

2018-2023 Global Portable Gaming Console Consumption Market Report

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Abstracts

The report requires updating with new data and is sent in 48 hours after order is placed.

In this report, LP Information covers the present scenario (with the base year being 2017) and the growth prospects of global Portable Gaming Console market for 2018-2023.

A Portable Gaming Console is a small, portable self-contained video game console with a built-in screen, game controls, and speakers. Handheld game consoles are smaller than home video game consoles and contain the console, screen, speakers, and controls in one unit, allowing people to carry them and play them at any time or place. The portable gaming console on mobiles is gaining high attention in the gaming world. The two most crucial features of the portable gaming console are its screen and weight. These consoles are widely used by the electronic consumers due to the 3D technology. The wide range of mobile gaming console is used due to new technology enabling to securely download and play games on a handheld products.

Over the next five years, LPI(LP Information) projects that Portable Gaming Console will register a xx% CAGR in terms of revenue, reach US\$ xx million by 2023, from US\$ xx million in 2017.

This report presents a comprehensive overview, market shares, and growth opportunities of Portable Gaming Console market by product type, application, key manufacturers and key regions.

To calculate the market size, LP Information considers value and volume generated from the sales of the following segments:

Segmentation by product type:

Mobile Gaming Consoles

Tablet Gaming Consoles

Segmentation by application:

Children

Adults

This report also splits the market by region:

Americas

United States

Canada

Mexico

Brazil

APAC

China

Japan

Korea

Southeast Asia

India

Australia

Europe

Germany

France

UK

Italy

Russia

Spain

Middle East & Africa

Egypt

South Africa

Israel

Turkey

GCC Countries

The report also presents the market competition landscape and a corresponding detailed analysis of the major vendor/manufacturers in the market. The key manufacturers covered in this report:

Microsoft

Nintendo

Sony

Nvidia

Mad Catz Interactive

Atari

Sega Games

NEC

Mattel

Vtech

Bit Corporation

In addition, this report discusses the key drivers influencing market growth, opportunities, the challenges and the risks faced by key manufacturers and the market as a whole. It also analyzes key emerging trends and their impact on present and future development.

Research objectives

To study and analyze the global Portable Gaming Console consumption (value & volume) by key regions/countries, product type and application, history data from 2013 to 2017, and forecast to 2023.

To understand the structure of Portable Gaming Console market by identifying its various subsegments.

Focuses on the key global Portable Gaming Console manufacturers, to define, describe and analyze the sales volume, value, market share, market competition landscape, SWOT analysis and development plans in next few years.

To analyze the Portable Gaming Console with respect to individual growth trends, future prospects, and their contribution to the total market.

To share detailed information about the key factors influencing the growth of the market (growth potential, opportunities, drivers, industry-specific challenges and

risks).

To project the consumption of Portable Gaming Console submarkets, with respect to key regions (along with their respective key countries).

To analyze competitive developments such as expansions, agreements, new product launches, and acquisitions in the market.

To strategically profile the key players and comprehensively analyze their growth strategies.

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