

# 2020-2025 Global Animation and Videogame Market Report - Production and Consumption Professional Analysis (Impact of COVID-19)

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## Abstracts

This report elaborates the market size, market characteristics, and market growth of the Animation and Videogame industry, and breaks down according to the type, application, and consumption area of Animation and Videogame. The report also conducted a PESTEL analysis of the industry to study the main influencing factors and entry barriers of the industry.

In Chapter 3.4 of the report, the impact of the COVID-19 outbreak on the industry was fully assessed. Fully risk assessment and industry recommendations were made for Animation and Videogame in a special period. This chapter also compares the markets of Pre COVID-19 and Post COVID-19.

In addition, chapters 8-12 consider the impact of COVID-19 on the regional economy.

Key players in the global Animation and Videogame market covered in Chapter 13:

Sony

SideFX

Animaker Inc.

Autodesk Inc

Activision Blizzard

NewTek, Inc.

Renderforest

Tencent

Autodesk Inc

EIAS3D

Smith Micro Software, Inc

Adobe  
Apple  
Maxon Computer  
Microsoft  
Corel Corporation

In Chapter 6, on the basis of types, the Animation and Videogame market from 2015 to 2025 is primarily split into:

Animation  
Videogame

In Chapter 7, on the basis of applications, the Animation and Videogame market from 2015 to 2025 covers:

Media and Entertainment  
Education  
Retail  
Healthcare  
Manufacturing  
Others

Geographically, the detailed analysis of production, trade of the following countries is covered in Chapter 4.2, 5:

United States  
Europe  
China  
Japan  
India

Geographically, the detailed analysis of consumption, revenue, market share and growth rate of the following regions are covered in Chapter 8, 9, 10, 11, 12:

North America (Covered in Chapter 8)  
United States  
Canada  
Mexico

Europe (Covered in Chapter 9)

Germany

UK

France

Italy

Spain

Others

Asia-Pacific (Covered in Chapter 10)

China

Japan

India

South Korea

Southeast Asia

Others

Middle East and Africa (Covered in Chapter 11)

Saudi Arabia

UAE

South Africa

Others

South America (Covered in Chapter 12)

Brazil

Others

Years considered for this report:

Historical Years: 2015-2019

Base Year: 2019

Estimated Year: 2020

Forecast Period: 2020-2025

## Contents

### **1 ANIMATION AND VIDEOGAME MARKET - RESEARCH SCOPE**

- 1.1 Study Goals
- 1.2 Market Definition and Scope
- 1.3 Key Market Segments
- 1.4 Study and Forecasting Years

### **2 ANIMATION AND VIDEOGAME MARKET - RESEARCH METHODOLOGY**

- 2.1 Methodology
- 2.2 Research Data Source
  - 2.2.1 Secondary Data
  - 2.2.2 Primary Data
  - 2.2.3 Market Size Estimation
  - 2.2.4 Legal Disclaimer

### **3 ANIMATION AND VIDEOGAME MARKET FORCES**

- 3.1 Global Animation and Videogame Market Size
- 3.2 Top Impacting Factors (PESTEL Analysis)
  - 3.2.1 Political Factors
  - 3.2.2 Economic Factors
  - 3.2.3 Social Factors
  - 3.2.4 Technological Factors
  - 3.2.5 Environmental Factors
  - 3.2.6 Legal Factors
- 3.3 Industry Trend Analysis
- 3.4 Industry Trends Under COVID-19
  - 3.4.1 Risk Assessment on COVID-19
  - 3.4.2 Assessment of the Overall Impact of COVID-19 on the Industry
  - 3.4.3 Pre COVID-19 and Post COVID-19 Market Scenario
- 3.5 Industry Risk Assessment

### **4 ANIMATION AND VIDEOGAME MARKET - BY GEOGRAPHY**

- 4.1 Global Animation and Videogame Market Value and Market Share by Regions
  - 4.1.1 Global Animation and Videogame Value (\$) by Region (2015-2020)

