

Global (North America, Europe, Asia-Pacific, South America, Middle East and Africa) Gaming Console 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 Gaming 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.

The TV gaming consoles segment is gaining popularity over handheld gaming consoles because this platform offers gamers a better gaming experience. The last generation of Sony PlayStation and Microsoft Xbox consoles with 8GB RAM are compatible with Blu-ray video, HDMI, and digital outputs. The video game console market will witness considerable growth in this segment during the coming years and this will contribute to the rising number of gamers who consider E-sports as a career option.

The console gaming market is segmented into three main regions: the Americas, APAC and EMEA. People in the Americas have a higher standard of living, due to which the number of console gamers is higher in comparison to PC gamers. Additionally, gamers in North America prefer gaming consoles that are developed with the latest technology. The popularity of E-sports is at its peak in this region. This will encourage game developers to come up with new games that are suitable for E-sports.

The worldwide market for Gaming 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

Mad Catz

Microsoft

Nintendo

Sony

Apple

Logitech

Oculus VR

Electronic Arts

Activision Publishing

Avatar Reality

Kaneva

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

TV Gaming Consoles

PC Gaming Consoles

Handheld Gaming Consoles

Other

Market Segment by Applications, can be divided into

Household Use

Commercial Use

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

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

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

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

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