

# Global Portable Somatosensory Game Console Market 2023 by Manufacturers, Regions, Type and Application, Forecast to 2029

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## Abstracts

According to our (Global Info Research) latest study, the global Portable Somatosensory Game Console market size was valued at USD million in 2022 and is forecast to a readjusted size of USD million by 2029 with a CAGR of % during review period. The influence of COVID-19 and the Russia-Ukraine War were considered while estimating market sizes.

This report is a detailed and comprehensive analysis for global Portable Somatosensory Game Console market. Both quantitative and qualitative analyses are presented by manufacturers, by region & country, by Type and by Sales Channel. As the market is constantly changing, this report explores the competition, supply and demand trends, as well as key factors that contribute to its changing demands across many markets. Company profiles and product examples of selected competitors, along with market share estimates of some of the selected leaders for the year 2023, are provided.

Key Features:

Global Portable Somatosensory Game Console market size and forecasts, in consumption value (\$ Million), sales quantity (K Units), and average selling prices (US\$/Unit), 2018-2029

Global Portable Somatosensory Game Console market size and forecasts by region and country, in consumption value (\$ Million), sales quantity (K Units), and average selling prices (US\$/Unit), 2018-2029

Global Portable Somatosensory Game Console market size and forecasts, by Type and

by Sales Channel, in consumption value (\$ Million), sales quantity (K Units), and average selling prices (US\$/Unit), 2018-2029

Global Portable Somatosensory Game Console market shares of main players, shipments in revenue (\$ Million), sales quantity (K Units), and ASP (US\$/Unit), 2018-2023

The Primary Objectives in This Report Are:

To determine the size of the total market opportunity of global and key countries

To assess the growth potential for Portable Somatosensory Game Console

To forecast future growth in each product and end-use market

To assess competitive factors affecting the marketplace

This report profiles key players in the global Portable Somatosensory 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 Nintendo, SONY, RABMIV, Valve and Microsoft, etc.

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

## Market Segmentation

Portable Somatosensory Game Console market is split by Type and by Sales Channel. For the period 2018-2029, the growth among segments provides accurate calculations and forecasts for consumption value by Type, and by Sales Channel in terms of volume and value. This analysis can help you expand your business by targeting qualified niche markets.

### Market segment by Type

Support VR

Does Not Support VR

## Market segment by Sales Channel

Online Sales

Offline Sales

## Major players covered

Nintendo

SONY

RABMIV

Valve

Microsoft

AYANEO

Subor

GPD

Anbernic

AOKZOE

YRPRSODF

Alien Technology

Xiaomi Group

## Market segment by region, regional analysis covers

*Global Portable Somatosensory Game Console Market 2023 by Manufacturers, Regions, Type and Application, Foreca...*

North America (United States, Canada and Mexico)

Europe (Germany, France, United Kingdom, Russia, Italy, and Rest of Europe)

Asia-Pacific (China, Japan, Korea, India, Southeast Asia, and Australia)

South America (Brazil, Argentina, Colombia, and Rest of South America)

Middle East & Africa (Saudi Arabia, UAE, Egypt, South Africa, and Rest of Middle East & Africa)

The content of the study subjects, includes a total of 15 chapters:

Chapter 1, to describe Portable Somatosensory Game Console product scope, market overview, market estimation caveats and base year.

Chapter 2, to profile the top manufacturers of Portable Somatosensory Game Console, with price, sales, revenue and global market share of Portable Somatosensory Game Console from 2018 to 2023.

Chapter 3, the Portable Somatosensory Game Console competitive situation, sales quantity, revenue and global market share of top manufacturers are analyzed emphatically by landscape contrast.

Chapter 4, the Portable Somatosensory Game Console breakdown data are shown at the regional level, to show the sales quantity, consumption value and growth by regions, from 2018 to 2029.

Chapter 5 and 6, to segment the sales by Type and sales channel, with sales market share and growth rate by type, sales channel, from 2018 to 2029.

Chapter 7, 8, 9, 10 and 11, to break the sales data at the country level, with sales quantity, consumption value and market share for key countries in the world, from 2017 to 2022. and Portable Somatosensory Game Console market forecast, by regions, type and sales channel, with sales and revenue, from 2024 to 2029.

Chapter 12, market dynamics, drivers, restraints, trends, Porters Five Forces analysis, and Influence of COVID-19 and Russia-Ukraine War.

Chapter 13, the key raw materials and key suppliers, and industry chain of Portable Somatosensory Game Console.

Chapter 14 and 15, to describe Portable Somatosensory Game Console sales channel, distributors, customers, research findings and conclusion.