- 4.1.2 Global Animation and Videogame Value Market Share by Regions (2015-2020)
- 4.2 Global Animation and Videogame Market Production and Market Share by Major Countries
  - 4.2.1 Global Animation and Videogame Production by Major Countries (2015-2020)
  - 4.2.2 Global Animation and Videogame Production Market Share by Major Countries (2015-2020)
- 4.3 Global Animation and Videogame Market Consumption and Market Share by Regions
  - 4.3.1 Global Animation and Videogame Consumption by Regions (2015-2020)
  - 4.3.2 Global Animation and Videogame Consumption Market Share by Regions (2015-2020)

## **5 ANIMATION AND VIDEOGAME MARKET - BY TRADE STATISTICS**

- 5.1 Global Animation and Videogame Export and Import
- 5.2 United States Animation and Videogame Export and Import (2015-2020)
- 5.3 Europe Animation and Videogame Export and Import (2015-2020)
- 5.4 China Animation and Videogame Export and Import (2015-2020)
- 5.5 Japan Animation and Videogame Export and Import (2015-2020)
- 5.6 India Animation and Videogame Export and Import (2015-2020)
- 5.7 ...

## **6 ANIMATION AND VIDEOGAME MARKET - BY TYPE**

- 6.1 Global Animation and Videogame Production and Market Share by Types (2015-2020)
  - 6.1.1 Global Animation and Videogame Production by Types (2015-2020)
  - 6.1.2 Global Animation and Videogame Production Market Share by Types (2015-2020)
- 6.2 Global Animation and Videogame Value and Market Share by Types (2015-2020)
  - 6.2.1 Global Animation and Videogame Value by Types (2015-2020)
  - 6.2.2 Global Animation and Videogame Value Market Share by Types (2015-2020)
- 6.3 Global Animation and Videogame Production, Price and Growth Rate of Animation (2015-2020)
- 6.4 Global Animation and Videogame Production, Price and Growth Rate of Videogame (2015-2020)

## **7 ANIMATION AND VIDEOGAME MARKET - BY APPLICATION**

7.1 Global Animation and Videogame Consumption and Market Share by Applications (2015-2020)

7.1.1 Global Animation and Videogame Consumption by Applications (2015-2020)

7.1.2 Global Animation and Videogame Consumption Market Share by Applications (2015-2020)

7.2 Global Animation and Videogame Consumption and Growth Rate of Media and Entertainment (2015-2020)

7.3 Global Animation and Videogame Consumption and Growth Rate of Education (2015-2020)

7.4 Global Animation and Videogame Consumption and Growth Rate of Retail (2015-2020)

7.5 Global Animation and Videogame Consumption and Growth Rate of Healthcare (2015-2020)

7.6 Global Animation and Videogame Consumption and Growth Rate of Manufacturing (2015-2020)

7.7 Global Animation and Videogame Consumption and Growth Rate of Others (2015-2020)

## **8 NORTH AMERICA ANIMATION AND VIDEOGAME MARKET**

8.1 North America Animation and Videogame Market Size

8.2 United States Animation and Videogame Market Size

8.3 Canada Animation and Videogame Market Size

8.4 Mexico Animation and Videogame Market Size

8.5 The Influence of COVID-19 on North America Market

## **9 EUROPE ANIMATION AND VIDEOGAME MARKET ANALYSIS**

9.1 Europe Animation and Videogame Market Size

9.2 Germany Animation and Videogame Market Size

9.3 United Kingdom Animation and Videogame Market Size

9.4 France Animation and Videogame Market Size

9.5 Italy Animation and Videogame Market Size

9.6 Spain Animation and Videogame Market Size

9.7 The Influence of COVID-19 on Europe Market

## **10 ASIA-PACIFIC ANIMATION AND VIDEOGAME MARKET ANALYSIS**

10.1 Asia-Pacific Animation and Videogame Market Size

- 10.2 China Animation and Videogame Market Size
- 10.3 Japan Animation and Videogame Market Size
- 10.4 South Korea Animation and Videogame Market Size
- 10.5 Southeast Asia Animation and Videogame Market Size
- 10.6 India Animation and Videogame Market Size
- 10.7 The Influence of COVID-19 on Asia Pacific Market

