+44 20 8123 2220
info@marketpublishers.com

CANADA VIDEO GAMES MARKET FORECAST 2017-2025

https://marketpublishers.com/r/CB493A663D2EN.html
Date: July 2017
Pages: 78
Price: US$ 700.00 (Single User License)
ID: CB493A663D2EN

Abstracts

KEY FINDINGS

The Canada video games market is expected to grow at a CAGR of 3.12% during the forecast period of 2017-2025. The market value is expected to increase from $2694.8 million in 2016 and reach $3594.3 million by 2025. The major drivers for the expansion of the video game market in the Canadian region includes the increasing preference of mobile games by the Canadian teenagers as compared to the computers and the ease in availability of the Free-to-play games.

MARKET INSIGHTS

The Canada video games market is divided on the basis of type and distribution channels. The distribution channels include online and store-based retailing. By type, the market can be divided into hardware and software video games. The video games software segment is currently dominating the market scene. The market's overall sales are also benefiting from the rise of new strong growth areas like AR/VR headsets and toys-to-life, coupled with the online and the mobile games. The digital games market is especially profiting due to consoles which have a large hard disc and thus are increasingly being preferred by the consumers for data storage.

COMPETITIVE INSIGHTS

Electronic Arts Inc, Ubisoft Entertainment Ltd, Bandai, Microsoft Corp, Nintendo Tencent Holdings Ltd, Wargaming.Net, Sony Corp, Netease.Com Inc, NCsoft Corp, Blizzard Entertainment Inc, Warner Bros Entertainment Inc, Riot Games Inc. etc are some of the leading players in this country.

+44 20 8123 2220
info@marketpublishers.com

Contents

1. RESEARCH SCOPE

1.1. STUDY GOALS
1.2. SCOPE OF MARKET STUDY
1.3. WHO WILL FIND THIS REPORT USEFUL?
1.4. STUDY AND FORECASTING YEARS

2. RESEARCH METHODOLOGY

2.1. SOURCES OF DATA
  2.1.1. SECONDARY DATA
  2.1.2. PRIMARY DATA
2.2. TOP DOWN APPROACH
2.3. BOTTOM-UP APPROACH
2.4. DATA TRIANGULATION

3. EXECUTIVE SUMMARY

4. MARKET DETERMINANTS

4.1. MARKET DRIVERS
  4.1.1. GROWING DEMAND FOR ONLINE GAMES
  4.1.2. GAMES CATERING TO ALL AGES AND GENDERS
  4.1.3. INCREASING PENETRATION OF SMARTPHONES AND TABLETS IN GAMING INDUSTRY
  4.1.4. TECHNOLOGICAL ADVANCEMENTS
  4.1.5. MAJOR COMPANIES PROMOTING GAMERS AND DEVELOPERS
  4.1.6. AWARENESS AMONG CONSUMERS REGARDING EDUCATIVE USE OF GAMES
4.2. MARKET RESTRAINTS
  4.2.1. HIGH PRICING OF GAMES
  4.2.2. VIOLENT GAMES A CONCERN
  4.2.3. HEALTH ISSUES CAUSED DUE TO GAMING A CONCERN
  4.2.4. FREE GAMES AVAILABILITY WITH EASY AVAILABILITY OF INTERNET
  4.2.5. DEVELOPING NEWER AND BETTER VERSIONS OF ALREADY EXISTING POPULAR GAMES
4.3. MARKET OPPORTUNITIES

+44 20 8123 2220
info@marketpublishers.com

4.3.1. COMPETITIVE LEAGUES (E-SPORTS)
4.3.2. INCREASING DEMAND FOR VIRTUAL REALITY GAMES
4.4. MARKET CHALLENGES
4.4.1. INCREASING ONLINE PIRACY
4.4.2. EASY ENTRY OF NEW PLAYERS IN THE MARKET
4.4.3. FREEMIUM MODEL BEING CRITICIZED

5. MARKET SEGMENTATION

5.1. BY TYPE
5.1.1. HARDWARE
5.1.1.1. HANDHELD CONSOLES
5.1.1.2. STATIC CONSOLES
5.1.1.3. GAMING ACCESSORIES
5.1.2. VIDEO GAMES SOFTWARE
5.1.2.1. VIDEO GAMES SOFTWARE (PHYSICAL)
5.1.2.2. VIDEO GAMES SOFTWARE (DIGITAL)
5.1.2.3. VIDEO GAMES SOFTWARE BY PLATFORM
5.1.2.4. VIDEO GAMES SOFTWARE BY FORMAT
5.2. BY DISTRIBUTION CHANNEL
5.2.1. RETAIL STORES
5.2.1.1. SUPERMARKET/HYPERMARKETS
5.2.1.2. GAMING STORES
5.2.2. ONLINE RETAILING

6. KEY ANALYTICS

6.1. PORTER'S ANALYSIS
6.2. OPPORTUNITY MATRIX

7. GEOGRAPHICAL ANALYSIS

8. COMPETITIVE LANDSCAPE

8.1. MARKET SHARE ANALYSIS
8.1.1. TOP COMPANIES IN CANADA
8.2. COMPANY PROFILES
8.2.1. MICROSOFT CORP
8.2.2. SONY CORP

8.2.3. ELECTRONIC ARTS INC
8.2.4. NINTENDO
8.2.5. ACTIVISION INC
8.2.6. UBISOFT ENTERTAINMENT LTD
8.2.7. WARNER BROS ENTERTAINMENT INC
8.2.8. KING DIGITAL ENTERTAINMENT PLC
8.2.9. RIOT GAMES INC
8.2.10. TENCENT HOLDINGS LTD
8.2.11. NETEASE.COM INC
8.2.12. NCSOFT CORP
8.2.13. BLIZZARD ENTERTAINMENT INC
8.2.14. WARGAMING.NET
8.2.15. BANDAI NAMCO