## Contents

### 1 MARKET OVERVIEW

- 1.1 Product Overview and Scope of Portable Somatosensory Game Console
- 1.2 Market Estimation Caveats and Base Year
- 1.3 Market Analysis by Type
  - 1.3.1 Overview: Global Portable Somatosensory Game Console Consumption Value by Type: 2018 Versus 2022 Versus 2029
  - 1.3.2 Support VR
  - 1.3.3 Does Not Support VR
- 1.4 Market Analysis by Sales Channel
  - 1.4.1 Overview: Global Portable Somatosensory Game Console Consumption Value by Sales Channel: 2018 Versus 2022 Versus 2029
  - 1.4.2 Online Sales
  - 1.4.3 Offline Sales
- 1.5 Global Portable Somatosensory Game Console Market Size & Forecast
  - 1.5.1 Global Portable Somatosensory Game Console Consumption Value (2018 & 2022 & 2029)
  - 1.5.2 Global Portable Somatosensory Game Console Sales Quantity (2018-2029)
  - 1.5.3 Global Portable Somatosensory Game Console Average Price (2018-2029)

### 2 MANUFACTURERS PROFILES

- 2.1 Nintendo
  - 2.1.1 Nintendo Details
  - 2.1.2 Nintendo Major Business
  - 2.1.3 Nintendo Portable Somatosensory Game Console Product and Services
  - 2.1.4 Nintendo Portable Somatosensory Game Console Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2018-2023)
  - 2.1.5 Nintendo Recent Developments/Updates
- 2.2 SONY
  - 2.2.1 SONY Details
  - 2.2.2 SONY Major Business
  - 2.2.3 SONY Portable Somatosensory Game Console Product and Services
  - 2.2.4 SONY Portable Somatosensory Game Console Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2018-2023)
  - 2.2.5 SONY Recent Developments/Updates
- 2.3 RABMIV

- 2.3.1 RABMIV Details
- 2.3.2 RABMIV Major Business
- 2.3.3 RABMIV Portable Somatosensory Game Console Product and Services
- 2.3.4 RABMIV Portable Somatosensory Game Console Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2018-2023)
- 2.3.5 RABMIV Recent Developments/Updates
- 2.4 Valve
  - 2.4.1 Valve Details
  - 2.4.2 Valve Major Business
  - 2.4.3 Valve Portable Somatosensory Game Console Product and Services
  - 2.4.4 Valve Portable Somatosensory Game Console Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2018-2023)
  - 2.4.5 Valve Recent Developments/Updates
- 2.5 Microsoft
  - 2.5.1 Microsoft Details
  - 2.5.2 Microsoft Major Business
  - 2.5.3 Microsoft Portable Somatosensory Game Console Product and Services
  - 2.5.4 Microsoft Portable Somatosensory Game Console Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2018-2023)
  - 2.5.5 Microsoft Recent Developments/Updates
- 2.6 AYANEO
  - 2.6.1 AYANEO Details
  - 2.6.2 AYANEO Major Business
  - 2.6.3 AYANEO Portable Somatosensory Game Console Product and Services
  - 2.6.4 AYANEO Portable Somatosensory Game Console Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2018-2023)
  - 2.6.5 AYANEO Recent Developments/Updates
- 2.7 Subor
  - 2.7.1 Subor Details
  - 2.7.2 Subor Major Business
  - 2.7.3 Subor Portable Somatosensory Game Console Product and Services
  - 2.7.4 Subor Portable Somatosensory Game Console Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2018-2023)
  - 2.7.5 Subor Recent Developments/Updates
- 2.8 GPD
  - 2.8.1 GPD Details
  - 2.8.2 GPD Major Business
  - 2.8.3 GPD Portable Somatosensory Game Console Product and Services
  - 2.8.4 GPD Portable Somatosensory Game Console Sales Quantity, Average Price,

## Revenue, Gross Margin and Market Share (2018-2023)

### 2.8.5 GPD Recent Developments/Updates

## 2.9 Anbernic

### 2.9.1 Anbernic Details

### 2.9.2 Anbernic Major Business

### 2.9.3 Anbernic Portable Somatosensory Game Console Product and Services

### 2.9.4 Anbernic Portable Somatosensory Game Console Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2018-2023)

### 2.9.5 Anbernic Recent Developments/Updates

## 2.10 AOKZOE

### 2.10.1 AOKZOE Details

### 2.10.2 AOKZOE Major Business

### 2.10.3 AOKZOE Portable Somatosensory Game Console Product and Services

### 2.10.4 AOKZOE Portable Somatosensory Game Console Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2018-2023)

### 2.10.5 AOKZOE Recent Developments/Updates

## 2.11 YRPRSODF

### 2.11.1 YRPRSODF Details

### 2.11.2 YRPRSODF Major Business

### 2.11.3 YRPRSODF Portable Somatosensory Game Console Product and Services

### 2.11.4 YRPRSODF Portable Somatosensory Game Console Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2018-2023)

### 2.11.5 YRPRSODF Recent Developments/Updates

## 2.12 Alien Technology

### 2.12.1 Alien Technology Details

### 2.12.2 Alien Technology Major Business

### 2.12.3 Alien Technology Portable Somatosensory Game Console Product and Services

### 2.12.4 Alien Technology Portable Somatosensory Game Console Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2018-2023)

