

UNITED STATES VIDEO GAMES MARKET FORECAST 2017-2025

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Abstracts

KEY FINDINGS

The United States (US) video games market is anticipated to grow at a CAGR of 2.69% during the forecast period of 2017-2025. The revenue generated by the market is expected to increase from \$28891.6 million in 2016 to \$36879.2 million by 2025.

MARKET INSIGHTS

The U.S video games market is segmented on the basis of type and distribution channel. By type, the market can be sub-segmented into hardware and software. The hardware type includes hand-held consoles, static consoles, and gaming accessories. The software segment can be further sub-divided into video games software (physical), video games software (digital), video games software by platform and video games software by format. The hardware segment is currently dominating the market scene. By distribution channel, the market is divided into retail stores that include hypermarkets, supermarkets, gaming stores and online retailing.

COMPETITIVE INSIGHTS

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

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TOP COMPANIES IN US (2016)

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