

Games Consoles in Germany - Market Summary, Competitive Analysis and Forecast to 2026

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Abstracts

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SUMMARY

Games Consoles in Germany industry profile provides top-line qualitative and quantitative summary information including: market size (value 2017-21, and forecast to 2026). The profile also contains descriptions of the leading players including key financial metrics and analysis of competitive pressures within the market.

KEY HIGHLIGHTS

The games consoles market consists of the total revenues generated by Nintendo, Microsoft and Sony through the sale of their console platforms including their respective home entertainment consoles, their handheld models and realised back in 2017 hybrid models.

The German games consoles market is expected to generate total revenues of \$1,458.6m in 2021, representing a compound annual growth rate (CAGR) of 24.7% between 2017 and 2021.

Market consumption volume is forecast to decline with a compound annual rate of change (CARC) of -2.3% between 2017 and 2021, to reach a total of 2,594.8 million units in 2021.

The home entertainment segment is expected to be the market's most valuable

in 2021, with total revenues of \$1,267.1m, equivalent to 86.9% of the market's overall value.

SCOPE

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

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

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 Germany games consoles market with five year forecasts

REASONS TO BUY

What was the size of the Germany games consoles market by value in 2021?

What will be the size of the Germany games consoles market in 2026?

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

How has the market performed over the last five years?

What are the main segments that make up Germany's games consoles market?

Contents

1 EXECUTIVE SUMMARY

- 1.1. Market value
- 1.2. Market value forecast
- 1.3. Market volume
- 1.4. Market volume forecast
- 1.5. Category segmentation
- 1.6. Geography segmentation
- 1.7. Market share
- 1.8. Market rivalry
- 1.9. Competitive Landscape

2 MARKET OVERVIEW

- 2.1. Market definition
- 2.2. Market analysis

3 MARKET DATA

- 3.1. Market value
- 3.2. Market volume

4 MARKET SEGMENTATION

- 4.1. Category segmentation
- 4.2. Geography segmentation

5 MARKET OUTLOOK

- 5.1. Market value forecast
- 5.2. Market volume forecast

6 FIVE FORCES ANALYSIS

- 6.1. Summary
- 6.2. Buyer power
- 6.3. Supplier power

- 6.4. New entrants
- 6.5. Threat of substitutes
- 6.6. Degree of rivalry

7 COMPETITIVE LANDSCAPE

- 7.1. Market share
- 7.2. Who are the leading players?
- 7.3. What Strategies do leading players follow?
- 7.4. Have there been new console releases in recent years?
- 7.5. What companies are disrupting the game console market?
- 7.6. How have leading players responded to market disruption?

8 COMPANY PROFILES

- 8.1. Sony Corporation
- 8.2. Microsoft Corporation
- 8.3. Nintendo Co., Ltd.

9 MACROECONOMIC INDICATORS

- 9.1. Country data

10 APPENDIX

- 10.1. Methodology
- 10.2. Industry associations
- 10.3. Related MarketLine research
- 10.4. About MarketLine

List Of Tables

LIST OF TABLES

- Table 1: Germany games consoles market value: \$ million, 2017-21
- Table 2: Germany games consoles market volume: thousand units, 2017-21
- Table 3: Germany games consoles market category segmentation: \$ million, 2021
- Table 4: Germany games consoles market geography segmentation: \$ million, 2021
- Table 5: Germany games consoles market value forecast: \$ million, 2021-26
- Table 6: Germany games consoles market volume forecast: thousand units, 2021-26
- Table 7: Germany games consoles market share: % share, by value, 2021
- Table 8: Sony Corporation: key facts
- Table 9: Sony Corporation: Annual Financial Ratios
- Table 10: Sony Corporation: Key Employees
- Table 11: Sony Corporation: Key Employees Continued
- Table 12: Sony Corporation: Key Employees Continued
- Table 13: Microsoft Corporation: key facts
- Table 14: Microsoft Corporation: Annual Financial Ratios
- Table 15: Microsoft Corporation: Key Employees
- Table 16: Microsoft Corporation: Key Employees Continued
- Table 17: Nintendo Co., Ltd.: key facts
- Table 18: Nintendo Co., Ltd.: Annual Financial Ratios
- Table 19: Nintendo Co., Ltd.: Key Employees
- Table 20: Nintendo Co., Ltd.: Key Employees Continued
- Table 21: Germany size of population (million), 2017-21
- Table 22: Germany gdp (constant 2005 prices, \$ billion), 2017-21
- Table 23: Germany gdp (current prices, \$ billion), 2017-21
- Table 24: Germany inflation, 2017-21
- Table 25: Germany consumer price index (absolute), 2017-21
- Table 26: Germany exchange rate, 2016-20

List Of Figures

LIST OF FIGURES

Figure 1: Germany games consoles market value: \$ million, 2017-21

Figure 2: Germany games consoles market volume: thousand units, 2017-21

Figure 3: Germany games consoles market category segmentation: % share, by value, 2021

Figure 4: Germany games consoles market geography segmentation: % share, by value, 2021

Figure 5: Germany games consoles market value forecast: \$ million, 2021-26

Figure 6: Germany games consoles market volume forecast: thousand units, 2021-26

Figure 7: Forces driving competition in the games consoles market in Germany, 2021

Figure 8: Drivers of buyer power in the games consoles market in Germany, 2021

Figure 9: Drivers of supplier power in the games consoles market in Germany, 2021

Figure 10: Factors influencing the likelihood of new entrants in the games consoles market in Germany, 2021

Figure 11: Factors influencing the threat of substitutes in the games consoles market in Germany, 2021

Figure 12: Drivers of degree of rivalry in the games consoles market in Germany, 2021

Figure 13: Germany games consoles market share: % share, by value, 2021

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