

Global Gaming Console Market Growth 2025-2031

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Abstracts

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The global Gaming Console market size is predicted to grow from US\$ 7415 million in 2025 to US\$ 5352 million in 2031; it is expected to grow at a CAGR of -5.3% from 2025 to 2031.

A console machine primarily designed for consumers to use for playing video game. There are some advantages, like Games are written to function with console hardware, games load more quickly on consoles, versus PCs, with the exception of gaming rigs, all video game consoles are plug-and-play, driver compatibility issues are rare etc.

Global Gaming Console key players include Nintendo, Sony, etc. Global top two manufacturers hold a share about 85%.

North America is the largest market, with a share about 40%, followed by Europe, and Japan, both have a share over 40 percent.

In terms of product, Home Console is the largest segment, with a share nearly 55%. And in terms of application, the largest application is Household Use, followed by Commercial Use.

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

This Insight Report provides a comprehensive analysis of the global Gaming Console 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 Gaming Console portfolios and capabilities, market entry strategies, market positions, and geographic footprints, to better understand these firms' unique position in an accelerating global Gaming Console market.

This Insight Report evaluates the key market trends, drivers, and affecting factors shaping the global outlook for Gaming Console 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 Gaming Console.

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

Segmentation by Type:

Home Console

Handheld Console

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.

Sony

Microsoft

Nintendo

Key Questions Addressed in this Report

What is the 10-year outlook for the global Gaming Console market?

What factors are driving Gaming Console market growth, globally and by region?

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

How do Gaming Console market opportunities vary by end market size?

How does Gaming Console break out by Type, by Application?

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