### 2.12.5 Alien Technology Recent Developments/Updates

## 2.13 Xiaomi Group

### 2.13.1 Xiaomi Group Details

### 2.13.2 Xiaomi Group Major Business

### 2.13.3 Xiaomi Group Portable Somatosensory Game Console Product and Services

### 2.13.4 Xiaomi Group Portable Somatosensory Game Console Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2018-2023)

### 2.13.5 Xiaomi Group Recent Developments/Updates



### **3 COMPETITIVE ENVIRONMENT: PORTABLE SOMATOSENSORY GAME CONSOLE BY MANUFACTURER**

3.1 Global Portable Somatosensory Game Console Sales Quantity by Manufacturer (2018-2023)

3.2 Global Portable Somatosensory Game Console Revenue by Manufacturer (2018-2023)

3.3 Global Portable Somatosensory Game Console Average Price by Manufacturer (2018-2023)

3.4 Market Share Analysis (2022)

3.4.1 Producer Shipments of Portable Somatosensory Game Console by Manufacturer Revenue (\$MM) and Market Share (%): 2022

3.4.2 Top 3 Portable Somatosensory Game Console Manufacturer Market Share in 2022

3.4.2 Top 6 Portable Somatosensory Game Console Manufacturer Market Share in 2022

3.5 Portable Somatosensory Game Console Market: Overall Company Footprint Analysis

3.5.1 Portable Somatosensory Game Console Market: Region Footprint

3.5.2 Portable Somatosensory Game Console Market: Company Product Type Footprint

3.5.3 Portable Somatosensory Game Console Market: Company Product Application Footprint

3.6 New Market Entrants and Barriers to Market Entry

3.7 Mergers, Acquisition, Agreements, and Collaborations

### **4 CONSUMPTION ANALYSIS BY REGION**

4.1 Global Portable Somatosensory Game Console Market Size by Region

4.1.1 Global Portable Somatosensory Game Console Sales Quantity by Region (2018-2029)

4.1.2 Global Portable Somatosensory Game Console Consumption Value by Region (2018-2029)

4.1.3 Global Portable Somatosensory Game Console Average Price by Region (2018-2029)

4.2 North America Portable Somatosensory Game Console Consumption Value (2018-2029)

4.3 Europe Portable Somatosensory Game Console Consumption Value (2018-2029)

4.4 Asia-Pacific Portable Somatosensory Game Console Consumption Value

(2018-2029)

4.5 South America Portable Somatosensory Game Console Consumption Value

(2018-2029)

4.6 Middle East and Africa Portable Somatosensory Game Console Consumption Value

(2018-2029)

## **5 MARKET SEGMENT BY TYPE**

5.1 Global Portable Somatosensory Game Console Sales Quantity by Type

(2018-2029)

5.2 Global Portable Somatosensory Game Console Consumption Value by Type

(2018-2029)

5.3 Global Portable Somatosensory Game Console Average Price by Type (2018-2029)

## **6 MARKET SEGMENT BY SALES CHANNEL**

6.1 Global Portable Somatosensory Game Console Sales Quantity by Sales Channel

(2018-2029)

6.2 Global Portable Somatosensory Game Console Consumption Value by Sales

Channel (2018-2029)

6.3 Global Portable Somatosensory Game Console Average Price by Sales Channel

(2018-2029)

## **7 NORTH AMERICA**

7.1 North America Portable Somatosensory Game Console Sales Quantity by Type

(2018-2029)

7.2 North America Portable Somatosensory Game Console Sales Quantity by Sales

Channel (2018-2029)

7.3 North America Portable Somatosensory Game Console Market Size by Country

7.3.1 North America Portable Somatosensory Game Console Sales Quantity by  
Country (2018-2029)

7.3.2 North America Portable Somatosensory Game Console Consumption Value by  
Country (2018-2029)

7.3.3 United States Market Size and Forecast (2018-2029)

7.3.4 Canada Market Size and Forecast (2018-2029)

7.3.5 Mexico Market Size and Forecast (2018-2029)

## **8 EUROPE**

- 8.1 Europe Portable Somatosensory Game Console Sales Quantity by Type (2018-2029)
- 8.2 Europe Portable Somatosensory Game Console Sales Quantity by Sales Channel (2018-2029)
- 8.3 Europe Portable Somatosensory Game Console Market Size by Country
  - 8.3.1 Europe Portable Somatosensory Game Console Sales Quantity by Country (2018-2029)
  - 8.3.2 Europe Portable Somatosensory Game Console Consumption Value by Country (2018-2029)
  - 8.3.3 Germany Market Size and Forecast (2018-2029)
  - 8.3.4 France Market Size and Forecast (2018-2029)
  - 8.3.5 United Kingdom Market Size and Forecast (2018-2029)
  - 8.3.6 Russia Market Size and Forecast (2018-2029)
  - 8.3.7 Italy Market Size and Forecast (2018-2029)

