

Gaming Console Market - Forecasts from 2018 to 2023

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Abstracts

The gaming console market is anticipated to grow a CAGR of 4.11% during the forecast period to reach a total market size of US\$49.305 billion by 2023, increasing from US\$39.948 billion in 2017. The gaming console market has gone several hardware changes over the past couple of decades. Console manufacturers are introducing new devices so that they are compatible with latest specifications as per the demand of the gamers, while enhancing the gameplay experience. Sony, Nintendo and Microsoft are the major players in the gaming console industry. Introduction of new consoles with wireless connectivity and rising number of gamers will drive the demand for the gaming console market. However, increasing adoption of smartphone sales coupled with introduction of latest gaming applications will inhibit the growing demand for these consoles over the forecast period.

This research study examines the current market trends related to the demand, supply, and sales, in addition to the recent developments. Major drivers, restraints, and opportunities have been covered to provide an exhaustive picture of the market. The analysis presents in-depth information regarding the development, trends, and industry policies and regulations implemented in each of the geographical regions. Further, the overall regulatory framework of the market has been exhaustively covered to offer stakeholders a better understanding of the key factors affecting the overall market environment.

Identification of key industry players in the industry and their revenue contribution to the overall business or relevant segment aligned to the study have been covered as a part of competitive intelligence done through extensive secondary research. Various studies and data published by industry associations, analyst reports, investor presentations, press releases and journals among others have been taken into consideration while conducting the secondary research. Both bottom-up and top-down approaches have been utilized to determine the market size of the overall market and key segments. The



values obtained are correlated with the primary inputs of the key stakeholders in the value chain of the gaming console market. The last step involves complete market engineering which includes analyzing the data from different sources and existing proprietary datasets while using various data triangulation methods for market breakdown and forecasting.

Market intelligence is presented in the form of analysis, charts, and graphics to help the clients in gaining faster and efficient understanding of the market.

Major industry players profiled as part of the report are Nintendo, Sony Corporation, Microsoft Corporation, Hyperkin, Inc., and NVIDIA Corporation among others.

Segmentation

The gaming console market has been analyzed through following segments:

Ву Туре
Home Console
Handheld Game Console
By Age Group
0-22 Years
23-32 Years
Above 33 Years
By Product
PlayStation
XBox
Wii

Others



By Geography
North America
U.S.
Canada
Mexico
Others
South America
Brazil
Argentina
Others
Europe
United Kingdom
Germany
France
Italy
Others
Middle East and Africa
United Arab Emirates
Israel



Saudi Arabia			
Others			
Asia F	Pacific		
China			
Japan			
India			
South Korea			
Australia			
Others			



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