

FRANCE VIDEO GAMES MARKET FORECAST 2017-2025

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Abstracts

KEY FINDINGS

The France video games market is expected to grow at a CAGR of 1.27% during the forecast period of 2017-2025. The revenue collected by the market is predicted to increase from \$3364.4 million in 2016 and reach \$3718.7 million by 2025. The overall outlook for the market looks promising due to an increasing demand among the French consumers for games which can be played on the go. This demand is a direct reflection of their nomadic lifestyles and the improving nationwide internet connectivity.

MARKET INSIGHTS

The France video games market which is segmented on the basis of hardware and software is fast growing. Although the software market currently holds the larger share, the subsequent revenue generated through it is expected to decline over the forecast period. The hardware games, on the other hand, are anticipated to exhibit a much better growth rate. The market players are being presented with plenty of growth opportunities in terms of an improved ability to counter the spread of counterfeit/cracked products in the market and the various innovative technological advancements carried out in recent years.

COMPETITIVE INSIGHTS

Microsoft Corp, Sony Corp, Electronic Arts Inc, Activision Inc, Ubisoft Entertainment Ltd, King Digital Entertainment Plc, Riot Games Inc, Nintendo Tencent Holdings Ltd, Netease.Com Inc, Ncsoft Corp, Blizzard Entertainment Inc, Warner Bros Entertainment Inc, Wargaming.Net, and Bandai Namco are some of the eminent companies in the

market.

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