## **11 MIDDLE EAST AND AFRICA ANIMATION AND VIDEOGAME MARKET ANALYSIS**

- 11.1 Middle East and Africa Animation and Videogame Market Size
- 11.2 Saudi Arabia Animation and Videogame Market Size
- 11.3 UAE Animation and Videogame Market Size
- 11.4 South Africa Animation and Videogame Market Size
- 11.5 The Influence of COVID-19 on Middle East and Africa Market

## **12 SOUTH AMERICA ANIMATION AND VIDEOGAME MARKET ANALYSIS**

- 12.1 South America Animation and Videogame Market Size
- 12.2 Brazil Animation and Videogame Market Size
- 12.3 The Influence of COVID-19 on South America Market

## **13 COMPANY PROFILES**

- 13.1 Sony
  - 13.1.1 Sony Basic Information
  - 13.1.2 Sony Product Profiles, Application and Specification
  - 13.1.3 Sony Animation and Videogame Market Performance (2015-2020)
- 13.2 SideFX
  - 13.2.1 SideFX Basic Information
  - 13.2.2 SideFX Product Profiles, Application and Specification
  - 13.2.3 SideFX Animation and Videogame Market Performance (2015-2020)
- 13.3 Animaker Inc.
  - 13.3.1 Animaker Inc. Basic Information
  - 13.3.2 Animaker Inc. Product Profiles, Application and Specification
  - 13.3.3 Animaker Inc. Animation and Videogame Market Performance (2015-2020)
- 13.4 Autodesk Inc
  - 13.4.1 Autodesk Inc Basic Information
  - 13.4.2 Autodesk Inc Product Profiles, Application and Specification

- 13.4.3 Autodesk Inc Animation and Videogame Market Performance (2015-2020)
- 13.5 Activision Blizzard
  - 13.5.1 Activision Blizzard Basic Information
  - 13.5.2 Activision Blizzard Product Profiles, Application and Specification
  - 13.5.3 Activision Blizzard Animation and Videogame Market Performance (2015-2020)
- 13.6 NewTek, Inc.
  - 13.6.1 NewTek, Inc. Basic Information
  - 13.6.2 NewTek, Inc. Product Profiles, Application and Specification
  - 13.6.3 NewTek, Inc. Animation and Videogame Market Performance (2015-2020)
- 13.7 Renderforest
  - 13.7.1 Renderforest Basic Information
  - 13.7.2 Renderforest Product Profiles, Application and Specification
  - 13.7.3 Renderforest Animation and Videogame Market Performance (2015-2020)
- 13.8 Tencent
  - 13.8.1 Tencent Basic Information
  - 13.8.2 Tencent Product Profiles, Application and Specification
  - 13.8.3 Tencent Animation and Videogame Market Performance (2015-2020)
- 13.9 Autodesk Inc
  - 13.9.1 Autodesk Inc Basic Information
  - 13.9.2 Autodesk Inc Product Profiles, Application and Specification
  - 13.9.3 Autodesk Inc Animation and Videogame Market Performance (2015-2020)
- 13.10 EIAS3D
  - 13.10.1 EIAS3D Basic Information
  - 13.10.2 EIAS3D Product Profiles, Application and Specification
  - 13.10.3 EIAS3D Animation and Videogame Market Performance (2015-2020)
- 13.11 Smith Micro Software, Inc
  - 13.11.1 Smith Micro Software, Inc Basic Information
  - 13.11.2 Smith Micro Software, Inc Product Profiles, Application and Specification
  - 13.11.3 Smith Micro Software, Inc Animation and Videogame Market Performance (2015-2020)
- 13.12 Adobe
  - 13.12.1 Adobe Basic Information
  - 13.12.2 Adobe Product Profiles, Application and Specification
  - 13.12.3 Adobe Animation and Videogame Market Performance (2015-2020)
- 13.13 Apple
  - 13.13.1 Apple Basic Information
  - 13.13.2 Apple Product Profiles, Application and Specification
  - 13.13.3 Apple Animation and Videogame Market Performance (2015-2020)
- 13.14 Maxon Computer



