

Video Games Eurasia Report & Database

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Abstracts

VIDEO GAMES EURASIA REPORT + DATABASE

The Video Games Eurasia Report & Database gives Market Consumption/Products/Services for 4 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: Kazakhstan, Kyrgyzstan, Russia, Uzbekistan

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.

EURASIA & 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, 1933 pages, 4031 spreadsheets, 3998 database tables, 279 illustrations. Updated monthly. 12 month After-Sales Service. This database covers

NAICS code: 339AGV.

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VIDEO GAMES EURASIA 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 Eurasia 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.

EURASIAN & NATIONAL REPORT MARKET DATABASE & SPREADSHEETS: 1332 Eurasian Database tables & Spreadsheets covering business scenarios. 1435 Eurasian 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 4 countries: 1933 pages, 4031 spreadsheets, 3998 database tables, 279 diagrams & maps.

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

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