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Video Games in Indonesia

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Abstracts

Video games in Indonesia saw an improved performance in 2023, when compared to the previous year. However the rate of current value growth remained significantly below the heights achieved in 2020 and 2021, largely due to individuals returning to their normal pre-pandemic lifestyles, which led to a decrease in the amount of time available for gaming. During the pandemic, many people became casual gamers as they looked for new sources of entertainment while confined to the home. However, followin...

Euromonitor International's Video Games in Indonesia report offers a comprehensive guide to the size and shape of the market at a national level. It provides the latest retail sales data 2019-2023, allowing you to identify the sectors driving growth. It identifies the leading companies, the leading brands and offers strategic analysis of key factors influencing the market – be they new product developments, distribution or pricing issues. Forecasts to 2028 illustrate how the market is set to change.

Product coverage: Video Games Hardware, Video Games Software.

Data coverage: market sizes (historic and forecasts), company shares, brand shares and distribution data.

Why buy this report?

Get a detailed picture of the Video Games market;

Pinpoint growth sectors and identify factors driving change;

Understand the competitive environment, the market's major players and leading brands;

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Use five-year forecasts to assess how the market is predicted to develop.

Euromonitor International has over 40 years' experience of publishing market research reports, business reference books and online information systems. With offices in London, Chicago, Singapore, Shanghai, Vilnius, Dubai, Cape Town, Santiago, Sydney, Tokyo and Bangalore and a network of over 800 analysts worldwide, Euromonitor International has a unique capability to develop reliable information resources to help drive informed strategic planning.

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Contents

Video Games in Indonesia
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May 2024

LIST OF CONTENTS AND TABLES

VIDEO GAMES IN INDONESIA
KEY DATA FINDINGS

2023 DEVELOPMENTS

Improved performance in 2023, but economic uncertainty continues to weigh on growth
Static consoles and games lead growth, as low-income consumers, which represent the key target market for mobile games, cut back on discretionary purchases
Garena holds sway, thanks to continued popularity of Free Fire
PROSPECTS AND OPPORTUNITIES
Better times ahead, thanks to improved economic conditions
Static consoles will lead growth in hardware, while mobile games will benefit from consumer shift towards higher specification smartphones
Continued shift towards digital games
CATEGORY DATA
Table 1 Sales of Video Games by Category: Value 2018-2023
Table 2 Sales of Video Games by Category: % Value Growth 2018-2023
Table 3 NBO Company Shares of Video Games: % Value 2019-2023
Table 4 LBN Brand Shares of Video Games: % Value 2020-2023
Table 5 NBO Company Shares of Video Games Hardware: % Value 2019-2023
Table 6 LBN Brand Shares of Video Games Hardware: % Value 2020-2023
Table 7 NBO Company Shares of Video Games Software: % Value 2019-2023
Table 8 Distribution of Video Games by Format: % Value 2018-2023
Table 9 Distribution of Video Games Hardware by Format: % Value 2018-2023
Table 10 Distribution of Video Games Software by Format: % Value 2018-2023
Table 11 Distribution of Video Games Software (Physical) by Format: % Value 2018-2023
Table 12 Distribution of Video Games Software (Digital) by Format: % Value 2018-2023
Table 13 Forecast Sales of Video Games by Category: Value 2023-2028
Table 14 Forecast Sales of Video Games by Category: % Value Growth 2023-2028
TOYS AND GAMES IN INDONESIA

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EXECUTIVE SUMMARY
Toys and games in 2023: The big picture

2023 KEY TRENDS

Competitive landscape
Retailing developments
What next for toys and games?
MARKET DATA
Table 15 Sales of Toys and Games by Category: Value 2018-2023
Table 16 Sales of Toys and Games by Category: % Value Growth 2018-2023
Table 17 NBO Company Shares of Toys and Games: % Value 2019-2023
Table 18 LBN Brand Shares of Toys and Games: % Value 2020-2023
Table 19 Distribution of Toys and Games by Format: % Value 2018-2023
Table 20 Forecast Sales of Toys and Games by Category: Value 2023-2028
Table 21 Forecast Sales of Toys and Games by Category: % Value Growth 2023-2028
DISCLAIMER
SOURCES
Summary 1 Research Sources

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