

# Video Games: Market Research Report

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## Abstracts

This report analyzes the worldwide markets for Video Games in US\$ Million by the following Platforms: Console Games, PC Games (Digital and Boxed), Casual Web Games, and Mobile Games.

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 112 companies including many key and niche players such as

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Activision Blizzard, Inc.

Atari SA

BANDAI NAMCO Holdings Inc.

Capcom Co., Ltd.

Electronic Arts, Inc.

iWin, Inc.

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BANDAI NAMCO Holdings Inc. (Japan)  
Capcom Co., Ltd. (Japan)  
Electronic Arts, Inc. (USA)  
PopCap Games, Inc. (USA)  
iWin, Inc. (USA)

Konami Holdings Corporation (Japan)  
Konami Digital Entertainment Co. Ltd. (Japan)  
Konami Gaming Inc. (USA)  
Microsoft Studios (USA)  
Nintendo Co. Ltd. (Japan)  
Sega Holdings Co., Ltd. (Japan)  
Sony Interactive Entertainment (USA)  
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Canada (1)

Japan (20)

Europe (34)

France (5)

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