## **9 ASIA-PACIFIC**

- 9.1 Asia-Pacific Portable Somatosensory Game Console Sales Quantity by Type (2018-2029)
- 9.2 Asia-Pacific Portable Somatosensory Game Console Sales Quantity by Sales Channel (2018-2029)
- 9.3 Asia-Pacific Portable Somatosensory Game Console Market Size by Region
  - 9.3.1 Asia-Pacific Portable Somatosensory Game Console Sales Quantity by Region (2018-2029)
  - 9.3.2 Asia-Pacific Portable Somatosensory Game Console Consumption Value by Region (2018-2029)
  - 9.3.3 China Market Size and Forecast (2018-2029)
  - 9.3.4 Japan Market Size and Forecast (2018-2029)
  - 9.3.5 Korea Market Size and Forecast (2018-2029)
  - 9.3.6 India Market Size and Forecast (2018-2029)
  - 9.3.7 Southeast Asia Market Size and Forecast (2018-2029)
  - 9.3.8 Australia Market Size and Forecast (2018-2029)

## **10 SOUTH AMERICA**

- 10.1 South America Portable Somatosensory Game Console Sales Quantity by Type (2018-2029)
- 10.2 South America Portable Somatosensory Game Console Sales Quantity by Sales

Channel (2018-2029)

10.3 South America Portable Somatosensory Game Console Market Size by Country

10.3.1 South America Portable Somatosensory Game Console Sales Quantity by Country (2018-2029)

10.3.2 South America Portable Somatosensory Game Console Consumption Value by Country (2018-2029)

10.3.3 Brazil Market Size and Forecast (2018-2029)

10.3.4 Argentina Market Size and Forecast (2018-2029)

## **11 MIDDLE EAST & AFRICA**

11.1 Middle East & Africa Portable Somatosensory Game Console Sales Quantity by Type (2018-2029)

11.2 Middle East & Africa Portable Somatosensory Game Console Sales Quantity by Sales Channel (2018-2029)

11.3 Middle East & Africa Portable Somatosensory Game Console Market Size by Country

11.3.1 Middle East & Africa Portable Somatosensory Game Console Sales Quantity by Country (2018-2029)

11.3.2 Middle East & Africa Portable Somatosensory Game Console Consumption Value by Country (2018-2029)

11.3.3 Turkey Market Size and Forecast (2018-2029)

11.3.4 Egypt Market Size and Forecast (2018-2029)

11.3.5 Saudi Arabia Market Size and Forecast (2018-2029)

11.3.6 South Africa Market Size and Forecast (2018-2029)

## **12 MARKET DYNAMICS**

12.1 Portable Somatosensory Game Console Market Drivers

12.2 Portable Somatosensory Game Console Market Restraints

12.3 Portable Somatosensory Game Console Trends Analysis

12.4 Porters Five Forces Analysis

12.4.1 Threat of New Entrants

12.4.2 Bargaining Power of Suppliers

12.4.3 Bargaining Power of Buyers

12.4.4 Threat of Substitutes

12.4.5 Competitive Rivalry

12.5 Influence of COVID-19 and Russia-Ukraine War

12.5.1 Influence of COVID-19

12.5.2 Influence of Russia-Ukraine War

## **13 RAW MATERIAL AND INDUSTRY CHAIN**

13.1 Raw Material of Portable Somatosensory Game Console and Key Manufacturers

13.2 Manufacturing Costs Percentage of Portable Somatosensory Game Console

13.3 Portable Somatosensory Game Console Production Process

13.4 Portable Somatosensory Game Console Industrial Chain

## **14 SHIPMENTS BY DISTRIBUTION CHANNEL**

14.1 Sales Channel

14.1.1 Direct to End-User

14.1.2 Distributors

14.2 Portable Somatosensory Game Console Typical Distributors

14.3 Portable Somatosensory Game Console Typical Customers

## **15 RESEARCH FINDINGS AND CONCLUSION**

## **16 APPENDIX**

16.1 Methodology

16.2 Research Process and Data Source

16.3 Disclaimer

## List Of Tables

### LIST OF TABLES

Table 1. Global Portable Somatosensory Game Console Consumption Value by Type, (USD Million), 2018 & 2022 & 2029

Table 2. Global Portable Somatosensory Game Console Consumption Value by Sales Channel, (USD Million), 2018 & 2022 & 2029

