

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

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Abstracts

Video games are all interactive games that run on the platform of electronic devices.

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

Take Two Interactive

Mixi

Konami

Cyber Agent

Tencent

Ncsoft

Sony

Activation Blizad

Warner Bros

BandaiNamco

NetEase

Apple

Google

Ubisoft

Nexon

Netmarble

Square Enix

Microsoft

Nintendo

EA

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

Action

Adventure and Role Playing

Arcade

Strategy

Simulation

Driving

Other

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

Kids

Adults

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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