- 13.14.1 Maxon Computer Basic Information
- 13.14.2 Maxon Computer Product Profiles, Application and Specification
- 13.14.3 Maxon Computer Animation and Videogame Market Performance (2015-2020)
- 13.15 Microsoft
  - 13.15.1 Microsoft Basic Information
  - 13.15.2 Microsoft Product Profiles, Application and Specification
  - 13.15.3 Microsoft Animation and Videogame Market Performance (2015-2020)
- 13.16 Corel Corporation
  - 13.16.1 Corel Corporation Basic Information
  - 13.16.2 Corel Corporation Product Profiles, Application and Specification
  - 13.16.3 Corel Corporation Animation and Videogame Market Performance (2015-2020)

## **14 MARKET FORECAST - BY REGIONS**

- 14.1 North America Animation and Videogame Market Forecast (2020-2025)
- 14.2 Europe Animation and Videogame Market Forecast (2020-2025)
- 14.3 Asia-Pacific Animation and Videogame Market Forecast (2020-2025)
- 14.4 Middle East and Africa Animation and Videogame Market Forecast (2020-2025)
- 14.5 South America Animation and Videogame Market Forecast (2020-2025)

## **15 MARKET FORECAST - BY TYPE AND APPLICATIONS**

- 15.1 Global Animation and Videogame Market Forecast by Types (2020-2025)
  - 15.1.1 Global Animation and Videogame Market Forecast Production and Market Share by Types (2020-2025)
  - 15.1.2 Global Animation and Videogame Market Forecast Value and Market Share by Types (2020-2025)
- 15.2 Global Animation and Videogame Market Forecast by Applications (2020-2025)

## List Of Tables

### LIST OF TABLES AND FIGURES

Figure Animation and Videogame Picture

Table Animation and Videogame Key Market Segments

Figure Study and Forecasting Years

Figure Global Animation and Videogame Market Size and Growth Rate 2015-2025

Figure Industry PESTEL Analysis

Figure Global COVID-19 Status

Figure Market Size Forecast Comparison of Pre COVID-19 and Post COVID-19

Figure Global Animation and Videogame Value (\$) and Growth Rate (2015-2020)

Table Global Animation and Videogame Value (\$) by Countries (2015-2020)

Table Global Animation and Videogame Value Market Share by Regions (2015-2020)

Figure Global Animation and Videogame Value Market Share by Regions in 2019

Figure Global Animation and Videogame Production and Growth Rate (2015-2020)

Table Global Animation and Videogame Production by Major Countries (2015-2020)

Table Global Animation and Videogame Production Market Share by Major Countries (2015-2020)

Figure Global Animation and Videogame Production Market Share by Regions in 2019

Figure Global Animation and Videogame Consumption and Growth Rate (2015-2020)

Table Global Animation and Videogame Consumption by Regions (2015-2020)

Table Global Animation and Videogame Consumption Market Share by Regions (2015-2020)

Figure Global Animation and Videogame Consumption Market Share by Regions in 2019

Table Global Animation and Videogame Export Top 3 Country 2019

Table Global Animation and Videogame Import Top 3 Country 2019

Table United States Animation and Videogame Export and Import (2015-2020)

Table Europe Animation and Videogame Export and Import (2015-2020)

Table China Animation and Videogame Export and Import (2015-2020)

Table Japan Animation and Videogame Export and Import (2015-2020)

Table India Animation and Videogame Export and Import (2015-2020)

Table Global Animation and Videogame Production by Types (2015-2020)

Table Global Animation and Videogame Production Market Share by Types (2015-2020)

Figure Global Animation and Videogame Production Share by Type (2015-2020)

Table Global Animation and Videogame Value by Types (2015-2020)

Table Global Animation and Videogame Value Market Share by Types (2015-2020)

