

Gaming Simulator Market Size, Share & Trends Analysis Report By Component (Hardware, Software), By Game Type (Racing, Shooting), By End Use, By Region, And Segment Forecasts, 2020 - 2027

<https://marketpublishers.com/r/GA141C273CD4EN.html>

Date: November 2020

Pages: 120

Price: US\$ 4,950.00 (Single User License)

ID: GA141C273CD4EN

Abstracts

This report can be delivered to the clients within 72 Business Hours

Gaming Simulator Market Growth & Trends

The global gaming simulator market size is expected to reach USD 9.99 billion by 2027, according to a new study by Grand View Research, Inc. It is expected to expand at a compound annual growth rate (CAGR) of 12.1% from 2020 to 2027. The increasing popularity of gaming coupled with the continued introduction of innovative VR headsets that can potentially enhance the graphics experience is expected to drive the growth of the market over the forecast period. The growing preference for realistic gaming experience among gamers also bodes well for the growth of the market.

Several gaming zones are putting a strong emphasis on offering a better gaming experience through gaming simulators. For instance, NASSAA Uth HUB, an entertainment hub in India, is offering an enhanced gaming experience through various simulators, including a cricket simulator, flight simulator, and car simulator. The growing demand for gaming simulators for playing different types of games, such as racing, cricket, and golf, is expected to drive the growth of the market over the forecast period.

Manufacturers are also focusing on developing advanced gaming simulators that can enhance the gaming experience for gamers. For instance, in May 2019, RS Simulation launched Sector One, a high-end racing simulator, in collaboration with D-BOX TECHNOLOGIES INC. The simulator is designed to meet the standards of savvy

motorsports participants and professional race drivers.

Market players are focusing on strategic partnerships and collaborations, mergers & acquisitions, and new product development, to offer innovative products that can improve the user experience and build an international presence for their brands. For instance, in January 2019, GIANTS Software collaborated with Logitech to develop the Farming Simulator experience. The collaboration envisages GIANTS Software using Logitech's Logitech G eco-system to design a farming tractor simulator.

Gaming Simulator Market Report Highlights

The hardware segment is anticipated to register a considerable growth rate over the forecast period owing to the increasing number of gamers and the growing preference for a better gaming experience

The shooting segment is expected to register a significant growth rate from 2020 to 2027 in line with the growing popularity of the first-person shooter (FPS) games among gamers

The commercial segment is expected to witness significant growth over the forecast period owing to the growing adoption of gaming simulators at gaming zones and for virtual training purposes

The Asia Pacific regional market is anticipated to register a significant growth rate from 2020 to 2027 owing to the strong emphasis gaming zones in the region are putting on offering innovative games based on simulation and virtual reality

Contents

CHAPTER 1 METHODOLOGY AND SCOPE

- 1.1 Research Methodology
- 1.2 Research Scope and Assumptions
- 1.3 List of Data Sources

CHAPTER 2 EXECUTIVE SUMMARY

- 2.1 Gaming Simulators Market - Industry Snapshot & Key Buying Criteria, 2016 - 2027
- 2.2 Global Gaming Simulators Market, 2016 - 2027
 - 2.2.1 Global gaming simulators market, by region, 2016 - 2027
 - 2.2.2 Global gaming simulators market, by component, 2016 - 2027
 - 2.2.3 Global gaming simulators market, by game type, 2016 - 2027
 - 2.2.4 Global gaming simulators market, by end-use, 2016 - 2027

CHAPTER 3 GAMING SIMULATORS INDUSTRY OUTLOOK

- 3.1 Market Segmentation & Scope
- 3.2 Market Size and Growth Prospects
- 3.3 Gaming Simulators Market - Value Chain Analysis
 - 3.3.1 Vendor landscape
- 3.4 Gaming Simulators Market Dynamics
 - 3.4.1 Market driver analysis
 - 3.4.1.1 Rising demand for VR headsets
 - 3.4.1.2 Growing acceptance of 360-degree camera as next-generation technology
 - 3.4.2 Market challenge analysis
 - 3.4.2.1 High cost of gaming simulators
- 3.5 Penetration and Growth Prospect Mapping
- 3.6 Gaming Simulators Market - Porter's five forces analysis
- 3.7 Gaming Simulators Market - Company Market Share Analysis, 2019
- 3.8 Gaming Simulators Market - PESTEL Analysis

