

COVID-19 Outbreak-Global Video Games Industry Market Report-Development Trends, Threats, Opportunities and Competitive Landscape in 2020

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Abstracts

Video games are electronic games that involve interaction with a user interface. The Video Games market revenue was xx.xx Million USD in 2019, and will reach xx.xx Million USD in 2025, with a CAGR of x.x% during 2020-2025.

Under COVID-19 outbreak globally, this report provides 360 degrees of analysis from supply chain, import and export control to regional government policy and future influence on the industry. Detailed analysis about market status (2015-2020), enterprise competition pattern, advantages and disadvantages of enterprise products, industry development trends (2020-2025), regional industrial layout characteristics and macroeconomic policies, industrial policy has also been included. From raw materials to end users of this industry are analyzed scientifically, the trends of product circulation and sales channel will be presented as well. Considering COVID-19, this report provides comprehensive and in-depth analysis on how the epidemic push this industry transformation and reform.

In COVID-19 outbreak, Chapter 2.2 of this report provides an analysis of the impact of COVID-19 on the global economy and the Video Games industry.

Chapter 3.7 covers the analysis of the impact of COVID-19 from the perspective of the industry chain.

In addition, chapters 7-11 consider the impact of COVID-19 on the regional economy.

The Video Games market can be split based on product types, major applications, and important countries as follows:

Key players in the global Video Games market covered in Chapter 12:

Warner Bros. Interactive Entertainment
Tencent Games
Bandai Namco Entertainment
Capcom
Google
KONAMI
Netmarble Games
Take-Two Interactive
Naughty Dog
EA (Electronic Arts)
Microsoft Studios
Valve
Nintendo
SQUARE-ENIX
Ubisoft
NetEase
Nexon
Sony Interactive Entertainment
Activision-Blizzard
BioWare

In Chapter 4 and 14.1, on the basis of types, the Video Games market from 2015 to 2025 is primarily split into:

strategy and puzzle games
Adventure games
Shooters
role-playing
team sport or racing
simulations

In Chapter 5 and 14.2, on the basis of applications, the Video Games market from 2015 to 2025 covers:

Professionals
Students
Female
Male

Geographically, the detailed analysis of consumption, revenue, market share and growth rate, historic and forecast (2015-2025) of the following regions are covered in

Chapter 6, 7, 8, 9, 10, 11, 14:

North America (Covered in Chapter 7 and 14)

United States

Canada

Mexico

Europe (Covered in Chapter 8 and 14)

Germany

UK

France

Italy

Spain

Russia

Others

Asia-Pacific (Covered in Chapter 9 and 14)

China

Japan

South Korea

Australia

India

Southeast Asia

Others

Middle East and Africa (Covered in Chapter 10 and 14)

Saudi Arabia

UAE

Egypt

Nigeria

South Africa

Others

South America (Covered in Chapter 11 and 14)

Brazil

Argentina

Columbia

Chile

Others

Years considered for this report:

Historical Years: 2015-2019

Base Year: 2019

Estimated Year: 2020

Forecast Period: 2020-2025

Contents

1 VIDEO GAMES INTRODUCTION AND MARKET OVERVIEW

- 1.1 Objectives of the Study
- 1.2 Overview of Video Games
- 1.3 Scope of The Study
 - 1.3.1 Key Market Segments
 - 1.3.2 Players Covered
 - 1.3.3 COVID-19's impact on the Video Games industry
- 1.4 Methodology of The Study
- 1.5 Research Data Source

2 EXECUTIVE SUMMARY

- 2.1 Market Overview
 - 2.1.1 Global Video Games Market Size, 2015 – 2020
 - 2.1.2 Global Video Games Market Size by Type, 2015 – 2020
 - 2.1.3 Global Video Games Market Size by Application, 2015 – 2020
 - 2.1.4 Global Video Games Market Size by Region, 2015 - 2025
- 2.2 Business Environment Analysis
 - 2.2.1 Global COVID-19 Status and Economic Overview
 - 2.2.2 Influence of COVID-19 Outbreak on Video Games Industry Development