Figure Global Animation and Videogame Value Share by Type (2015-2020)  
Figure Global Animation Production and Growth Rate (2015-2020)  
Figure Global Animation Price (2015-2020)  
Figure Global Videogame Production and Growth Rate (2015-2020)  
Figure Global Videogame Price (2015-2020)  
Table Global Animation and Videogame Consumption by Applications (2015-2020)  
Table Global Animation and Videogame Consumption Market Share by Applications (2015-2020)  
Figure Global Animation and Videogame Consumption Share by Application (2015-2020)  
Figure Global Media and Entertainment Consumption and Growth Rate (2015-2020)  
Figure Global Education Consumption and Growth Rate (2015-2020)  
Figure Global Retail Consumption and Growth Rate (2015-2020)  
Figure Global Healthcare Consumption and Growth Rate (2015-2020)  
Figure Global Manufacturing Consumption and Growth Rate (2015-2020)  
Figure Global Others Consumption and Growth Rate (2015-2020)  
Figure North America Animation and Videogame Market Consumption and Growth Rate (2015-2020)  
Table North America Animation and Videogame Consumption by Countries (2015-2020)  
Table North America Animation and Videogame Consumption Market Share by Countries (2015-2020)  
Figure North America Animation and Videogame Consumption Market Share by Countries (2015-2020)  
Figure United States Animation and Videogame Market Consumption and Growth Rate (2015-2020)  
Figure Canada Animation and Videogame Market Consumption and Growth Rate (2015-2020)  
Figure Mexico Animation and Videogame Market Consumption and Growth Rate (2015-2020)  
Figure North America COVID-19 Status  
Figure Europe Animation and Videogame Market Consumption and Growth Rate (2015-2020)  
Table Europe Animation and Videogame Consumption by Countries (2015-2020)  
Table Europe Animation and Videogame Consumption Market Share by Countries (2015-2020)  
Figure Europe Animation and Videogame Consumption Market Share by Countries (2015-2020)  
Figure Germany Animation and Videogame Market Consumption and Growth Rate (2015-2020)

Figure United Kingdom Animation and Videogame Market Consumption and Growth Rate (2015-2020)

Figure France Animation and Videogame Market Consumption and Growth Rate (2015-2020)

Figure Italy Animation and Videogame Market Consumption and Growth Rate (2015-2020)

Figure Spain Animation and Videogame Market Consumption and Growth Rate (2015-2020)

Figure Europe COVID-19 Status

Figure Asia-Pacific Animation and Videogame Market Consumption and Growth Rate (2015-2020)

Table Asia-Pacific Animation and Videogame Consumption by Countries (2015-2020)

Table Asia-Pacific Animation and Videogame Consumption Market Share by Countries (2015-2020)

Figure Asia-Pacific Animation and Videogame Consumption Market Share by Countries (2015-2020)

Figure China Animation and Videogame Market Consumption and Growth Rate (2015-2020)

Figure Japan Animation and Videogame Market Consumption and Growth Rate (2015-2020)

Figure South Korea Animation and Videogame Market Consumption and Growth Rate (2015-2020)

Figure Southeast Asia Animation and Videogame Market Consumption and Growth Rate (2015-2020)

Figure India Animation and Videogame Market Consumption and Growth Rate (2015-2020)

Figure Asia Pacific COVID-19 Status

Figure Middle East and Africa Animation and Videogame Market Consumption and Growth Rate (2015-2020)

Table Middle East and Africa Animation and Videogame Consumption by Countries (2015-2020)

Table Middle East and Africa Animation and Videogame Consumption Market Share by Countries (2015-2020)

Figure Middle East and Africa Animation and Videogame Consumption Market Share by Countries (2015-2020)

Figure Saudi Arabia Animation and Videogame Market Consumption and Growth Rate (2015-2020)

Figure UAE Animation and Videogame Market Consumption and Growth Rate (2015-2020)

Figure South Africa Animation and Videogame Market Consumption and Growth Rate (2015-2020)

Figure South America Animation and Videogame Market Consumption and Growth Rate (2015-2020)

Table South America Animation and Videogame Consumption by Countries (2015-2020)

Table South America Animation and Videogame Consumption Market Share by Countries (2015-2020)

Figure South America Animation and Videogame Consumption Market Share by Countries (2015-2020)

Figure Brazil Animation and Videogame Market Consumption and Growth Rate (2015-2020)

