

Global Games Market 2018 by Manufacturers, Countries, Type and Application, Forecast to 2023

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Abstracts

A game is a structured form of play, usually undertaken for enjoyment and sometimes used as an educational tool. Key components of games are goals, rules, challenge, and interaction. Games generally involve mental or physical stimulation, and often both. Many games help develop practical skills, serve as a form of exercise, or otherwise perform an educational, simulational, or psychological role.

SCOPE OF THE REPORT:

This report studies the Games market status and outlook of Global and major regions, from angles of players, countries, product types and end industries; this report analyzes the top players in global market, and splits the Games market by product type and applications/end industries.

China consists of the largest volume of gamers and is contributing extensively to the high revenue and demand for games in APAC. The market will witness significant growth in this region according to our market research analysis, APAC will be the major contributor to the computer games market throughout the forecast period.

The global Games market is valued at xx million USD in 2017 and is expected to reach xx million USD by the end of 2023, growing at a CAGR of xx% between 2017 and 2023.

The Asia-Pacific will occupy for more market share in following years, especially in China, also fast growing India and Southeast Asia regions.

North America, especially The United States, will still play an important role which cannot be ignored. Any changes from United States might affect the development trend of Games.

Europe also play important roles in global market, with market size of xx million USD in 2017 and will be xx million USD in 2023, with a CAGR of xx%.

Market Segment by Companies, this report covers

Activision Blizzard

Electronic Arts

Microsoft

NetEase

Nintendo

Sony

Tencent

ChangYou

DeNA

GungHo

Apple

Google

Nexon

Sega

NetEase

Namco Bandai

Ubisoft

Square Enix

Take-Two Interactive

King Digital Entertainment

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)

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

Market Segment by Type, covers

Online Game

Offline Game

Market Segment by Applications, can be divided into

Amateur

Professional

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