

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

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Abstracts

Games are all interactive games that run on an electronic device platform. According to the different media, it is divided into five types: console games, console games, computer games, arcade games and mobile games. The perfect video game appeared at the end of the 20th century. It changed the way humans play games and the definition of the word game. It belongs to a cultural activity born with the development of science and technology.

This report elaborates the market size, market characteristics, and market growth of the Gaming industry, and breaks down according to the type, application, and consumption area of Gaming. 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 Gaming 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 Gaming market covered in Chapter 13:

Konami

GungHo

Take-Two Interactive

King Digital Entertainment

Ubisoft

Square Enix

Microsoft

Tencent
Sega
Apple
Warner Bros
Electronic Arts
Namco Bandai
NetEase
Nintendo
Nexon
DeNA
Activision Blizzard
Sony
Google
ChangYou

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

Mobile Gaming
Console Gaming
PC Gaming

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

Amateur
Professional

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

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