

# Global Handheld Video Game Console Supply, Demand and Key Producers, 2023-2029

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## Abstracts

The global Handheld Video Game Console market size is expected to reach \$ million by 2029, rising at a market growth of % CAGR during the forecast period (2023-2029).

Handheld video game console is a portable electronic device that is designed to play video games. It typically features a built-in screen, game controls, and a rechargeable battery.

This report studies the global Handheld Video Game Console production, demand, key manufacturers, and key regions.

This report is a detailed and comprehensive analysis of the world market for Handheld Video Game Console, and provides market size (US\$ million) and Year-over-Year (YoY) Growth, considering 2022 as the base year. This report explores demand trends and competition, as well as details the characteristics of Handheld Video Game Console that contribute to its increasing demand across many markets.

Highlights and key features of the study

Global Handheld Video Game Console total production and demand, 2018-2029, (K Units)

Global Handheld Video Game Console total production value, 2018-2029, (USD Million)

Global Handheld Video Game Console production by region & country, production, value, CAGR, 2018-2029, (USD Million) & (K Units)

Global Handheld Video Game Console consumption by region & country, CAGR, 2018-2029 & (K Units)

U.S. VS China: Handheld Video Game Console domestic production, consumption, key domestic manufacturers and share

Global Handheld Video Game Console production by manufacturer, production, price, value and market share 2018-2023, (USD Million) & (K Units)

Global Handheld Video Game Console production by Type, production, value, CAGR, 2018-2029, (USD Million) & (K Units)

Global Handheld Video Game Console production by Application production, value, CAGR, 2018-2029, (USD Million) & (K Units)

This reports profiles key players in the global Handheld Video Game Console market based on the following parameters – company overview, production, value, price, gross margin, product portfolio, geographical presence, and key developments. Key companies covered as a part of this study include ASUS, Sony, NVIDIA, GPD, Anbernic, Steam, AYN, Nintendo and ONEXPlayer, etc.

This report also provides key insights about market drivers, restraints, opportunities, new product launches or approvals, COVID-19 and Russia-Ukraine War Influence.

Stakeholders would have ease in decision-making through various strategy matrices used in analyzing the World Handheld Video Game Console market

Detailed Segmentation:

Each section contains quantitative market data including market by value (US\$ Millions), volume (production, consumption) & (K Units) and average price (US\$/Unit) by manufacturer, by Type, and by Application. Data is given for the years 2018-2029 by year with 2022 as the base year, 2023 as the estimate year, and 2024-2029 as the forecast year.

Global Handheld Video Game Console Market, By Region:

United States

China

Europe

Japan

South Korea

ASEAN

India

Rest of World

### Global Handheld Video Game Console Market, Segmentation by Type

Single Function Gaming Consoles

Multifunction Gaming Consoles

### Global Handheld Video Game Console Market, Segmentation by Application

Online Sales

Offline Sales

### Companies Profiled:

ASUS

Sony

NVIDIA

GPD

Anbernic

Steam

AYN

Nintendo

ONEXPlayer

AYANEO

Wikipad

Razer Edge

LeapFrog

Mad Catz

Vtech

## Key Questions Answered

1. How big is the global Handheld Video Game Console market?
2. What is the demand of the global Handheld Video Game Console market?
3. What is the year over year growth of the global Handheld Video Game Console market?
4. What is the production and production value of the global Handheld Video Game Console market?
5. Who are the key producers in the global Handheld Video Game Console market?
6. What are the growth factors driving the market demand?

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