Table 3. Nintendo Basic Information, Manufacturing Base and Competitors

Table 4. Nintendo Major Business

Table 5. Nintendo Portable Somatosensory Game Console Product and Services

Table 6. Nintendo Portable Somatosensory Game Console Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 7. Nintendo Recent Developments/Updates

Table 8. SONY Basic Information, Manufacturing Base and Competitors

Table 9. SONY Major Business

Table 10. SONY Portable Somatosensory Game Console Product and Services

Table 11. SONY Portable Somatosensory Game Console Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 12. SONY Recent Developments/Updates

Table 13. RABMIV Basic Information, Manufacturing Base and Competitors

Table 14. RABMIV Major Business

Table 15. RABMIV Portable Somatosensory Game Console Product and Services

Table 16. RABMIV Portable Somatosensory Game Console Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 17. RABMIV Recent Developments/Updates

Table 18. Valve Basic Information, Manufacturing Base and Competitors

Table 19. Valve Major Business

Table 20. Valve Portable Somatosensory Game Console Product and Services

Table 21. Valve Portable Somatosensory Game Console Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 22. Valve Recent Developments/Updates

Table 23. Microsoft Basic Information, Manufacturing Base and Competitors

Table 24. Microsoft Major Business

Table 25. Microsoft Portable Somatosensory Game Console Product and Services



Table 26. Microsoft Portable Somatosensory Game Console Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 27. Microsoft Recent Developments/Updates

Table 28. AYANEO Basic Information, Manufacturing Base and Competitors

Table 29. AYANEO Major Business

Table 30. AYANEO Portable Somatosensory Game Console Product and Services

Table 31. AYANEO Portable Somatosensory Game Console Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 32. AYANEO Recent Developments/Updates

Table 33. Subor Basic Information, Manufacturing Base and Competitors

Table 34. Subor Major Business

Table 35. Subor Portable Somatosensory Game Console Product and Services

Table 36. Subor Portable Somatosensory Game Console Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 37. Subor Recent Developments/Updates

Table 38. GPD Basic Information, Manufacturing Base and Competitors

Table 39. GPD Major Business

Table 40. GPD Portable Somatosensory Game Console Product and Services

Table 41. GPD Portable Somatosensory Game Console Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 42. GPD Recent Developments/Updates

Table 43. Anbernic Basic Information, Manufacturing Base and Competitors

Table 44. Anbernic Major Business

Table 45. Anbernic Portable Somatosensory Game Console Product and Services

Table 46. Anbernic Portable Somatosensory Game Console Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 47. Anbernic Recent Developments/Updates

Table 48. AOKZOE Basic Information, Manufacturing Base and Competitors

Table 49. AOKZOE Major Business

Table 50. AOKZOE Portable Somatosensory Game Console Product and Services

Table 51. AOKZOE Portable Somatosensory Game Console Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 52. AOKZOE Recent Developments/Updates

Table 53. YRPRSODF Basic Information, Manufacturing Base and Competitors

Table 54. YRPRSODF Major Business

Table 55. YRPRSODF Portable Somatosensory Game Console Product and Services

Table 56. YRPRSODF Portable Somatosensory Game Console Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 57. YRPRSODF Recent Developments/Updates

Table 58. Alien Technology Basic Information, Manufacturing Base and Competitors

Table 59. Alien Technology Major Business

Table 60. Alien Technology Portable Somatosensory Game Console Product and Services

Table 61. Alien Technology Portable Somatosensory Game Console Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 62. Alien Technology Recent Developments/Updates

Table 63. Xiaomi Group Basic Information, Manufacturing Base and Competitors

Table 64. Xiaomi Group Major Business

Table 65. Xiaomi Group Portable Somatosensory Game Console Product and Services

Table 66. Xiaomi Group Portable Somatosensory Game Console Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 67. Xiaomi Group Recent Developments/Updates

Table 68. Global Portable Somatosensory Game Console Sales Quantity by Manufacturer (2018-2023) & (K Units)

Table 69. Global Portable Somatosensory Game Console Revenue by Manufacturer (2018-2023) & (USD Million)

Table 70. Global Portable Somatosensory Game Console Average Price by Manufacturer (2018-2023) & (US\$/Unit)

Table 71. Market Position of Manufacturers in Portable Somatosensory Game Console, (Tier 1, Tier 2, and Tier 3), Based on Consumption Value in 2022

Table 72. Head Office and Portable Somatosensory Game Console Production Site of Key Manufacturer

Table 73. Portable Somatosensory Game Console Market: Company Product Type Footprint

Table 74. Portable Somatosensory Game Console Market: Company Product Application Footprint

Table 75. Portable Somatosensory Game Console New Market Entrants and Barriers to Market Entry

Table 76. Portable Somatosensory Game Console Mergers, Acquisition, Agreements,



and Collaborations

Table 77. Global Portable Somatosensory Game Console Sales Quantity by Region (2018-2023) & (K Units)

