

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

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Abstracts

Gaming software refers to digital games intended to run on different gaming platforms such as console hardware devices, PCs, Mac systems, and mobile devices.

SCOPE OF THE REPORT:

This report studies the Gaming Software 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 Gaming Software market by product type and applications/end industries.

The global Gaming Software 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 Gaming Software.

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

Nintendo

Ubisoft Entertainment

Disney Interactive

Petroglyph Games

Sony Computer Entertainment

Nexon

NetEase

Tencent

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

Console Gaming

Handheld Gaming

Market Segment by Applications, can be divided into

Entertainment

Educational

Other

Contents

1 GAMING SOFTWARE MARKET OVERVIEW

- 1.1 Product Overview and Scope of Gaming Software
- 1.2 Classification of Gaming Software by Types
 - 1.2.1 Global Gaming Software Revenue Comparison by Types (2017-2023)
 - 1.2.2 Global Gaming Software Revenue Market Share by Types in 2017
 - 1.2.3 Console Gaming
 - 1.2.4 Handheld Gaming
- 1.3 Global Gaming Software Market by Application
 - 1.3.1 Global Gaming Software Market Size and Market Share Comparison by Applications (2013-2023)
 - 1.3.2 Entertainment
 - 1.3.3 Educational
 - 1.3.4 Other
- 1.4 Global Gaming Software Market by Regions
 - 1.4.1 Global Gaming Software Market Size (Million USD) Comparison by Regions (2013-2023)
 - 1.4.1 North America (USA, Canada and Mexico) Gaming Software Status and Prospect (2013-2023)
 - 1.4.2 Europe (Germany, France, UK, Russia and Italy) Gaming Software Status and Prospect (2013-2023)
 - 1.4.3 Asia-Pacific (China, Japan, Korea, India and Southeast Asia) Gaming Software Status and Prospect (2013-2023)
 - 1.4.4 South America (Brazil, Argentina, Colombia) Gaming Software Status and Prospect (2013-2023)
 - 1.4.5 Middle East and Africa (Saudi Arabia, UAE, Egypt, Nigeria and South Africa) Gaming Software Status and Prospect (2013-2023)
- 1.5 Global Market Size of Gaming Software (2013-2023)

2 MANUFACTURERS PROFILES

- 2.1 Activision Blizzard
 - 2.1.1 Business Overview
 - 2.1.2 Gaming Software Type and Applications
 - 2.1.2.1 Product A
 - 2.1.2.2 Product B
 - 2.1.3 Activision Blizzard Gaming Software Revenue, Gross Margin and Market Share

(2016-2017)

2.2 Electronic Arts

2.2.1 Business Overview

2.2.2 Gaming Software Type and Applications

2.2.2.1 Product A

2.2.2.2 Product B

2.2.3 Electronic Arts Gaming Software Revenue, Gross Margin and Market Share

(2016-2017)

2.3 Nintendo

2.3.1 Business Overview

2.3.2 Gaming Software Type and Applications

2.3.2.1 Product A

2.3.2.2 Product B

2.3.3 Nintendo Gaming Software Revenue, Gross Margin and Market Share

(2016-2017)

