guadeloupe, Guatemala, Haiti, Honduras, Jamaica, Martinique, Mexico, Netherlands Antilles, Nicaragua, Panama, Puerto Rico, Saint Kitts & Nevis, Saint Lucia, St Vincent/Grenadines, Trinidad & Tobago, US Virgin Islands. Anguilla, British Virgin Islands, Turks & Caicos, have data caveats due to local conditions

59 MARKET RESEARCH CHAPTERS. SPREADSHEET CHAPTERS: Market Consumption - in US\$ by Country by Product/Service by Year. Market, Financial, Competitive, Market Segmentation, Industry, Critical Parameters, Marketing Costs, Markets, Decision Makers, Performance, Product Launch.

CENTRAL AMERICA & NATIONAL REPORT MARKET DATABASE & SPREADSHEETS. FINANCIAL SPREADSHEETS & DATABASES. INDUSTRY SPREADSHEETS & DATABASES.

Data includes Market Consumption by individual Product/Service, Per-Capita Consumption, Marketing Costs & Margins, Product Launch Data, Buyers, End Users & Customer Profile, Consumer Demographics. Historic Balance Sheets, Forecast Financial Data, Industry Profile, National Data.

The report is on a DVD containing the entire web and databases, or it is available

online. Merge text, tables & databases for your own reports, spreadsheet calculations & modeling.

14 Products/Markets covered, 1946 pages, 4027 spreadsheets, 4029 database tables, 267 illustrations. Updated monthly. 12 month After-Sales Service. This database covers NAICS code: 339AGV.

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VIDEO GAMES CENTRAL AMERICA REPORT + DATABASE

The Market for Video Games in each country by Products & Services.

This database covers NAICS code: 339AGV. Products/Services classified by 5-Digit US Commerce Department Code and then defined by each 6 to 10-Digit Product Codes.

The Video Games Central America Report & Database covers:

TIME SERIES - Historic: 1997- 2019/Current time series: 2020- 2027/Long Term Projection: 2027-2046. Consumption given at industry/distribution channel/service or product line level.

PRODUCTS & MARKETS COVERED:

VIDEO GAMES

1. Video Games : Total
2. Video Games (3D Games)
3. Video Games (Classic)
4. Video Games (Cocktail)
5. Video Games (Dancing)
6. Video Games (Driving/Racing)
7. Video Games (Fighting)
8. Video Games (Multi-Game)
9. Video Games (Shooting)
10. Video Games (Simulators)
11. Video Games (Sports)
12. Video Games (Touchscreen)
13. Video Games (Video Poker)

59 MARKET RESEARCH CHAPTERS:

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SPREADSHEET CHAPTERS:

PRODUCT CONSUMPTION - in US\$ by Country by Product/Service by Year: 1997-2019, Forecast 2020- 2027, Forecast 2027-2046. Market, Financial, Competitive, Market Segmentation, Industry, Critical Parameters, Marketing Costs, Markets, Decision Makers, Performance, Product Launch.

CENTRAL AMERICA & NATIONAL REPORT MARKET DATABASE &

SPREADSHEETS: 1332 Central America Database tables & Spreadsheets covering business scenarios. 1435 Central America Database tables & Spreadsheets covering Markets, Market Forecast, Financial Forecast, Financial Margins, Historic Financial, Historic Costs, Industry Norms for each country. 3816 National Database tables & Spreadsheets covering business scenarios.

FINANCIAL SPREADSHEETS & DATABASES: 188 Balance Sheet, Financial Margins & Ratios for each of 103 Business Scenarios - by Country by Year - Forecast 2020-2027, Forecast 2027-2046.

INDUSTRY SPREADSHEETS & DATABASES: 820 Database tables & Spreadsheets covering Historic Industry Balance Sheet Data, Forecast Industry Financial Data, Industry Profiles & Norms - by Country by Year - Forecast 2020- 2027, Forecast 2027-2046.

NATIONAL DATA - by Country by Year.

The report is produced on a DVD containing the entire report web and databases, and it is also supplied online as a zipped file. Readers can access & reproduce the information for their own documents or reports. Tables & databases as Access & Excel formats on

the DVD to enable readers to produce their own spreadsheet calculations and modeling.

14 Products covered for 31 Countries: 1946 pages, 4027 spreadsheets, 4029 database tables, 267 diagrams & maps.

This database is updated monthly. 12 months Full After-Sales Services & Updates available from the publishers.

This report is also available as 9 Regional Reports: Canada and the USA, Central America (31 countries), South America (13 countries), Europe (45 countries), Eurasia (4 countries), Middle East (19 Countries), Africa (54 countries), Asia (48 countries), and Oceania (20 countries). This report is also available for individual countries.

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