

Video Games in Italy

<https://marketpublishers.com/r/VE610A401C4EN.html>

Date: May 2023

Pages: 25

Price: US\$ 990.00 (Single User License)

ID: VE610A401C4EN

Abstracts

In the main years of the Coronavirus (COVID-19) pandemic, 2020 and 2021, consumers increased their use of video games to kill time and spend time with family and friends, if often remotely. However, retail current value sales of video games started to see a slowdown in growth terms as the pandemic situation eased and consumers returned to out-of-home work, school, social and leisure and entertainment norms. Thus, they spent more time away from home, not least for alternative entertainment experi...

Euromonitor International's Video Games in Italy report offers a comprehensive guide to the size and shape of the market at a national level. It provides the latest retail sales data 2018-2022, 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 2027 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;

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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