

# Console and Handheld Gaming Software: Market Research Report

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## Abstracts

This report analyzes the worldwide markets for Console and Handheld Gaming Software in US\$ Million by the following Segments: Console Gaming Software, and Handheld Gaming Software.

The report provides separate comprehensive analytics for the US, Canada, Japan, Europe, Asia-Pacific, Middle East & Africa, and Latin America. Annual estimates and forecasts are provided for the period 2016 through 2024.

Also, a five-year historic analysis is provided for these markets. Market data and analytics are derived from primary and secondary research.

Company profiles are primarily based on public domain information including company URLs. The report profiles 91 companies including many key and niche players such as -

Activision Blizzard, Inc.

Activision Publishing, Inc.

Arkane Studios SASU

Atlus Co., Ltd.

Bethesda Game Studios

Capcom Co., Ltd.

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Activision Blizzard, Inc. (USA)  
Activision Publishing, Inc. (USA)  
Arkane Studios SASU (France)  
Atlus Co., Ltd. (Japan)  
Bethesda Game Studios (USA)  
Capcom Co., Ltd. (Japan)  
CD Projekt S. A. (Poland)  
ConcernedApe (USA)  
Crystal Dynamics, Inc. (USA)  
Electronic Arts, Inc. (USA)  
Giant Sparrow (USA)  
Guerrilla B. V. (The Netherlands)  
HAL Laboratory, Inc. (Japan)  
Housemarque Oy (Finland)  
id Software LLC (USA)  
Infinite Fall (USA)  
Kojima Productions Co., Ltd. (Japan)  
Koei Tecmo Holdings Co., Ltd. (Japan)  
Mercury Steam Entertainment S. L. (Spain)  
Microsoft Corporation (USA)  
Microsoft Studios (USA)  
NetherRealm Studios (USA)  
Next Level Games Inc. (Canada)  
Nintendo Co. Ltd. (Japan)  
Playground Games (UK)  
Respawn Entertainment, LLC (USA)

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Total Companies Profiled: 91 (including Divisions/Subsidiaries - 104)

The United States (51)

Canada (5)

Japan (14)

Europe (31)

France (6)

Germany (1)

The United Kingdom (7)

Italy (2)

Spain (1)

Rest of Europe (14)  
Asia-Pacific (Excluding Japan) (3)

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