CHAPTER 4 GAMING SIMULATORS COMPONENT OUTLOOK

- 4.1 Gaming Simulators Market Share By Component, 2019
- 4.2 Hardware
 - 4.2.1 Gaming simulators hardware market, 2016 - 2027

4.3 Software

4.3.1 Gaming simulators software market, 2016 - 2027

CHAPTER 5 GAMING SIMULATORS GAME TYPE OUTLOOK

5.1 Gaming Simulators Market Share By Game Type, 2019

5.2 Shooting

5.2.1 Shooting game simulators market, 2016 - 2027

5.3 Fighting

5.3.1 Fighting game simulators market, 2016 - 2027

5.4 Racing

5.4.1 Racing game simulators market, 2016 - 2027

5.5 Other

5.5.1 Other types of gaming simulators market, 2016 - 2027

CHAPTER 6 GAMING SIMULATORS GAMER END-USE OUTLOOK

6.1 Gaming Simulators Market Share By Distribution Channel, 2019

6.2 Residential

6.2.1 Residential gaming simulators market, 2016 - 2027

6.3 Commercial

6.3.1 Commercial gaming simulators market, 2016 - 2027

CHAPTER 7 GAMING SIMULATORS REGIONAL OUTLOOK

7.1 Gaming Simulators Market Share By Region, 2019

7.2 North America

7.2.1 North America gaming simulators market, 2016 - 2027

7.2.2 North America gaming simulators market, by component, 2016 - 2027

7.2.3 North America gaming simulators market, by game type, 2016 - 2027

7.2.4 North America gaming simulators market, by end use, 2016 - 2027

7.2.5 U.S.

7.2.5.1 U.S. gaming simulators market, 2016 - 2027

7.2.5.2 U.S. gaming simulators market, by component, 2016 - 2027

7.2.5.3 U.S. gaming simulators market, by game type, 2016 - 2027

7.2.5.4 U.S. gaming simulators market, by end use, 2016 - 2027

7.2.6 Canada

7.2.6.1 Canada gaming simulators market, 2016 - 2027

7.2.6.2 Canada gaming simulators market, by component, 2016 - 2027

7.2.6.3 Canada gaming simulators market, by game type, 2016 - 2027

7.2.6.4 Canada gaming simulators market, by end use, 2016 - 2027

7.3 Europe

7.3.1 Europe gaming simulators market, 2016 - 2027

7.3.2 Europe gaming simulators market, by component, 2016 - 2027

7.3.3 Europe gaming simulators market, by game type, 2016 - 2027

7.3.4 Europe gaming simulators market, by end use, 2016 - 2027

7.3.5 U.K.

7.3.5.1 U.K. gaming simulators market, 2016 - 2027

7.3.5.2 U.K. gaming simulators market, by component, 2016 - 2027

7.3.5.3 U.K. gaming simulators market, by game type, 2016 - 2027

7.3.5.4 U.K. gaming simulators market, by end use, 2016 - 2027

7.3.6 Germany

7.3.6.1 Germany gaming simulators market, 2016 - 2027

7.3.6.2 Germany gaming simulators market, by component, 2016 - 2027

7.3.6.3 Germany gaming simulators market, by game type, 2016 - 2027

7.3.6.4 Germany gaming simulators market, by end use, 2016 - 2027

7.4 Asia Pacific

7.4.1 Asia Pacific gaming simulators market, 2016 - 2027

7.4.2 Asia Pacific gaming simulators market, by component, 2016 - 2027

7.4.3 Asia Pacific gaming simulators market, by game type, 2016 - 2027

7.4.4 Asia Pacific gaming simulators market, by end use, 2016 - 2027

7.4.5 China

7.4.5.1 China gaming simulators market, 2016 - 2027

7.4.5.2 China gaming simulators market, by component, 2016 - 2027

7.4.5.3 China gaming simulators market, by game type, 2016 - 2027

7.4.5.4 China gaming simulators market, by end use, 2016 - 2027

7.4.6 India

7.4.6.1 India gaming simulators market, 2016 - 2027

7.4.6.2 India gaming simulators market, by component, 2016 - 2027

7.4.6.3 India gaming simulators market, by game type, 2016 - 2027