2.4 Ubisoft Entertainment

2.4.1 Business Overview

2.4.2 Gaming Software Type and Applications

2.4.2.1 Product A

2.4.2.2 Product B

2.4.3 Ubisoft Entertainment Gaming Software Revenue, Gross Margin and Market Share (2016-2017)

2.5 Disney Interactive

2.5.1 Business Overview

2.5.2 Gaming Software Type and Applications

2.5.2.1 Product A

2.5.2.2 Product B

2.5.3 Disney Interactive Gaming Software Revenue, Gross Margin and Market Share (2016-2017)

2.6 Petroglyph Games

2.6.1 Business Overview

2.6.2 Gaming Software Type and Applications

2.6.2.1 Product A

2.6.2.2 Product B

2.6.3 Petroglyph Games Gaming Software Revenue, Gross Margin and Market Share (2016-2017)

2.7 Sony Computer Entertainment

2.7.1 Business Overview

2.7.2 Gaming Software Type and Applications

2.7.2.1 Product A

2.7.2.2 Product B

2.7.3 Sony Computer Entertainment Gaming Software Revenue, Gross Margin and Market Share (2016-2017)

2.8 Nexon

2.8.1 Business Overview

2.8.2 Gaming Software Type and Applications

2.8.2.1 Product A

2.8.2.2 Product B

2.8.3 Nexon Gaming Software Revenue, Gross Margin and Market Share (2016-2017)

2.9 NetEase

2.9.1 Business Overview

2.9.2 Gaming Software Type and Applications

2.9.2.1 Product A

2.9.2.2 Product B

2.9.3 NetEase Gaming Software Revenue, Gross Margin and Market Share (2016-2017)

2.10 Tencent

2.10.1 Business Overview

2.10.2 Gaming Software Type and Applications

2.10.2.1 Product A

2.10.2.2 Product B

2.10.3 Tencent Gaming Software Revenue, Gross Margin and Market Share (2016-2017)

3 GLOBAL GAMING SOFTWARE MARKET COMPETITION, BY PLAYERS

3.1 Global Gaming Software Revenue and Share by Players (2013-2018)

3.2 Market Concentration Rate

3.2.1 Top 5 Gaming Software Players Market Share

3.2.2 Top 10 Gaming Software Players Market Share

3.3 Market Competition Trend

4 GLOBAL GAMING SOFTWARE MARKET SIZE BY REGIONS

4.1 Global Gaming Software Revenue and Market Share by Regions

4.2 North America Gaming Software Revenue and Growth Rate (2013-2018)

4.3 Europe Gaming Software Revenue and Growth Rate (2013-2018)

4.4 Asia-Pacific Gaming Software Revenue and Growth Rate (2013-2018)

4.5 South America Gaming Software Revenue and Growth Rate (2013-2018)

4.6 Middle East and Africa Gaming Software Revenue and Growth Rate (2013-2018)

5 NORTH AMERICA GAMING SOFTWARE REVENUE BY COUNTRIES

5.1 North America Gaming Software Revenue by Countries (2013-2018)

5.2 USA Gaming Software Revenue and Growth Rate (2013-2018)

5.3 Canada Gaming Software Revenue and Growth Rate (2013-2018)

5.4 Mexico Gaming Software Revenue and Growth Rate (2013-2018)

6 EUROPE GAMING SOFTWARE REVENUE BY COUNTRIES

6.1 Europe Gaming Software Revenue by Countries (2013-2018)

6.2 Germany Gaming Software Revenue and Growth Rate (2013-2018)

6.3 UK Gaming Software Revenue and Growth Rate (2013-2018)

6.4 France Gaming Software Revenue and Growth Rate (2013-2018)

6.5 Russia Gaming Software Revenue and Growth Rate (2013-2018)

6.6 Italy Gaming Software Revenue and Growth Rate (2013-2018)

7 ASIA-PACIFIC GAMING SOFTWARE REVENUE BY COUNTRIES

7.1 Asia-Pacific Gaming Software Revenue by Countries (2013-2018)

7.2 China Gaming Software Revenue and Growth Rate (2013-2018)

7.3 Japan Gaming Software Revenue and Growth Rate (2013-2018)

7.4 Korea Gaming Software Revenue and Growth Rate (2013-2018)

7.5 India Gaming Software Revenue and Growth Rate (2013-2018)

7.6 Southeast Asia Gaming Software Revenue and Growth Rate (2013-2018)

8 SOUTH AMERICA GAMING SOFTWARE REVENUE BY COUNTRIES

8.1 South America Gaming Software Revenue by Countries (2013-2018)

8.2 Brazil Gaming Software Revenue and Growth Rate (2013-2018)

8.3 Argentina Gaming Software Revenue and Growth Rate (2013-2018)

8.4 Colombia Gaming Software Revenue and Growth Rate (2013-2018)

9 MIDDLE EAST AND AFRICA REVENUE GAMING SOFTWARE BY COUNTRIES

9.1 Middle East and Africa Gaming Software Revenue by Countries (2013-2018)

9.2 Saudi Arabia Gaming Software Revenue and Growth Rate (2013-2018)

- 9.3 UAE Gaming Software Revenue and Growth Rate (2013-2018)
- 9.4 Egypt Gaming Software Revenue and Growth Rate (2013-2018)
- 9.5 Nigeria Gaming Software Revenue and Growth Rate (2013-2018)
- 9.6 South Africa Gaming Software Revenue and Growth Rate (2013-2018)