3 INDUSTRY CHAIN ANALYSIS

- 3.1 Upstream Raw Material Suppliers of Video Games Analysis
- 3.2 Major Players of Video Games
- 3.3 Video Games Manufacturing Cost Structure Analysis
 - 3.3.1 Production Process Analysis
 - 3.3.2 Manufacturing Cost Structure of Video Games
 - 3.3.3 Labor Cost of Video Games
- 3.4 Market Distributors of Video Games
- 3.5 Major Downstream Buyers of Video Games Analysis
- 3.6 The Impact of Covid-19 From the Perspective of Industry Chain
- 3.7 Regional Import and Export Controls Will Exist for a Long Time
- 3.8 Continued downward PMI Spreads Globally

4 GLOBAL VIDEO GAMES MARKET, BY TYPE

- 4.1 Global Video Games Value and Market Share by Type (2015-2020)
- 4.2 Global Video Games Production and Market Share by Type (2015-2020)
- 4.3 Global Video Games Value and Growth Rate by Type (2015-2020)
 - 4.3.1 Global Video Games Value and Growth Rate of strategy and puzzle games
 - 4.3.2 Global Video Games Value and Growth Rate of Adventure games
 - 4.3.3 Global Video Games Value and Growth Rate of Shooters
 - 4.3.4 Global Video Games Value and Growth Rate of role-playing
 - 4.3.5 Global Video Games Value and Growth Rate of team sport or racing
 - 4.3.6 Global Video Games Value and Growth Rate of simulations
- 4.4 Global Video Games Price Analysis by Type (2015-2020)

5 VIDEO GAMES MARKET, BY APPLICATION

- 5.1 Downstream Market Overview
- 5.2 Global Video Games Consumption and Market Share by Application (2015-2020)
- 5.3 Global Video Games Consumption and Growth Rate by Application (2015-2020)
 - 5.3.1 Global Video Games Consumption and Growth Rate of Professionals (2015-2020)
 - 5.3.2 Global Video Games Consumption and Growth Rate of Students (2015-2020)
 - 5.3.3 Global Video Games Consumption and Growth Rate of Female (2015-2020)
 - 5.3.4 Global Video Games Consumption and Growth Rate of Male (2015-2020)

6 GLOBAL VIDEO GAMES MARKET ANALYSIS BY REGIONS

- 6.1 Global Video Games Sales, Revenue and Market Share by Regions
 - 6.1.1 Global Video Games Sales by Regions (2015-2020)
 - 6.1.2 Global Video Games Revenue by Regions (2015-2020)
- 6.2 North America Video Games Sales and Growth Rate (2015-2020)
- 6.3 Europe Video Games Sales and Growth Rate (2015-2020)
- 6.4 Asia-Pacific Video Games Sales and Growth Rate (2015-2020)
- 6.5 Middle East and Africa Video Games Sales and Growth Rate (2015-2020)
- 6.6 South America Video Games Sales and Growth Rate (2015-2020)

7 NORTH AMERICA VIDEO GAMES MARKET ANALYSIS BY COUNTRIES

- 7.1 The Influence of COVID-19 on North America Market
- 7.2 North America Video Games Sales, Revenue and Market Share by Countries
 - 7.2.1 North America Video Games Sales by Countries (2015-2020)

- 7.2.2 North America Video Games Revenue by Countries (2015-2020)
- 7.3 United States Video Games Sales and Growth Rate (2015-2020)
- 7.4 Canada Video Games Sales and Growth Rate (2015-2020)
- 7.5 Mexico Video Games Sales and Growth Rate (2015-2020)

8 EUROPE VIDEO GAMES MARKET ANALYSIS BY COUNTRIES

- 8.1 The Influence of COVID-19 on Europe Market
- 8.2 Europe Video Games Sales, Revenue and Market Share by Countries
 - 8.2.1 Europe Video Games Sales by Countries (2015-2020)
 - 8.2.2 Europe Video Games Revenue by Countries (2015-2020)
- 8.3 Germany Video Games Sales and Growth Rate (2015-2020)
- 8.4 UK Video Games Sales and Growth Rate (2015-2020)
- 8.5 France Video Games Sales and Growth Rate (2015-2020)
- 8.6 Italy Video Games Sales and Growth Rate (2015-2020)
- 8.7 Spain Video Games Sales and Growth Rate (2015-2020)
- 8.8 Russia Video Games Sales and Growth Rate (2015-2020)