7.4.6.4 India gaming simulators market, by end use, 2016 - 2027

7.4.7 Japan

7.4.7.1 Japan gaming simulators market, 2016 - 2027

7.4.7.2 Japan gaming simulators market, by component, 2016 - 2027

7.4.7.3 Japan gaming simulators market, by game type, 2016 - 2027

7.4.7.4 Japan gaming simulators market, by end use, 2016 - 2027

7.5 Latin America

7.5.1 Latin America gaming simulators market, 2016 - 2027

7.5.2 Latin America gaming simulators market, by component, 2016 - 2027

7.5.3 Latin America gaming simulators market, by game type, 2016 - 2027

7.5.4 Latin America gaming simulators market, by end use, 2016 - 2027

7.5.5 Brazil

7.5.5.1 Brazil gaming simulators market, 2016 - 2027

7.5.5.2 Brazil gaming simulators market, by component, 2016 - 2027

7.5.5.3 Brazil gaming simulators market, by game type, 2016 - 2027

7.5.5.4 Brazil gaming simulators market, by end use, 2016 - 2027

7.6 MEA

7.6.1 MEA gaming simulators market, 2016 - 2027

7.6.2 MEA gaming simulators market, by component, 2016 - 2027

7.6.3 MEA gaming simulators market, by game type, 2016 - 2027

7.6.4 MEA gaming simulators market, by end use, 2016 - 2027

CHAPTER 8 COMPETITIVE LANDSCAPE

8.1 3D Perception

8.1.1 Company Overview

8.1.2 Financial Information

8.1.3 Product Benchmarking

8.1.4 Strategic Initiatives

8.2 AeonSim

8.2.1 Company Overview

8.2.2 Financial Performance

8.2.3 Product Benchmarking

8.2.4 Strategic Initiatives

8.3 CKAS Mechatronics Pty Ltd.

8.3.1 Company Overview

8.3.2 Financial Performance

8.3.3 Product Benchmarking

8.3.4 Strategic Initiatives

8.4 CXC Simulations

8.4.1 Company Overview

8.4.2 Financial Information

8.4.3 Product Benchmarking

8.4.4 Strategic Initiatives

8.5 D-BOX TECHNOLOGIES INC.

8.5.1 Company Overview

8.5.2 Financial Information

- 8.5.3 Product Benchmarking
- 8.5.4 Strategic Initiatives
- 8.6 Eleetus
 - 8.6.1 Company Overview
 - 8.6.2 Financial Performance
 - 8.6.3 Product Benchmarking
 - 8.6.4 Strategic Initiatives
- 8.7 Hammacher Schlemmer & Company, Inc.
 - 8.7.1 Company Overview
 - 8.7.2 Financial Performance
 - 8.7.3 Product Benchmarking
 - 8.7.4 Strategic Initiatives
- 8.8 Play seat B.V.
 - 8.8.1 Company Overview
 - 8.8.2 Financial Performance
 - 8.8.3 Product Benchmarking
 - 8.8.4 Strategic Initiatives
- 8.9 RSEAT Ltd.
 - 8.9.1 Company Overview
 - 8.9.2 Financial Performance
 - 8.9.3 Product Benchmarking
 - 8.9.4 Strategic Initiatives
- 8.10 Vesaro
 - 8.10.1 Company Overview
 - 8.10.2 Financial Performance
 - 8.10.3 Product Benchmarking
 - 8.10.4 Strategic Initiatives
- 8.11 List of Prominent Market Players

List Of Tables

LIST OF TABLES

TABLE 1 Gaming simulators market - Industry snapshot & key buying criteria, 2016 - 2027

TABLE 2 Global gaming simulators market, 2016 - 2027 (USD Million)

TABLE 3 Global gaming simulators market, by region, 2016 - 2027 (USD Million)

TABLE 4 Global gaming simulators market, by component, 2016 - 2027 (USD Million)

TABLE 5 Global gaming simulators market, by game type, 2016 - 2027 (USD Million)

TABLE 6 Global gaming simulators market, by end use, 2016 - 2027 (USD Million)

TABLE 7 Gaming simulators market - Key market driver impact

TABLE 8 Gaming simulators market - Key market challenge impact

TABLE 9 Gaming simulators hardware market, 2016 - 2027 (USD Million)

