

Global (North America, Europe, Asia-Pacific, South America, Middle East and Africa) Connected Game Console Market 2018, Forecast to 2023

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Abstracts

A console game is a form of interactive multimedia used for entertainment. The game consists of manipulable images (and usually sounds) generated by a video game console and displayed on a television or similar audio-video system. The game itself is usually controlled and manipulated using a handheld device connected to the console, called a controller. The controller generally contains a number of buttons and directional controls, (such as analogue joysticks), each of which has been assigned a purpose for interacting with and controlling the images on the screen.

Scope of the Report:

This report focuses on the Connected Game Console in global market, especially in North America, Europe and Asia-Pacific, South America, Middle East and Africa. This report categorizes the market based on manufacturers, regions, type and application. Out of these sub segments, home console dominated the global connected game console segment in 2017, and is expected to continue its dominance in the sub segment market by 2025.

The worldwide market for Connected Game Console is expected to grow at a CAGR of roughly xx% over the next five years, will reach xx million US\$ in 2023, from xx million US\$ in 2017, according to a new GIR (Global Info Research) study.

Market Segment by Manufacturers, this report covers

Microsoft

Sony

Nintendo

NVIDIA

Market Segment by Regions, regional analysis covers

North America (United States, Canada and Mexico)

Europe (Germany, France, UK, Russia and Italy)

Asia-Pacific (China, Japan, Korea, India and Southeast Asia)

South America (Brazil, Argentina, Colombia etc.)

Middle East and Africa (Saudi Arabia, UAE, Egypt, Nigeria and South Africa)

Market Segment by Type, covers

Standalone Console

Handheld Console

Market Segment by Applications, can be divided into

Commercial

Home Use

Others

There are 15 Chapters to deeply display the global Connected Game Console market.

Chapter 1, to describe Connected Game Console Introduction, product scope, market overview, market opportunities, market risk, market driving force;

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Chapter 2, to analyze the top manufacturers of Connected Game Console, with sales, revenue, and price of Connected Game Console, in 2016 and 2017;

Chapter 3, to display the competitive situation among the top manufacturers, with sales, revenue and market share in 2016 and 2017;

Chapter 4, to show the global market by regions, with sales, revenue and market share of Connected Game Console, for each region, from 2013 to 2018;

Chapter 5, 6, 7, 8 and 9, to analyze the market by countries, by type, by application and by manufacturers, with sales, revenue and market share by key countries in these regions;

Chapter 10 and 11, to show the market by type and application, with sales market share and growth rate by type, application, from 2013 to 2018;

Chapter 12, Connected Game Console market forecast, by regions, type and application, with sales and revenue, from 2018 to 2023;

Chapter 13, 14 and 15, to describe Connected Game Console sales channel, distributors, traders, dealers, Research Findings and Conclusion, appendix and data source

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