Table 78. Global Portable Somatosensory Game Console Sales Quantity by Region (2024-2029) & (K Units)

Table 79. Global Portable Somatosensory Game Console Consumption Value by Region (2018-2023) & (USD Million)

Table 80. Global Portable Somatosensory Game Console Consumption Value by Region (2024-2029) & (USD Million)

Table 81. Global Portable Somatosensory Game Console Average Price by Region (2018-2023) & (US\$/Unit)

Table 82. Global Portable Somatosensory Game Console Average Price by Region (2024-2029) & (US\$/Unit)

Table 83. Global Portable Somatosensory Game Console Sales Quantity by Type (2018-2023) & (K Units)

Table 84. Global Portable Somatosensory Game Console Sales Quantity by Type (2024-2029) & (K Units)

Table 85. Global Portable Somatosensory Game Console Consumption Value by Type (2018-2023) & (USD Million)

Table 86. Global Portable Somatosensory Game Console Consumption Value by Type (2024-2029) & (USD Million)

Table 87. Global Portable Somatosensory Game Console Average Price by Type (2018-2023) & (US\$/Unit)

Table 88. Global Portable Somatosensory Game Console Average Price by Type (2024-2029) & (US\$/Unit)

Table 89. Global Portable Somatosensory Game Console Sales Quantity by Sales Channel (2018-2023) & (K Units)

Table 90. Global Portable Somatosensory Game Console Sales Quantity by Sales Channel (2024-2029) & (K Units)

Table 91. Global Portable Somatosensory Game Console Consumption Value by Sales Channel (2018-2023) & (USD Million)

Table 92. Global Portable Somatosensory Game Console Consumption Value by Sales Channel (2024-2029) & (USD Million)

Table 93. Global Portable Somatosensory Game Console Average Price by Sales Channel (2018-2023) & (US\$/Unit)

Table 94. Global Portable Somatosensory Game Console Average Price by Sales Channel (2024-2029) & (US\$/Unit)

Table 95. North America Portable Somatosensory Game Console Sales Quantity by Type (2018-2023) & (K Units)

Table 96. North America Portable Somatosensory Game Console Sales Quantity by Type (2024-2029) & (K Units)

Table 97. North America Portable Somatosensory Game Console Sales Quantity by Sales Channel (2018-2023) & (K Units)

Table 98. North America Portable Somatosensory Game Console Sales Quantity by Sales Channel (2024-2029) & (K Units)

Table 99. North America Portable Somatosensory Game Console Sales Quantity by Country (2018-2023) & (K Units)

Table 100. North America Portable Somatosensory Game Console Sales Quantity by Country (2024-2029) & (K Units)

Table 101. North America Portable Somatosensory Game Console Consumption Value by Country (2018-2023) & (USD Million)

Table 102. North America Portable Somatosensory Game Console Consumption Value by Country (2024-2029) & (USD Million)

Table 103. Europe Portable Somatosensory Game Console Sales Quantity by Type (2018-2023) & (K Units)

Table 104. Europe Portable Somatosensory Game Console Sales Quantity by Type (2024-2029) & (K Units)

Table 105. Europe Portable Somatosensory Game Console Sales Quantity by Sales Channel (2018-2023) & (K Units)

Table 106. Europe Portable Somatosensory Game Console Sales Quantity by Sales Channel (2024-2029) & (K Units)

Table 107. Europe Portable Somatosensory Game Console Sales Quantity by Country (2018-2023) & (K Units)

Table 108. Europe Portable Somatosensory Game Console Sales Quantity by Country (2024-2029) & (K Units)

Table 109. Europe Portable Somatosensory Game Console Consumption Value by Country (2018-2023) & (USD Million)

Table 110. Europe Portable Somatosensory Game Console Consumption Value by Country (2024-2029) & (USD Million)

Table 111. Asia-Pacific Portable Somatosensory Game Console Sales Quantity by Type (2018-2023) & (K Units)

Table 112. Asia-Pacific Portable Somatosensory Game Console Sales Quantity by Type (2024-2029) & (K Units)

Table 113. Asia-Pacific Portable Somatosensory Game Console Sales Quantity by Sales Channel (2018-2023) & (K Units)

Table 114. Asia-Pacific Portable Somatosensory Game Console Sales Quantity by Sales Channel (2024-2029) & (K Units)

Table 115. Asia-Pacific Portable Somatosensory Game Console Sales Quantity by

Region (2018-2023) & (K Units)

Table 116. Asia-Pacific Portable Somatosensory Game Console Sales Quantity by Region (2024-2029) & (K Units)

Table 117. Asia-Pacific Portable Somatosensory Game Console Consumption Value by Region (2018-2023) & (USD Million)

Table 118. Asia-Pacific Portable Somatosensory Game Console Consumption Value by Region (2024-2029) & (USD Million)