9 ASIA PACIFIC VIDEO GAMES MARKET ANALYSIS BY COUNTRIES

- 9.1 The Influence of COVID-19 on Asia Pacific Market
- 9.2 Asia Pacific Video Games Sales, Revenue and Market Share by Countries
 - 9.2.1 Asia Pacific Video Games Sales by Countries (2015-2020)
 - 9.2.2 Asia Pacific Video Games Revenue by Countries (2015-2020)
- 9.3 China Video Games Sales and Growth Rate (2015-2020)
- 9.4 Japan Video Games Sales and Growth Rate (2015-2020)
- 9.5 South Korea Video Games Sales and Growth Rate (2015-2020)
- 9.6 India Video Games Sales and Growth Rate (2015-2020)
- 9.7 Southeast Asia Video Games Sales and Growth Rate (2015-2020)
- 9.8 Australia Video Games Sales and Growth Rate (2015-2020)

10 MIDDLE EAST AND AFRICA VIDEO GAMES MARKET ANALYSIS BY COUNTRIES

- 10.1 The Influence of COVID-19 on Middle East and Africa Market
- 10.2 Middle East and Africa Video Games Sales, Revenue and Market Share by Countries
 - 10.2.1 Middle East and Africa Video Games Sales by Countries (2015-2020)
 - 10.2.2 Middle East and Africa Video Games Revenue by Countries (2015-2020)

- 10.3 Saudi Arabia Video Games Sales and Growth Rate (2015-2020)
- 10.4 UAE Video Games Sales and Growth Rate (2015-2020)
- 10.5 Egypt Video Games Sales and Growth Rate (2015-2020)
- 10.6 Nigeria Video Games Sales and Growth Rate (2015-2020)
- 10.7 South Africa Video Games Sales and Growth Rate (2015-2020)

11 SOUTH AMERICA VIDEO GAMES MARKET ANALYSIS BY COUNTRIES

- 11.1 The Influence of COVID-19 on Middle East and Africa Market
- 11.2 South America Video Games Sales, Revenue and Market Share by Countries
 - 11.2.1 South America Video Games Sales by Countries (2015-2020)
 - 11.2.2 South America Video Games Revenue by Countries (2015-2020)
- 11.3 Brazil Video Games Sales and Growth Rate (2015-2020)
- 11.4 Argentina Video Games Sales and Growth Rate (2015-2020)
- 11.5 Columbia Video Games Sales and Growth Rate (2015-2020)
- 11.6 Chile Video Games Sales and Growth Rate (2015-2020)

12 COMPETITIVE LANDSCAPE

- 12.1 Warner Bros. Interactive Entertainment
 - 12.1.1 Warner Bros. Interactive Entertainment Basic Information
 - 12.1.2 Video Games Product Introduction
 - 12.1.3 Warner Bros. Interactive Entertainment Production, Value, Price, Gross Margin 2015-2020
- 12.2 Tencent Games
 - 12.2.1 Tencent Games Basic Information
 - 12.2.2 Video Games Product Introduction
 - 12.2.3 Tencent Games Production, Value, Price, Gross Margin 2015-2020
- 12.3 Bandai Namco Entertainment
 - 12.3.1 Bandai Namco Entertainment Basic Information
 - 12.3.2 Video Games Product Introduction
 - 12.3.3 Bandai Namco Entertainment Production, Value, Price, Gross Margin 2015-2020
- 12.4 Capcom
 - 12.4.1 Capcom Basic Information
 - 12.4.2 Video Games Product Introduction
 - 12.4.3 Capcom Production, Value, Price, Gross Margin 2015-2020
- 12.5 Google
 - 12.5.1 Google Basic Information