TABLE LIST

CANADA VIDEO GAMES MARKET BY TYPE 2017-2025 ($ MILLION)
CANADA VIDEO GAMES MARKET BY HARDWARE 2017-2025 ($ MILLION)
CANADA VIDEO GAMES MARKET BY GAMING ACCESSORIES TYPE 2017-2025 ($ MILLION)
CANADA VIDEO GAMES MARKET BY SOFTWARE 2017-2025 ($ MILLION)
CANADA VIDEO GAMES MARKET BY SOFTWARE (PHYSICAL) 2017-2025 ($ MILLION)
CANADA VIDEO GAMES MARKET BY SOFTWARE (DIGITAL) 2017-2025 ($ MILLION)
CANADA VIDEO GAMES MARKET BY SOFTWARE BY PLATFORM 2017-2025 ($ MILLION)
CANADA VIDEO GAMES MARKET BY SOFTWARE BY FORMAT 2017-2025 ($ MILLION)
CANADA VIDEO GAMES MARKET BY DISTRIBUTION CHANNEL 2017-2025 ($ MILLION)
CANADA VIDEO GAMES MARKET BY RETAIL STORES 2017-2025 ($ MILLION)

FIGURE LIST

CANADA VIDEO GAMES MARKET 2017-2025 ($ MILLION)
CANADA VIDEO GAMES MARKET BY HARDWARE 2017-2025 ($ MILLION)
CANADA HARDWARE VIDEO GAMES MARKET BY HANDHELD CONSOLES 2017-2025 ($ MILLION)

CANADA HARDWARE VIDEO GAMES MARKET BY STATIC CONSOLES 2017-2025 ($ MILLION)
CANADA HARDWARE VIDEO GAMES MARKET BY GAMING ACCESSORIES 2017-2025 ($ MILLION)
CANADA GAMING ACCESSORIES MARKET BY TOYS TO LIFE 2017-2025 ($ MILLION)
CANADA GAMING ACCESSORIES MARKET BY AR/VR HEADSETS 2017-2025 ($ MILLION)
CANADA GAMING ACCESSORIES MARKET BY OTHER GAMING ACCESSORIES 2017-2025 ($ MILLION)
CANADA VIDEO GAMES MARKET BY SOFWARE 2017-2025 ($ MILLION)
CANADA VIDEO GAMES MARKET BY SOFTWARE (PHYSICAL) 2017-2025 ($ MILLION)
CANADA SOFTWARE VIDEO GAMES MARKET BY COMPUTER GAMES (PHYSICAL) 2017-2025 ($ MILLION)
CANADA SOFTWARE VIDEO GAMES MARKET BY CONSOLE GAMES (PHYSICAL) 2017-2025 ($ MILLION)
CANADA VIDEO GAMES MARKET BY SOFWARE (DIGITAL) 2017-2025 ($ MILLION)
CANADA SOFTWARE VIDEO GAMES MARKET BY COMPUTER GAMES (DIGITAL) 2017-2025 ($ MILLION)
CANADA SOFTWARE VIDEO GAMES MARKET BY CONSOLE GAMES (DIGITAL) 2017-2025 ($ MILLION)
CANADA SOFTWARE VIDEO GAMES MARKET BY ONLINE GAMES 2017-2025 ($ MILLION)
CANADA SOFTWARE VIDEO GAMES MARKET BY MOBILE GAMES 2017-2025 ($ MILLION)
CANADA SOFTWARE VIDEO GAMES MARKET BY PLATFORM 2017-2025 ($ MILLION)
CANADA SOFTWARE VIDEO GAMES MARKET BY CONSOLE GAMES (PLATFORM) 2017-2025 ($ MILLION)
CANADA SOFTWARE VIDEO GAMES MARKET BY COMPUTER GAMES (PLATFORM) 2017-2025 ($ MILLION)
CANADA SOFTWARE VIDEO GAMES MARKET BY ONLINE GAMES (PLATFORM) 2017-2025 ($ MILLION)
CANADA SOFTWARE VIDEO GAMES MARKET BY MOBILE GAMES (PLATFORM) 2017-2025 ($ MILLION)
CANADA SOFTWARE VIDEO GAMES MARKET BY FORMAT 2017-2025 ($ MILLION)
CANADA SOFTWARE VIDEO GAMES MARKET BY GAME SALES 2017-2025 ($ MILLION)

+44 20 8123 2220
info@marketpublishers.com

CANADA SOFTWARE VIDEO GAMES MARKET BY INGAME PURCHASES 2017-2025 ($ MILLION)
CANADA VIDEO GAMES MARKET BY RETAIL STORES 2017-2025 ($ MILLION)
CANADA VIDEO GAMES MARKET BY SUPERMARKETS/HYPERMARKETS 2017-2025 ($ MILLION)
CANADA VIDEO GAMES MARKET BY GAMING STORES 2017-2025 ($ MILLION)
CANADA VIDEO GAMES MARKET BY ONLINE RETAILING 2017-2025 ($ MILLION)
TOP COMPANIES IN CANADA (2016)

+44 20 8123 2220
info@marketpublishers.com

I would like to order

Product name: CANADA VIDEO GAMES MARKET FORECAST 2017-2025
Product link: https://marketpublishers.com/r/CB493A663D2EN.html
Price: US$ 700.00 (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/CB493A663D2EN.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

Custumer 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