Table 119. South America Portable Somatosensory Game Console Sales Quantity by Type (2018-2023) & (K Units)

Table 120. South America Portable Somatosensory Game Console Sales Quantity by Type (2024-2029) & (K Units)

Table 121. South America Portable Somatosensory Game Console Sales Quantity by Sales Channel (2018-2023) & (K Units)

Table 122. South America Portable Somatosensory Game Console Sales Quantity by Sales Channel (2024-2029) & (K Units)

Table 123. South America Portable Somatosensory Game Console Sales Quantity by Country (2018-2023) & (K Units)

Table 124. South America Portable Somatosensory Game Console Sales Quantity by Country (2024-2029) & (K Units)

Table 125. South America Portable Somatosensory Game Console Consumption Value by Country (2018-2023) & (USD Million)

Table 126. South America Portable Somatosensory Game Console Consumption Value by Country (2024-2029) & (USD Million)

Table 127. Middle East & Africa Portable Somatosensory Game Console Sales Quantity by Type (2018-2023) & (K Units)

Table 128. Middle East & Africa Portable Somatosensory Game Console Sales Quantity by Type (2024-2029) & (K Units)

Table 129. Middle East & Africa Portable Somatosensory Game Console Sales Quantity by Sales Channel (2018-2023) & (K Units)

Table 130. Middle East & Africa Portable Somatosensory Game Console Sales Quantity by Sales Channel (2024-2029) & (K Units)

Table 131. Middle East & Africa Portable Somatosensory Game Console Sales Quantity by Region (2018-2023) & (K Units)

Table 132. Middle East & Africa Portable Somatosensory Game Console Sales Quantity by Region (2024-2029) & (K Units)

Table 133. Middle East & Africa Portable Somatosensory Game Console Consumption Value by Region (2018-2023) & (USD Million)

Table 134. Middle East & Africa Portable Somatosensory Game Console Consumption Value by Region (2024-2029) & (USD Million)

Table 135. Portable Somatosensory Game Console Raw Material

Table 136. Key Manufacturers of Portable Somatosensory Game Console Raw Materials

Table 137. Portable Somatosensory Game Console Typical Distributors

Table 138. Portable Somatosensory Game Console Typical Customers

## List Of Figures

### LIST OF FIGURES

Figure 1. Portable Somatosensory Game Console Picture

Figure 2. Global Portable Somatosensory Game Console Consumption Value by Type, (USD Million), 2018 & 2022 & 2029

Figure 3. Global Portable Somatosensory Game Console Consumption Value Market Share by Type in 2022

Figure 4. Support VR Examples

Figure 5. Does Not Support VR Examples

Figure 6. Global Portable Somatosensory Game Console Consumption Value by Sales Channel, (USD Million), 2018 & 2022 & 2029

Figure 7. Global Portable Somatosensory Game Console Consumption Value Market Share by Sales Channel in 2022

Figure 8. Online Sales Examples

Figure 9. Offline Sales Examples

Figure 10. Global Portable Somatosensory Game Console Consumption Value, (USD Million): 2018 & 2022 & 2029

Figure 11. Global Portable Somatosensory Game Console Consumption Value and Forecast (2018-2029) & (USD Million)

Figure 12. Global Portable Somatosensory Game Console Sales Quantity (2018-2029) & (K Units)

Figure 13. Global Portable Somatosensory Game Console Average Price (2018-2029) & (US\$/Unit)

Figure 14. Global Portable Somatosensory Game Console Sales Quantity Market Share by Manufacturer in 2022

Figure 15. Global Portable Somatosensory Game Console Consumption Value Market Share by Manufacturer in 2022

Figure 16. Producer Shipments of Portable Somatosensory Game Console by Manufacturer Sales Quantity (\$MM) and Market Share (%): 2021

Figure 17. Top 3 Portable Somatosensory Game Console Manufacturer (Consumption Value) Market Share in 2022

Figure 18. Top 6 Portable Somatosensory Game Console Manufacturer (Consumption Value) Market Share in 2022

Figure 19. Global Portable Somatosensory Game Console Sales Quantity Market Share by Region (2018-2029)

Figure 20. Global Portable Somatosensory Game Console Consumption Value Market Share by Region (2018-2029)

Figure 21. North America Portable Somatosensory Game Console Consumption Value (2018-2029) & (USD Million)

Figure 22. Europe Portable Somatosensory Game Console Consumption Value (2018-2029) & (USD Million)

Figure 23. Asia-Pacific Portable Somatosensory Game Console Consumption Value (2018-2029) & (USD Million)

Figure 24. South America Portable Somatosensory Game Console Consumption Value (2018-2029) & (USD Million)

Figure 25. Middle East & Africa Portable Somatosensory Game Console Consumption Value (2018-2029) & (USD Million)