- 12.5.2 Video Games Product Introduction
- 12.5.3 Google Production, Value, Price, Gross Margin 2015-2020
- 12.6 KONAMI
 - 12.6.1 KONAMI Basic Information
 - 12.6.2 Video Games Product Introduction
 - 12.6.3 KONAMI Production, Value, Price, Gross Margin 2015-2020
- 12.7 Netmarble Games
 - 12.7.1 Netmarble Games Basic Information
 - 12.7.2 Video Games Product Introduction
 - 12.7.3 Netmarble Games Production, Value, Price, Gross Margin 2015-2020
- 12.8 Take-Two Interactive
 - 12.8.1 Take-Two Interactive Basic Information
 - 12.8.2 Video Games Product Introduction
 - 12.8.3 Take-Two Interactive Production, Value, Price, Gross Margin 2015-2020
- 12.9 Naughty Dog
 - 12.9.1 Naughty Dog Basic Information
 - 12.9.2 Video Games Product Introduction
 - 12.9.3 Naughty Dog Production, Value, Price, Gross Margin 2015-2020
- 12.10 EA (Electronic Arts)
 - 12.10.1 EA (Electronic Arts) Basic Information
 - 12.10.2 Video Games Product Introduction
 - 12.10.3 EA (Electronic Arts) Production, Value, Price, Gross Margin 2015-2020
- 12.11 Microsoft Studios
 - 12.11.1 Microsoft Studios Basic Information
 - 12.11.2 Video Games Product Introduction
 - 12.11.3 Microsoft Studios Production, Value, Price, Gross Margin 2015-2020
- 12.12 Valve
 - 12.12.1 Valve Basic Information
 - 12.12.2 Video Games Product Introduction
 - 12.12.3 Valve Production, Value, Price, Gross Margin 2015-2020
- 12.13 Nintendo
 - 12.13.1 Nintendo Basic Information
 - 12.13.2 Video Games Product Introduction
 - 12.13.3 Nintendo Production, Value, Price, Gross Margin 2015-2020
- 12.14 SQUARE-ENIX
 - 12.14.1 SQUARE-ENIX Basic Information
 - 12.14.2 Video Games Product Introduction
 - 12.14.3 SQUARE-ENIX Production, Value, Price, Gross Margin 2015-2020
- 12.15 Ubisoft

- 12.15.1 Ubisoft Basic Information
- 12.15.2 Video Games Product Introduction
- 12.15.3 Ubisoft Production, Value, Price, Gross Margin 2015-2020
- 12.16 NetEase
 - 12.16.1 NetEase Basic Information
 - 12.16.2 Video Games Product Introduction
 - 12.16.3 NetEase Production, Value, Price, Gross Margin 2015-2020
- 12.17 Nexon
 - 12.17.1 Nexon Basic Information
 - 12.17.2 Video Games Product Introduction
 - 12.17.3 Nexon Production, Value, Price, Gross Margin 2015-2020
- 12.18 Sony Interactive Entertainment
 - 12.18.1 Sony Interactive Entertainment Basic Information
 - 12.18.2 Video Games Product Introduction
 - 12.18.3 Sony Interactive Entertainment Production, Value, Price, Gross Margin 2015-2020
- 12.19 Activision-Blizzard
 - 12.19.1 Activision-Blizzard Basic Information
 - 12.19.2 Video Games Product Introduction
 - 12.19.3 Activision-Blizzard Production, Value, Price, Gross Margin 2015-2020
- 12.20 BioWare
 - 12.20.1 BioWare Basic Information
 - 12.20.2 Video Games Product Introduction
 - 12.20.3 BioWare Production, Value, Price, Gross Margin 2015-2020

13 INDUSTRY OUTLOOK

- 13.1 Market Driver Analysis
 - 13.1.2 Market Restraints Analysis
 - 13.1.3 Market Trends Analysis
- 13.2 Merger, Acquisition and New Investment
- 13.3 News of Product Release

