

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

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Abstracts

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SUMMARY

Games Consoles in Japan 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 Japanese games consoles market is expected to generate total revenues of \$1,833.4m in 2021, representing a compound annual growth rate (CAGR) of 5.5% between 2017 and 2021.

Market consumption volume is forecast to decline with a compound annual rate of change (CARC) of -7.7% between 2017 and 2021, to reach a total of 5,226.8 million units in 2021.

The hybrid segment is expected to be the market's most lucrative in 2021, with

total revenues of \$1,078.3m, equivalent to 58.8% 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 Japan

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

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 Japan games consoles market with five year forecasts

REASONS TO BUY

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

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

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

How has the market performed over the last five years?

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

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