Table Sony Company Profile

Table Sony Production, Value, Price, Gross Margin 2015-2020

Figure Sony Production and Growth Rate

Figure Sony Value (\$) Market Share 2015-2020

Table SideFX Company Profile

Table SideFX Production, Value, Price, Gross Margin 2015-2020

Figure SideFX Production and Growth Rate

Figure SideFX Value (\$) Market Share 2015-2020

Table Animaker Inc. Company Profile

Table Animaker Inc. Production, Value, Price, Gross Margin 2015-2020

Figure Animaker Inc. Production and Growth Rate

Figure Animaker Inc. Value (\$) Market Share 2015-2020

Table Autodesk Inc Company Profile

Table Autodesk Inc Production, Value, Price, Gross Margin 2015-2020

Figure Autodesk Inc Production and Growth Rate

Figure Autodesk Inc Value (\$) Market Share 2015-2020

Table Activision Blizzard Company Profile

Table Activision Blizzard Production, Value, Price, Gross Margin 2015-2020

Figure Activision Blizzard Production and Growth Rate

Figure Activision Blizzard Value (\$) Market Share 2015-2020

Table NewTek, Inc. Company Profile

Table NewTek, Inc. Production, Value, Price, Gross Margin 2015-2020

Figure NewTek, Inc. Production and Growth Rate

Figure NewTek, Inc. Value (\$) Market Share 2015-2020

Table Renderforest Company Profile

Table Renderforest Production, Value, Price, Gross Margin 2015-2020

Figure Renderforest Production and Growth Rate

Figure Renderforest Value (\$) Market Share 2015-2020  
Table Tencent Company Profile  
Table Tencent Production, Value, Price, Gross Margin 2015-2020  
Figure Tencent Production and Growth Rate  
Figure Tencent Value (\$) Market Share 2015-2020  
Table Autodesk Inc Company Profile  
Table Autodesk Inc Production, Value, Price, Gross Margin 2015-2020  
Figure Autodesk Inc Production and Growth Rate  
Figure Autodesk Inc Value (\$) Market Share 2015-2020  
Table EIAS3D Company Profile  
Table EIAS3D Production, Value, Price, Gross Margin 2015-2020  
Figure EIAS3D Production and Growth Rate  
Figure EIAS3D Value (\$) Market Share 2015-2020  
Table Smith Micro Software, Inc Company Profile  
Table Smith Micro Software, Inc Production, Value, Price, Gross Margin 2015-2020  
Figure Smith Micro Software, Inc Production and Growth Rate  
Figure Smith Micro Software, Inc Value (\$) Market Share 2015-2020  
Table Adobe Company Profile  
Table Adobe Production, Value, Price, Gross Margin 2015-2020  
Figure Adobe Production and Growth Rate  
Figure Adobe Value (\$) Market Share 2015-2020  
Table Apple Company Profile  
Table Apple Production, Value, Price, Gross Margin 2015-2020  
Figure Apple Production and Growth Rate  
Figure Apple Value (\$) Market Share 2015-2020  
Table Maxon Computer Company Profile  
Table Maxon Computer Production, Value, Price, Gross Margin 2015-2020  
Figure Maxon Computer Production and Growth Rate  
Figure Maxon Computer Value (\$) Market Share 2015-2020  
Table Microsoft Company Profile  
Table Microsoft Production, Value, Price, Gross Margin 2015-2020  
Figure Microsoft Production and Growth Rate  
Figure Microsoft Value (\$) Market Share 2015-2020  
Table Corel Corporation Company Profile  
Table Corel Corporation Production, Value, Price, Gross Margin 2015-2020  
Figure Corel Corporation Production and Growth Rate  
Figure Corel Corporation Value (\$) Market Share 2015-2020  
Figure North America Market Consumption and Growth Rate Forecast (2020-2025)  
Figure Europe Market Consumption and Growth Rate Forecast (2020-2025)

Figure Asia-Pacific Market Consumption and Growth Rate Forecast (2020-2025)

Figure Middle East and Africa Market Consumption and Growth Rate Forecast (2020-2025)

Figure South America Market Consumption and Growth Rate Forecast (2020-2025)

Table Global Animation and Videogame Market Forecast Production by Types (2020-2025)

Table Global Animation and Videogame Market Forecast Production Share by Types (2020-2025)

Table Global Animation and Videogame Market Forecast Value (\$) by Types (2020-2025)

Table Global Animation and Videogame Market Forecast Value Share by Types (2020-2025)

Table Global Animation and Videogame Market Forecast Consumption by Applications (2020-2025)

Table Global Animation and Videogame Market Forecast Consumption Share by Applications (2020-2025)

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