14 GLOBAL VIDEO GAMES MARKET FORECAST

- 14.1 Global Video Games Market Value & Volume Forecast, by Type (2020-2025)
 - 14.1.1 strategy and puzzle games Market Value and Volume Forecast (2020-2025)
 - 14.1.2 Adventure games Market Value and Volume Forecast (2020-2025)
 - 14.1.3 Shooters Market Value and Volume Forecast (2020-2025)

- 14.1.4 role-playing Market Value and Volume Forecast (2020-2025)
- 14.1.5 team sport or racing Market Value and Volume Forecast (2020-2025)
- 14.1.6 simulations Market Value and Volume Forecast (2020-2025)
- 14.2 Global Video Games Market Value & Volume Forecast, by Application (2020-2025)
 - 14.2.1 Professionals Market Value and Volume Forecast (2020-2025)
 - 14.2.2 Students Market Value and Volume Forecast (2020-2025)
 - 14.2.3 Female Market Value and Volume Forecast (2020-2025)
 - 14.2.4 Male Market Value and Volume Forecast (2020-2025)
- 14.3 Video Games Market Analysis and Forecast by Region
 - 14.3.1 North America Market Value and Consumption Forecast (2020-2025)
 - 14.3.2 Europe Market Value and Consumption Forecast (2020-2025)
 - 14.3.3 Asia Pacific Market Value and Consumption Forecast (2020-2025)
 - 14.3.4 Middle East and Africa Market Value and Consumption Forecast (2020-2025)
 - 14.3.5 South America Market Value and Consumption Forecast (2020-2025)

15 NEW PROJECT FEASIBILITY ANALYSIS

- 15.1 Industry Barriers and New Entrants SWOT Analysis
 - 15.1.1 Porter's Five Forces Analysis
 - 15.1.2 New Entrants SWOT Analysis
- 15.2 Analysis and Suggestions on New Project Investment

List Of Tables

LIST OF TABLES AND FIGURES

Figure Product Picture of Video Games
Table Product Specification of Video Games
Table Video Games Key Market Segments
Table Key Players Video Games Covered
Figure Global Video Games Market Size, 2015 – 2025
Table Different Types of Video Games
Figure Global Video Games Value (\$) Segment by Type from 2015-2020
Figure Global Video Games Market Share by Types in 2019
Table Different Applications of Video Games
Figure Global Video Games Value (\$) Segment by Applications from 2015-2020
Figure Global Video Games Market Share by Applications in 2019
Figure Global Video Games Market Share by Regions in 2019
Figure North America Video Games Production Value (\$) and Growth Rate (2015-2020)
Figure Europe Video Games Production Value (\$) and Growth Rate (2015-2020)
Figure Asia Pacific Video Games Production Value (\$) and Growth Rate (2015-2020)
Figure Middle East and Africa Video Games Production Value (\$) and Growth Rate (2015-2020)
Figure South America Video Games Production Value (\$) and Growth Rate (2015-2020)
Table Global COVID-19 Status and Economic Overview
Figure Global COVID-19 Status
Figure COVID-19 Comparison of Major Countries
Figure Industry Chain Analysis of Video Games
Table Upstream Raw Material Suppliers of Video Games with Contact Information
Table Major Players Headquarters, and Service Area of Video Games
Figure Major Players Production Value Market Share of Video Games in 2019
Table Major Players Video Games Product Types in 2019
Figure Production Process of Video Games
Figure Manufacturing Cost Structure of Video Games
Figure Channel Status of Video Games
Table Major Distributors of Video Games with Contact Information
Table Major Downstream Buyers of Video Games with Contact Information
Table Global Video Games Value (\$) by Type (2015-2020)
Table Global Video Games Value Share by Type (2015-2020)
Figure Global Video Games Value Share by Type (2015-2020)
Table Global Video Games Production by Type (2015-2020)

Table Global Video Games Production Share by Type (2015-2020)

Figure Global Video Games Production Share by Type (2015-2020)

Figure Global Video Games Value (\$) and Growth Rate of strategy and puzzle games (2015-2020)

Figure Global Video Games Value (\$) and Growth Rate of Adventure games (2015-2020)

Figure Global Video Games Value (\$) and Growth Rate of Shooters (2015-2020)

