

# Global Game Consoles Market Growth 2025-2031

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## Abstracts

The global Game Consoles market size is predicted to grow from US\$ 14360 million in 2025 to US\$ 15140 million in 2031; it is expected to grow at a CAGR of 0.9% from 2025 to 2031.

The impact of the latest U.S. tariff measures and the corresponding policy responses from countries worldwide on market competitiveness, regional economic performance, and supply chain configurations will be comprehensively evaluated in this report.

Gaming console is a specialized computer that is designed for interactive video gameplay and display services. A video game console functions like a PC, and it is built with the same components such as a CPU, a GPU, and RAM. Consumers play the game through a controller, which can be a handheld device with buttons, joysticks, or keypads. The video output and sound output are delivered through a TV or a similar audio-visual system.

The segment “TV game consoles” holds the highest share of the video game console market; while “handheld game console” accounts for the remaining share.

LP Information, Inc. (LPI) ' newest research report, the “Game Consoles Industry Forecast” looks at past sales and reviews total world Game Consoles sales in 2024, providing a comprehensive analysis by region and market sector of projected Game Consoles sales for 2025 through 2031. With Game Consoles sales broken down by region, market sector and sub-sector, this report provides a detailed analysis in US\$ millions of the world Game Consoles industry.

This Insight Report provides a comprehensive analysis of the global Game Consoles landscape and highlights key trends related to product segmentation, company formation, revenue, and market share, latest development, and M&A activity. This report

also analyzes the strategies of leading global companies with a focus on Game Consoles portfolios and capabilities, market entry strategies, market positions, and geographic footprints, to better understand these firms' unique position in an accelerating global Game Consoles market.

This Insight Report evaluates the key market trends, drivers, and affecting factors shaping the global outlook for Game Consoles and breaks down the forecast by Type, by Application, geography, and market size to highlight emerging pockets of opportunity. With a transparent methodology based on hundreds of bottom-up qualitative and quantitative market inputs, this study forecast offers a highly nuanced view of the current state and future trajectory in the global Game Consoles.

This report presents a comprehensive overview, market shares, and growth opportunities of Game Consoles market by product type, application, key manufacturers and key regions and countries.

### **Segmentation by Type:**

Handle Control

Somatosensory Control

### **Segmentation by Application:**

Household Use

Commercial Use

### **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

Middle East & Africa

Egypt

South Africa

Israel

Turkey

## GCC Countries

The below companies that are profiled have been selected based on inputs gathered from primary experts and analysing the company's coverage, product portfolio, its market penetration.

Microsoft

Nintendo

Sony

Razer

NVIDIA

OUYA

Tommo

### **Key Questions Addressed in this Report**

What is the 10-year outlook for the global Game Consoles market?

What factors are driving Game Consoles market growth, globally and by region?

Which technologies are poised for the fastest growth by market and region?

How do Game Consoles market opportunities vary by end market size?

How does Game Consoles break out by Type, by Application?

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