

Europe Games Consoles Market to 2027

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Abstracts

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Summary

Games Consoles in Europe industry profile provides top-line qualitative and quantitative summary information including: market share, market size (value and volume 2017-22, and forecast to 2027). The profile also contains descriptions of the leading players including key financial metrics and analysis of competitive pressures within the market.

Key Highlights

A game console is a specialized computer system designed specifically for playing video games. It typically consists of a console unit and a controller and is connected to a display device such as a television or monitor.

The European games consoles market had total revenues of \$5,729.1 million in 2022, representing a compound annual growth rate (CAGR) of 9.6% between 2017 and 2022.

Market consumption volumes declined with a negative CAGR of 4.6% between 2017 and 2022, to reach a total of 13,380.0 thousand units in 2022.

Europe accounted for 31.8% of the market share of the global game consoles market in 2022.

Scope

Save time carrying out entry-level research by identifying the size, growth, major segments, and leading players in the games consoles market in Europe

Use the Five Forces analysis to determine the competitive intensity and therefore attractiveness of the games consoles market in Europe

Leading company profiles reveal details of key games consoles market players' global operations and financial performance

Add weight to presentations and pitches by understanding the future growth prospects of the Europe games consoles market with five year forecasts by both value and volume

Reasons to Buy

What was the size of the Europe games consoles market by value in 2022?

What will be the size of the Europe games consoles market in 2027?

What factors are affecting the strength of competition in the Europe games consoles market?

How has the market performed over the last five years?

Who are the top competitors in Europe's games consoles market?

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