Figure Global Video Games Value (\$) and Growth Rate of role-playing (2015-2020)

Figure Global Video Games Value (\$) and Growth Rate of team sport or racing (2015-2020)

Figure Global Video Games Value (\$) and Growth Rate of simulations (2015-2020)

Figure Global Video Games Price by Type (2015-2020)

Figure Downstream Market Overview

Table Global Video Games Consumption by Application (2015-2020)

Table Global Video Games Consumption Market Share by Application (2015-2020)

Figure Global Video Games Consumption Market Share by Application (2015-2020)

Figure Global Video Games Consumption and Growth Rate of Professionals (2015-2020)

Figure Global Video Games Consumption and Growth Rate of Students (2015-2020)

Figure Global Video Games Consumption and Growth Rate of Female (2015-2020)

Figure Global Video Games Consumption and Growth Rate of Male (2015-2020)

Figure Global Video Games Sales and Growth Rate (2015-2020)

Figure Global Video Games Revenue (M USD) and Growth (2015-2020)

Table Global Video Games Sales by Regions (2015-2020)

Table Global Video Games Sales Market Share by Regions (2015-2020)

Table Global Video Games Revenue (M USD) by Regions (2015-2020)

Table Global Video Games Revenue Market Share by Regions (2015-2020)

Table Global Video Games Revenue Market Share by Regions in 2015

Table Global Video Games Revenue Market Share by Regions in 2019

Figure North America Video Games Sales and Growth Rate (2015-2020)

Figure Europe Video Games Sales and Growth Rate (2015-2020)

Figure Asia-Pacific Video Games Sales and Growth Rate (2015-2020)

Figure Middle East and Africa Video Games Sales and Growth Rate (2015-2020)

Figure South America Video Games Sales and Growth Rate (2015-2020)

Figure North America COVID-19 Status

Figure North America COVID-19 Confirmed Cases Major Distribution

Figure North America Video Games Revenue (M USD) and Growth (2015-2020)

Table North America Video Games Sales by Countries (2015-2020)

Table North America Video Games Sales Market Share by Countries (2015-2020)

Table North America Video Games Revenue (M USD) by Countries (2015-2020)
Table North America Video Games Revenue Market Share by Countries (2015-2020)
Figure United States Video Games Sales and Growth Rate (2015-2020)
Figure Canada Video Games Sales and Growth Rate (2015-2020)
Figure Mexico Video Games Sales and Growth (2015-2020)
Figure Europe COVID-19 Status
Figure Europe COVID-19 Confirmed Cases Major Distribution
Figure Europe Video Games Revenue (M USD) and Growth (2015-2020)
Table Europe Video Games Sales by Countries (2015-2020)
Table Europe Video Games Sales Market Share by Countries (2015-2020)
Table Europe Video Games Revenue (M USD) by Countries (2015-2020)
Table Europe Video Games Revenue Market Share by Countries (2015-2020)
Figure Germany Video Games Sales and Growth Rate (2015-2020)
Figure UK Video Games Sales and Growth Rate (2015-2020)
Figure France Video Games Sales and Growth (2015-2020)
Figure Italy Video Games Sales and Growth (2015-2020)
Figure Spain Video Games Sales and Growth (2015-2020)
Figure Russia Video Games Sales and Growth (2015-2020)
Figure Asia Pacific COVID-19 Status
Figure Asia Pacific Video Games Revenue (M USD) and Growth (2015-2020)
Table Asia Pacific Video Games Sales by Countries (2015-2020)
Table Asia Pacific Video Games Sales Market Share by Countries (2015-2020)
Table Asia Pacific Video Games Revenue (M USD) by Countries (2015-2020)
Table Asia Pacific Video Games Revenue Market Share by Countries (2015-2020)
Figure China Video Games Sales and Growth Rate (2015-2020)
Figure Japan Video Games Sales and Growth Rate (2015-2020)
Figure South Korea Video Games Sales and Growth (2015-2020)
Figure India Video Games Sales and Growth (2015-2020)
Figure Southeast Asia Video Games Sales and Growth (2015-2020)
Figure Australia Video Games Sales and Growth (2015-2020)
Figure Middle East Video Games Revenue (M USD) and Growth (2015-2020)
Table Middle East Video Games Sales by Countries (2015-2020)
Table Middle East and Africa Video Games Sales Market Share by Countries (2015-2020)
Table Middle East and Africa Video Games Revenue (M USD) by Countries (2015-2020)
Table Middle East and Africa Video Games Revenue Market Share by Countries (2015-2020)
Figure Saudi Arabia Video Games Sales and Growth Rate (2015-2020)

