

3D Gaming Console Market - Forecasts from 2017 to 2022

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Abstracts

Global 3D gaming console market is projected to expand at a CAGR of 11.33% during 2017 to 2022. Advancement in the gaming technologies by the development of experience enhancing products such as virtual reality headsets, 3D display technology, and others have successfully provided tremendous growth opportunities to the vendors of 3D gaming console products over the last few years. The development of affordable solutions as compared to the previously high cost of advanced hardware has also complemented the market growth. The deployment of the multi-screen display, motion sensor, and intelligent communication provides an interactive gaming experience to its end users. Continued innovations through increased spending on research and development are expected to positively impact the market. However, the evolution of GaaS (Gaming as a Service) would prove to be a hindrance to the market growth over the next five years.

Research Methodology

The report provides a brief introduction of the market and deals with detailed research methodology for calculating market size and forecasts, secondary data sources used and the primary inputs which were taken for data validation. This section also outlines various segments which have been covered as part of the report.

Market Dynamics

The next section provides comprehensive market dynamics through an overview section along with growth drivers, challenges, and opportunities which exist in the current market. This section of the report also provides supplier and industry outlook as a whole; key industry, global and regional regulations which are determining the market

growth and a brief technological aspect of 3D gaming console. Complete industry analysis has also been covered by Porter's five forces model as a part of this report section.

Segmentation

3D gaming console market has been segmented on the basis of console type, technology, and geography as follows:

By Console Type

- Home console
- Handheld console
- Micro-console
- Others

By Technology

- Virtual Reality
- Polarized shutter
- Autostereoscopy
- Xbox Illumiroom
- Leap Motion
- Kinetic motion
- Others

By Geography

- Americas
 - North America
 - US
 - Canada
 - Mexico
 - Others
 - South America
 - Brazil
 - Argentina
 - Others
- Europe Middle East and Africa
 - Europe
 - United Kingdom
 - Germany
 - France
 - Italy

Spain
Others
Middle East and Africa
Asia Pacific
Japan
China
India
Australia
Others
Market Players

Competitive intelligence section deals with major players in the market, their market shares, growth strategies, products, financials, and recent investments among others. Key industry players profiled as part of this section are Linden Lab, Sony Corporation, Microsoft Corporation, Oculus VR, Nintendo Co. Ltd., Logitech, Apple Inc., Electronics Art, Activision Publishing and Avatar Reality among others.

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