10 GLOBAL GAMING SOFTWARE MARKET SEGMENT BY TYPE

- 10.1 Global Gaming Software Revenue and Market Share by Type (2013-2018)
- 10.2 Global Gaming Software Market Forecast by Type (2018-2023)
- 10.3 Console Gaming Revenue Growth Rate (2013-2023)
- 10.4 Handheld Gaming Revenue Growth Rate (2013-2023)

11 GLOBAL GAMING SOFTWARE MARKET SEGMENT BY APPLICATION

- 11.1 Global Gaming Software Revenue Market Share by Application (2013-2018)
- 11.2 Gaming Software Market Forecast by Application (2018-2023)
- 11.3 Entertainment Revenue Growth (2013-2018)
- 11.4 Educational Revenue Growth (2013-2018)
- 11.5 Other Revenue Growth (2013-2018)

12 GLOBAL GAMING SOFTWARE MARKET SIZE FORECAST (2018-2023)

- 12.1 Global Gaming Software Market Size Forecast (2018-2023)
- 12.2 Global Gaming Software Market Forecast by Regions (2018-2023)
- 12.3 North America Gaming Software Revenue Market Forecast (2018-2023)
- 12.4 Europe Gaming Software Revenue Market Forecast (2018-2023)
- 12.5 Asia-Pacific Gaming Software Revenue Market Forecast (2018-2023)
- 12.6 South America Gaming Software Revenue Market Forecast (2018-2023)
- 12.7 Middle East and Africa Gaming Software Revenue Market Forecast (2018-2023)

13 RESEARCH FINDINGS AND CONCLUSION

14 APPENDIX

- 14.1 Methodology
- 14.2 Data Source

List Of Tables

LIST OF TABLES AND FIGURES

Figure Gaming Software Picture

Table Product Specifications of Gaming Software

Table Global Gaming Software and Revenue (Million USD) Market Split by Product Type

Figure Global Gaming Software Revenue Market Share by Types in 2017

Figure Console Gaming Picture

Figure Handheld Gaming Picture

Table Global Gaming Software Revenue (Million USD) by Application (2013-2023)

Figure Gaming Software Revenue Market Share by Applications in 2017

Figure Entertainment Picture

Figure Educational Picture

Figure Other Picture

Table Global Market Gaming Software Revenue (Million USD) Comparison by Regions 2013-2023

Figure North America Gaming Software Revenue (Million USD) and Growth Rate (2013-2023)

Figure Europe Gaming Software Revenue (Million USD) and Growth Rate (2013-2023)

Figure Asia-Pacific Gaming Software Revenue (Million USD) and Growth Rate (2013-2023)

Figure South America Gaming Software Revenue (Million USD) and Growth Rate (2013-2023)

Figure Middle East and Africa Gaming Software Revenue (Million USD) and Growth Rate (2013-2023)

Figure Global Gaming Software Revenue (Million USD) and Growth Rate (2013-2023)

Table Activision Blizzard Basic Information, Manufacturing Base and Competitors

Table Activision Blizzard Gaming Software Type and Applications

Table Activision Blizzard Gaming Software Revenue, Gross Margin and Market Share (2016-2017)

Table Electronic Arts Basic Information, Manufacturing Base and Competitors

Table Electronic Arts Gaming Software Type and Applications

Table Electronic Arts Gaming Software Revenue, Gross Margin and Market Share (2016-2017)