Figure UAE Video Games Sales and Growth Rate (2015-2020)
Figure Egypt Video Games Sales and Growth (2015-2020)
Figure Nigeria Video Games Sales and Growth (2015-2020)
Figure South Africa Video Games Sales and Growth (2015-2020)
Figure South America Video Games Revenue (M USD) and Growth (2015-2020)
Table South America Video Games Sales by Countries (2015-2020)
Table South America Video Games Sales Market Share by Countries (2015-2020)
Table South America Video Games Revenue (M USD) by Countries (2015-2020)
Table South America Video Games Revenue Market Share by Countries (2015-2020)
Figure Brazil Video Games Sales and Growth Rate (2015-2020)
Figure Argentina Video Games Sales and Growth Rate (2015-2020)
Figure Columbia Video Games Sales and Growth (2015-2020)
Figure Chile Video Games Sales and Growth (2015-2020)
Figure Top 3 Market Share of Video Games Companies in 2019
Figure Top 6 Market Share of Video Games Companies in 2019
Table Major Players Production Value (\$) Share (2015-2020)
Table Warner Bros. Interactive Entertainment Profile
Table Warner Bros. Interactive Entertainment Product Introduction
Figure Warner Bros. Interactive Entertainment Production and Growth Rate
Figure Warner Bros. Interactive Entertainment Value (\$) Market Share 2015-2020
Table Tencent Games Profile
Table Tencent Games Product Introduction
Figure Tencent Games Production and Growth Rate
Figure Tencent Games Value (\$) Market Share 2015-2020
Table Bandai Namco Entertainment Profile
Table Bandai Namco Entertainment Product Introduction
Figure Bandai Namco Entertainment Production and Growth Rate
Figure Bandai Namco Entertainment Value (\$) Market Share 2015-2020
Table Capcom Profile
Table Capcom Product Introduction
Figure Capcom Production and Growth Rate
Figure Capcom Value (\$) Market Share 2015-2020
Table Google Profile
Table Google Product Introduction
Figure Google Production and Growth Rate
Figure Google Value (\$) Market Share 2015-2020
Table KONAMI Profile
Table KONAMI Product Introduction
Figure KONAMI Production and Growth Rate

Figure KONAMI Value (\$) Market Share 2015-2020
Table Netmarble Games Profile
Table Netmarble Games Product Introduction
Figure Netmarble Games Production and Growth Rate
Figure Netmarble Games Value (\$) Market Share 2015-2020
Table Take-Two Interactive Profile
Table Take-Two Interactive Product Introduction
Figure Take-Two Interactive Production and Growth Rate
Figure Take-Two Interactive Value (\$) Market Share 2015-2020
Table Naughty Dog Profile
Table Naughty Dog Product Introduction
Figure Naughty Dog Production and Growth Rate
Figure Naughty Dog Value (\$) Market Share 2015-2020
Table EA (Electronic Arts) Profile
Table EA (Electronic Arts) Product Introduction
Figure EA (Electronic Arts) Production and Growth Rate
Figure EA (Electronic Arts) Value (\$) Market Share 2015-2020
Table Microsoft Studios Profile
Table Microsoft Studios Product Introduction
Figure Microsoft Studios Production and Growth Rate
Figure Microsoft Studios Value (\$) Market Share 2015-2020
Table Valve Profile
Table Valve Product Introduction
Figure Valve Production and Growth Rate
Figure Valve Value (\$) Market Share 2015-2020
Table Nintendo Profile
Table Nintendo Product Introduction
Figure Nintendo Production and Growth Rate
Figure Nintendo Value (\$) Market Share 2015-2020
Table SQUARE-ENIX Profile
Table SQUARE-ENIX Product Introduction
Figure SQUARE-ENIX Production and Growth Rate
Figure SQUARE-ENIX Value (\$) Market Share 2015-2020
Table Ubisoft Profile
Table Ubisoft Product Introduction
Figure Ubisoft Production and Growth Rate
Figure Ubisoft Value (\$) Market Share 2015-2020
Table NetEase Profile
Table NetEase Product Introduction