TABLE 10 Gaming simulators hardware market, by region, 2016 - 2027 (USD Million)

TABLE 11 Gaming simulators software market, 2016 - 2027 (USD Million)

TABLE 12 Gaming simulators software market, by region, 2016 - 2027 (USD Million)

TABLE 13 Shooting game simulators market, 2016 - 2027 (USD Million)

TABLE 14 Shooting game simulators market, by region, 2016 - 2027 (USD Million)

TABLE 15 Fighting game simulators market, 2016 - 2027 (USD Million)

TABLE 16 Fighting game simulators market, by region, 2016 - 2027 (USD Million)

TABLE 17 Racing game simulators market, 2016 - 2027 (USD Million)

TABLE 18 Racing game simulators market, by region, 2016 - 2027 (USD Million)

TABLE 19 Other types of gaming simulators market, 2016 - 2027 (USD Million)

TABLE 20 Other types of gaming simulators market, by region, 2016 - 2027 (USD Million)

TABLE 21 Residential gaming simulators market, 2016 - 2027 (USD Million)

TABLE 22 Residential gaming simulators market, by region, 2016 - 2027 (USD Million)

TABLE 23 Commercial gaming simulators market, 2016 - 2027 (USD Million)

TABLE 24 Commercial gaming simulators market, by region, 2016 - 2027 (USD Million)

TABLE 25 North America gaming simulators market, 2016 - 2027 (USD Million)

TABLE 26 North America gaming simulators market, by component, 2016 - 2027 (USD Million)

TABLE 27 North America gaming simulators market, by game type, 2016 - 2027 (USD Million)

TABLE 28 North America gaming simulators market, by end use, 2016 - 2027 (USD Million)

TABLE 29 U.S. gaming simulators market, 2016 - 2027 (USD Million)

TABLE 30 U.S. gaming simulators market, by component, 2016 - 2027 (USD Million)

- TABLE 31 U.S. gaming simulators market, by game type, 2016 - 2027 (USD Million)
- TABLE 32 U.S. gaming simulators market, by end use, 2016 - 2027 (USD Million)
- TABLE 33 Canada gaming simulators market, 2016 - 2027 (USD Million)
- TABLE 34 Canada gaming simulators market, by component, 2016 - 2027 (USD Million)
- TABLE 35 Canada gaming simulators market, by game type, 2016 - 2027 (USD Million)
- TABLE 36 Canada gaming simulators market, by end use, 2016 - 2027 (USD Million)
- TABLE 37 Europe gaming simulators market, 2016 - 2027 (USD Million)
- TABLE 38 Europe gaming simulators market, by component, 2016 - 2027 (USD Million)
- TABLE 39 Europe gaming simulators market, by game type, 2016 - 2027 (USD Million)
- TABLE 40 Europe gaming simulators market, by end use, 2016 - 2027 (USD Million)
- TABLE 41 U.K. gaming simulators market, 2016 - 2027 (USD Million)
- TABLE 42 U.K. gaming simulators market, by component, 2016 - 2027 (USD Million)
- TABLE 43 U.K. gaming simulators market, by game type, 2016 - 2027 (USD Million)
- TABLE 44 U.K. gaming simulators market, by end use, 2016 - 2027 (USD Million)
- TABLE 45 Germany gaming simulators market, 2016 - 2027 (USD Million)
- TABLE 46 Germany gaming simulators market, by component, 2016 - 2027 (USD Million)
- TABLE 47 Germany gaming simulators market, by game type, 2016 - 2027 (USD Million)
- TABLE 48 Germany gaming simulators market, by end use, 2016 - 2027 (USD Million)
- TABLE 49 Asia Pacific gaming simulators market, 2016 - 2027 (USD Million)
- TABLE 50 Asia Pacific gaming simulators market, by component, 2016 - 2027 (USD Million)
- TABLE 51 Asia Pacific gaming simulators market, by game type, 2016 - 2027 (USD Million)
- TABLE 52 Asia Pacific gaming simulators market, by end use, 2016 - 2027 (USD Million)
- TABLE 53 China gaming simulators market, 2016 - 2027 (USD Million)
- TABLE 54 China gaming simulators market, by component, 2016 - 2027 (USD Million)
- TABLE 55 China gaming simulators market, by game type, 2016 - 2027 (USD Million)
- TABLE 56 China gaming simulators market, by end use, 2016 - 2027 (USD Million)
- TABLE 57 India gaming simulators market, 2016 - 2027 (USD Million)
- TABLE 58 India gaming simulators market, by component, 2016 - 2027 (USD Million)
- TABLE 59 India gaming simulators market, by game type, 2016 - 2027 (USD Million)
- TABLE 60 India gaming simulators market, by end use, 2016 - 2027 (USD Million)
- TABLE 61 Japan gaming simulators market, 2016 - 2027 (USD Million)
- TABLE 62 Japan gaming simulators market, by component, 2016 - 2027 (USD Million)
- TABLE 63 Japan gaming simulators market, by game type, 2016 - 2027 (USD Million)
- TABLE 64 Japan gaming simulators market, by end use, 2016 - 2027 (USD Million)

