

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

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Abstracts

Gaming console is a specialized computer that is designed for interactive video gameplay and display services. A video game console functions like a PC, and it is built with the same components such as a CPU, a GPU, and RAM. Consumers play the game through a controller, which can be a handheld device with buttons, joysticks, or keypads. The video output and sound output are delivered through a TV or a similar audio-visual system.

Scope of the Report:

This report focuses on the Game Consoles 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. The segment “TV game consoles” holds the highest share of the video game console market; while “handheld game console” accounts for the remaining share. The worldwide market for Game Consoles 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

Nintendo

Sony

Razer

NVIDIA

OUYA

Tommo

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

Home Video Game Consoles

Handheld Game Consoles

Microconsoles

Dedicated Consoles

Market Segment by Applications, can be divided into

Household Use

Commercial Use

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

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

Chapter 2, to analyze the top manufacturers of Game Consoles, with sales, revenue, and price of Game Consoles, 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 Game Consoles, 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, Game Consoles market forecast, by regions, type and application, with sales and revenue, from 2018 to 2023;

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

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