Figure NetEase Production and Growth Rate

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

Table Nexon Profile

Table Nexon Product Introduction

Figure Nexon Production and Growth Rate

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

Table Sony Interactive Entertainment Profile

Table Sony Interactive Entertainment Product Introduction

Figure Sony Interactive Entertainment Production and Growth Rate

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

Table Activision-Blizzard Profile

Table Activision-Blizzard Product Introduction

Figure Activision-Blizzard Production and Growth Rate

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

Table BioWare Profile

Table BioWare Product Introduction

Figure BioWare Production and Growth Rate

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

Table Market Driving Factors of Video Games

Table Merger, Acquisition and New Investment

Table Global Video Games Market Value (\$) Forecast, by Type

Table Global Video Games Market Volume Forecast, by Type

Figure Global Video Games Market Value (\$) and Growth Rate Forecast of strategy and puzzle games (2020-2025)

Figure Global Video Games Market Volume (\$) and Growth Rate Forecast of strategy and puzzle games (2020-2025)

Figure Global Video Games Market Value (\$) and Growth Rate Forecast of Adventure games (2020-2025)

Figure Global Video Games Market Volume (\$) and Growth Rate Forecast of Adventure games (2020-2025)

Figure Global Video Games Market Value (\$) and Growth Rate Forecast of Shooters (2020-2025)

Figure Global Video Games Market Volume (\$) and Growth Rate Forecast of Shooters (2020-2025)

Figure Global Video Games Market Value (\$) and Growth Rate Forecast of role-playing (2020-2025)

Figure Global Video Games Market Volume (\$) and Growth Rate Forecast of role-playing (2020-2025)

Figure Global Video Games Market Value (\$) and Growth Rate Forecast of team sport

or racing (2020-2025)

Figure Global Video Games Market Volume (\$) and Growth Rate Forecast of team sport or racing (2020-2025)

Figure Global Video Games Market Value (\$) and Growth Rate Forecast of simulations (2020-2025)

Figure Global Video Games Market Volume (\$) and Growth Rate Forecast of simulations (2020-2025)

Table Global Market Value (\$) Forecast by Application (2020-2025)

Table Global Market Volume Forecast by Application (2020-2025)

Figure Market Value (\$) and Growth Rate Forecast of Professionals (2020-2025)

Figure Market Volume and Growth Rate Forecast of Professionals (2020-2025)

Figure Market Value (\$) and Growth Rate Forecast of Students (2020-2025)

Figure Market Volume and Growth Rate Forecast of Students (2020-2025)

Figure Market Value (\$) and Growth Rate Forecast of Female (2020-2025)

Figure Market Volume and Growth Rate Forecast of Female (2020-2025)

Figure Market Value (\$) and Growth Rate Forecast of Male (2020-2025)

Figure Market Volume and Growth Rate Forecast of Male (2020-2025)

Figure North America Market Value (\$) and Growth Rate Forecast (2020-2025)

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

Figure Europe Market Value (\$) and Growth Rate Forecast (2020-2025)

Figure Europe Consumption and Growth Rate Forecast (2020-2025)

Figure Asia Pacific Market Value (\$) and Growth Rate Forecast (2020-2025)

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

Figure Middle East and Africa Market Value (\$) and Growth Rate Forecast (2020-2025)

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

Figure South America Market Value (\$) and Growth Rate Forecast (2020-2025)

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

Figure Porter's Five Forces Analysis

Table New Entrants SWOT Analysis

Table New Project Analysis of Investment Recovery

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