TABLE 65 Latin America gaming simulators market, 2016 - 2027 (USD Million)

TABLE 66 Latin America gaming simulators market, by component, 2016 - 2027 (USD Million)

TABLE 67 Latin America gaming simulators market, by game type, 2016 - 2027 (USD Million)

TABLE 68 Latin America gaming simulators market, by end use, 2016 - 2027 (USD Million)

TABLE 69 Brazil gaming simulators market, 2016 - 2027 (USD Million)

TABLE 70 Brazil gaming simulators market, by component, 2016 - 2027 (USD Million)

TABLE 71 Brazil gaming simulators market, by game type, 2016 - 2027 (USD Million)

TABLE 72 Brazil gaming simulators market, by end use, 2016 - 2027 (USD Million)

TABLE 73 MEA gaming simulators market, 2016 - 2027 (USD Million)

TABLE 74 MEA gaming simulators market, by component, 2016 - 2027 (USD Million)

TABLE 75 MEA gaming simulators market, by game type, 2016 - 2027 (USD Million)

TABLE 76 MEA gaming simulators market, by end use, 2016 - 2027 (USD Million)

List Of Figures

LIST OF FIGURES

- FIG. 1 Market segmentation & scope
- FIG. 2 Global gaming simulators market, 2016 - 2027 (USD Million)
- FIG. 3 Gaming simulators market - Value chain analysis
- FIG. 4 Gaming simulators market dynamics
- FIG. 5 Key opportunities prioritized
- FIG. 6 Gaming simulators market - Porter's five forces analysis
- FIG. 7 Gaming simulators market - Company market share analysis, 2019
- FIG. 8 Gaming simulators market - PESTEL analysis
- FIG. 9 Gaming simulators market, by component, 2019
- FIG. 10 Gaming simulators market, by game type, 2019
- FIG. 11 Gaming simulators market, by end use, 2019
- FIG. 12 Gaming simulators market, by region, 2019
- FIG. 13 North America gaming simulators market - Key takeaways
- FIG. 14 Europe gaming simulators market - Key takeaways
- FIG. 15 Asia Pacific gaming simulators market - Key takeaways
- FIG. 16 Latin America gaming simulators market - Key takeaways
- FIG. 17 MEA gaming simulators market - Key takeaways

I would like to order

Product name: Gaming Simulator Market Size, Share & Trends Analysis Report By Component (Hardware, Software), By Game Type (Racing, Shooting), By End Use, By Region, And Segment Forecasts, 2020 - 2027

Product link: <https://marketpublishers.com/r/GA141C273CD4EN.html>

Price: US\$ 4,950.00 (Single User License / Electronic Delivery)

If you want to order Corporate License or Hard Copy, please, contact our Customer Service:

info@marketpublishers.com

Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/GA141C273CD4EN.html>

To pay by Wire Transfer, please, fill in your contact details in the form below:

First name:
Last name:
Email:
Company:
Address:
City:
Zip code:
Country:
Tel:
Fax:
Your message:

****All fields are required**

Customer signature _____

Please, note that by ordering from marketpublishers.com you are agreeing to our Terms & Conditions at <https://marketpublishers.com/docs/terms.html>

To place an order via fax simply print this form, fill in the information below

and fax the completed form to +44 20 7900 3970