Table Nintendo Basic Information, Manufacturing Base and Competitors

Table Nintendo Gaming Software Type and Applications

Table Nintendo Gaming Software Revenue, Gross Margin and Market Share

(2016-2017)

Table Ubisoft Entertainment Basic Information, Manufacturing Base and Competitors

Table Ubisoft Entertainment Gaming Software Type and Applications

Table Ubisoft Entertainment Gaming Software Revenue, Gross Margin and Market Share (2016-2017)

Table Disney Interactive Basic Information, Manufacturing Base and Competitors

Table Disney Interactive Gaming Software Type and Applications

Table Disney Interactive Gaming Software Revenue, Gross Margin and Market Share (2016-2017)

Table Petroglyph Games Basic Information, Manufacturing Base and Competitors

Table Petroglyph Games Gaming Software Type and Applications

Table Petroglyph Games Gaming Software Revenue, Gross Margin and Market Share (2016-2017)

Table Sony Computer Entertainment Basic Information, Manufacturing Base and Competitors

Table Sony Computer Entertainment Gaming Software Type and Applications

Table Sony Computer Entertainment Gaming Software Revenue, Gross Margin and Market Share (2016-2017)

Table Nexon Basic Information, Manufacturing Base and Competitors

Table Nexon Gaming Software Type and Applications

Table Nexon Gaming Software Revenue, Gross Margin and Market Share (2016-2017)

Table NetEase Basic Information, Manufacturing Base and Competitors

Table NetEase Gaming Software Type and Applications

Table NetEase Gaming Software Revenue, Gross Margin and Market Share (2016-2017)

Table Tencent Basic Information, Manufacturing Base and Competitors

Table Tencent Gaming Software Type and Applications

Table Tencent Gaming Software Revenue, Gross Margin and Market Share (2016-2017)

Table Global Gaming Software Revenue (Million USD) by Players (2013-2018)

Table Global Gaming Software Revenue Share by Players (2013-2018)

Figure Global Gaming Software Revenue Share by Players in 2016

Figure Global Gaming Software Revenue Share by Players in 2017

Figure Global Top 5 Players Gaming Software Revenue Market Share in 2017

Figure Global Top 10 Players Gaming Software Revenue Market Share in 2017

Figure Global Gaming Software Revenue (Million USD) and Growth Rate (%) (2013-2018)

Table Global Gaming Software Revenue (Million USD) by Regions (2013-2018)

Table Global Gaming Software Revenue Market Share by Regions (2013-2018)

Figure Global Gaming Software Revenue Market Share by Regions (2013-2018)
Figure Global Gaming Software Revenue Market Share by Regions in 2017
Figure North America Gaming Software Revenue and Growth Rate (2013-2018)
Figure Europe Gaming Software Revenue and Growth Rate (2013-2018)
Figure Asia-Pacific Gaming Software Revenue and Growth Rate (2013-2018)
Figure South America Gaming Software Revenue and Growth Rate (2013-2018)
Figure Middle East and Africa Gaming Software Revenue and Growth Rate (2013-2018)
Table North America Gaming Software Revenue by Countries (2013-2018)
Table North America Gaming Software Revenue Market Share by Countries (2013-2018)
Figure North America Gaming Software Revenue Market Share by Countries (2013-2018)
Figure North America Gaming Software Revenue Market Share by Countries in 2017
Figure USA Gaming Software Revenue and Growth Rate (2013-2018)
Figure Canada Gaming Software Revenue and Growth Rate (2013-2018)
Figure Mexico Gaming Software Revenue and Growth Rate (2013-2018)
Table Europe Gaming Software Revenue (Million USD) by Countries (2013-2018)
Figure Europe Gaming Software Revenue Market Share by Countries (2013-2018)
Figure Europe Gaming Software Revenue Market Share by Countries in 2017
Figure Germany Gaming Software Revenue and Growth Rate (2013-2018)
Figure UK Gaming Software Revenue and Growth Rate (2013-2018)
Figure France Gaming Software Revenue and Growth Rate (2013-2018)
Figure Russia Gaming Software Revenue and Growth Rate (2013-2018)
Figure Italy Gaming Software Revenue and Growth Rate (2013-2018)
Table Asia-Pacific Gaming Software Revenue (Million USD) by Countries (2013-2018)
Figure Asia-Pacific Gaming Software Revenue Market Share by Countries (2013-2018)
Figure Asia-Pacific Gaming Software Revenue Market Share by Countries in 2017
Figure China Gaming Software Revenue and Growth Rate (2013-2018)
Figure Japan Gaming Software Revenue and Growth Rate (2013-2018)
Figure Korea Gaming Software Revenue and Growth Rate (2013-2018)
Figure India Gaming Software Revenue and Growth Rate (2013-2018)
Figure Southeast Asia Gaming Software Revenue and Growth Rate (2013-2018)
Table South America Gaming Software Revenue by Countries (2013-2018)
Table South America Gaming Software Revenue Market Share by Countries (2013-2018)
Figure South America Gaming Software Revenue Market Share by Countries (2013-2018)
Figure South America Gaming Software Revenue Market Share by Countries in 2017
Figure Brazil Gaming Software Revenue and Growth Rate (2013-2018)