Figure 26. Global Portable Somatosensory Game Console Sales Quantity Market Share by Type (2018-2029)

Figure 27. Global Portable Somatosensory Game Console Consumption Value Market Share by Type (2018-2029)

Figure 28. Global Portable Somatosensory Game Console Average Price by Type (2018-2029) & (US\$/Unit)

Figure 29. Global Portable Somatosensory Game Console Sales Quantity Market Share by Sales Channel (2018-2029)

Figure 30. Global Portable Somatosensory Game Console Consumption Value Market Share by Sales Channel (2018-2029)

Figure 31. Global Portable Somatosensory Game Console Average Price by Sales Channel (2018-2029) & (US\$/Unit)

Figure 32. North America Portable Somatosensory Game Console Sales Quantity Market Share by Type (2018-2029)

Figure 33. North America Portable Somatosensory Game Console Sales Quantity Market Share by Sales Channel (2018-2029)

Figure 34. North America Portable Somatosensory Game Console Sales Quantity Market Share by Country (2018-2029)

Figure 35. North America Portable Somatosensory Game Console Consumption Value Market Share by Country (2018-2029)

Figure 36. United States Portable Somatosensory Game Console Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 37. Canada Portable Somatosensory Game Console Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 38. Mexico Portable Somatosensory Game Console Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 39. Europe Portable Somatosensory Game Console Sales Quantity Market Share by Type (2018-2029)

Figure 40. Europe Portable Somatosensory Game Console Sales Quantity Market



Share by Sales Channel (2018-2029)

Figure 41. Europe Portable Somatosensory Game Console Sales Quantity Market

Share by Country (2018-2029)

Figure 42. Europe Portable Somatosensory Game Console Consumption Value Market

Share by Country (2018-2029)

Figure 43. Germany Portable Somatosensory Game Console Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 44. France Portable Somatosensory Game Console Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 45. United Kingdom Portable Somatosensory Game Console Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 46. Russia Portable Somatosensory Game Console Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 47. Italy Portable Somatosensory Game Console Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 48. Asia-Pacific Portable Somatosensory Game Console Sales Quantity Market Share by Type (2018-2029)

Figure 49. Asia-Pacific Portable Somatosensory Game Console Sales Quantity Market Share by Sales Channel (2018-2029)

Figure 50. Asia-Pacific Portable Somatosensory Game Console Sales Quantity Market Share by Region (2018-2029)

Figure 51. Asia-Pacific Portable Somatosensory Game Console Consumption Value Market Share by Region (2018-2029)

Figure 52. China Portable Somatosensory Game Console Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 53. Japan Portable Somatosensory Game Console Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 54. Korea Portable Somatosensory Game Console Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 55. India Portable Somatosensory Game Console Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 56. Southeast Asia Portable Somatosensory Game Console Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 57. Australia Portable Somatosensory Game Console Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 58. South America Portable Somatosensory Game Console Sales Quantity Market Share by Type (2018-2029)

Figure 59. South America Portable Somatosensory Game Console Sales Quantity Market Share by Sales Channel (2018-2029)

Figure 60. South America Portable Somatosensory Game Console Sales Quantity Market Share by Country (2018-2029)

Figure 61. South America Portable Somatosensory Game Console Consumption Value Market Share by Country (2018-2029)

Figure 62. Brazil Portable Somatosensory Game Console Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 63. Argentina Portable Somatosensory Game Console Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 64. Middle East & Africa Portable Somatosensory Game Console Sales Quantity Market Share by Type (2018-2029)

Figure 65. Middle East & Africa Portable Somatosensory Game Console Sales Quantity Market Share by Sales Channel (2018-2029)

Figure 66. Middle East & Africa Portable Somatosensory Game Console Sales Quantity Market Share by Region (2018-2029)

Figure 67. Middle East & Africa Portable Somatosensory Game Console Consumption Value Market Share by Region (2018-2029)

Figure 68. Turkey Portable Somatosensory Game Console Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 69. Egypt Portable Somatosensory Game Console Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 70. Saudi Arabia Portable Somatosensory Game Console Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 71. South Africa Portable Somatosensory Game Console Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 72. Portable Somatosensory Game Console Market Drivers

Figure 73. Portable Somatosensory Game Console Market Restraints

Figure 74. Portable Somatosensory Game Console Market Trends

Figure 75. Porters Five Forces Analysis

Figure 76. Manufacturing Cost Structure Analysis of Portable Somatosensory Game Console in 2022

Figure 77. Manufacturing Process Analysis of Portable Somatosensory Game Console

Figure 78. Portable Somatosensory Game Console Industrial Chain

Figure 79. Sales Quantity Channel: Direct to End-User vs Distributors

Figure 80. Direct Channel Pros & Cons

Figure 81. Indirect Channel Pros & Cons

Figure 82. Methodology

Figure 83. Research Process and Data Source



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