Figure Argentina Gaming Software Revenue and Growth Rate (2013-2018)

Figure Colombia Gaming Software Revenue and Growth Rate (2013-2018)

Table Middle East and Africa Gaming Software Revenue (Million USD) by Countries (2013-2018)

Table Middle East and Africa Gaming Software Revenue Market Share by Countries (2013-2018)

Figure Middle East and Africa Gaming Software Revenue Market Share by Countries (2013-2018)

Figure Middle East and Africa Gaming Software Revenue Market Share by Countries in 2017

Figure Saudi Arabia Gaming Software Revenue and Growth Rate (2013-2018)

Figure UAE Gaming Software Revenue and Growth Rate (2013-2018)

Figure Egypt Gaming Software Revenue and Growth Rate (2013-2018)

Figure Nigeria Gaming Software Revenue and Growth Rate (2013-2018)

Figure South Africa Gaming Software Revenue and Growth Rate (2013-2018)

Table Global Gaming Software Revenue (Million USD) by Type (2013-2018)

Table Global Gaming Software Revenue Share by Type (2013-2018)

Figure Global Gaming Software Revenue Share by Type (2013-2018)

Figure Global Gaming Software Revenue Share by Type in 2017

Table Global Gaming Software Revenue Forecast by Type (2018-2023)

Figure Global Gaming Software Market Share Forecast by Type (2018-2023)

Figure Global Console Gaming Revenue Growth Rate (2013-2018)

Figure Global Handheld Gaming Revenue Growth Rate (2013-2018)

Table Global Gaming Software Revenue by Application (2013-2018)

Table Global Gaming Software Revenue Share by Application (2013-2018)

Figure Global Gaming Software Revenue Share by Application (2013-2018)

Figure Global Gaming Software Revenue Share by Application in 2017

Table Global Gaming Software Revenue Forecast by Application (2018-2023)

Figure Global Gaming Software Market Share Forecast by Application (2018-2023)

Figure Global Entertainment Revenue Growth Rate (2013-2018)

Figure Global Educational Revenue Growth Rate (2013-2018)

Figure Global Other Revenue Growth Rate (2013-2018)

Figure Global Gaming Software Revenue (Million USD) and Growth Rate Forecast (2018 -2023)

Table Global Gaming Software Revenue (Million USD) Forecast by Regions (2018-2023)

Figure Global Gaming Software Revenue Market Share Forecast by Regions (2018-2023)

Figure North America Gaming Software Revenue Market Forecast (2018-2023)

Figure Europe Gaming Software Revenue Market Forecast (2018-2023)

Figure Asia-Pacific Gaming Software Revenue Market Forecast (2018-2023)

Figure South America Gaming Software Revenue Market Forecast (2018-2023)

Figure Middle East and Africa Gaming Software Revenue Market Forecast (2018-2023)

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