

Games Software Retail Global Industry Guide 2019-2028

<https://marketpublishers.com/r/G2953AF94765EN.html>

Date: August 2024

Pages: 209

Price: US\$ 1,495.00 (Single User License)

ID: G2953AF94765EN

Abstracts

Games Software Retail Global Industry Guide 2019-2028

Summary

Global Games Software Retail industry profile provides top-line qualitative and quantitative summary information including: market size (value , and forecast to 2028). 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 software retail market includes games for domestic game consoles, handheld game consoles, mobile phones, and other wireless devices, and games for PC and Mac desktop computers. Online games are excluded (e.g., Second Life) from our scope. Market value includes retail sales.

All market data and forecasts are adjusted for inflation and all currency conversions used in the creation of this report have been calculated using yearly annual average exchange rates.

The global games software retail market recorded revenues of \$61,164 million in 2023, representing a compound annual growth rate (CAGR) of 3% between 2018 and 2023.

Online specialists account for the largest proportion of sales in the global games software retail market in 2023, sales through this channel generated \$21,805.4

million, equivalent to 35.7% of the market's overall value.

According to GlobalData, North America held the largest share of 39.0% of the global games software retail market in 2023, followed by Asia-Pacific accounting for 28.7%.

Scope

Save time carrying out entry-level research by identifying the size, growth, and leading players in the global games software retail market

Use the Five Forces analysis to determine the competitive intensity and therefore attractiveness of the global games software retail market

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

Add weight to presentations and pitches by understanding the future growth prospects of the global games software retail market with five year forecasts

Reasons to Buy

What was the size of the global games software retail market by value in 2023?

What will be the size of the global games software retail market in 2028?

What factors are affecting the strength of competition in the global games software retail market?

How has the market performed over the last five years?

How large is the global games software retail market in relation to its regional counterparts?

Contents

1 EXECUTIVE SUMMARY

- 1.1. Market value
- 1.2. Market value forecast
- 1.3. Geography segmentation
- 1.4. Competitive landscape

2 INTRODUCTION

- 2.1. What is this report about?
- 2.2. Who is the target reader?
- 2.3. How to use this report
- 2.4. Definitions

3 GLOBAL GAMES SOFTWARE RETAIL

- 3.1. Market Overview
- 3.2. Market Data
- 3.3. Market Segmentation
- 3.4. Market outlook
- 3.5. Five forces analysis

4 MACROECONOMIC INDICATORS

- 4.1. Country data

5 GAMES SOFTWARE RETAIL IN ASIA-PACIFIC

- 5.1. Market Overview
- 5.2. Market Data
- 5.3. Market Segmentation
- 5.4. Market outlook
- 5.5. Five forces analysis

6 GAMES SOFTWARE RETAIL IN EUROPE

- 6.1. Market Overview

- 6.2. Market Data
- 6.3. Market Segmentation
- 6.4. Market outlook
- 6.5. Five forces analysis

7 MACROECONOMIC INDICATORS

- 7.1. Country data

8 GAMES SOFTWARE RETAIL IN JAPAN

- 8.1. Market Overview
- 8.2. Market Data
- 8.3. Market Segmentation
- 8.4. Market outlook
- 8.5. Five forces analysis

9 MACROECONOMIC INDICATORS

- 9.1. Country data

10 GAMES SOFTWARE RETAIL IN THE UNITED KINGDOM

- 10.1. Market Overview
- 10.2. Market Data
- 10.3. Market Segmentation
- 10.4. Market outlook
- 10.5. Five forces analysis

11 MACROECONOMIC INDICATORS

- 11.1. Country data

12 GAMES SOFTWARE RETAIL IN THE UNITED STATES

- 12.1. Market Overview
- 12.2. Market Data
- 12.3. Market Segmentation
- 12.4. Market outlook

12.5. Five forces analysis

13 MACROECONOMIC INDICATORS

13.1. Country data

14 GAMES SOFTWARE RETAIL IN FRANCE

14.1. Market Overview

14.2. Market Data

14.3. Market Segmentation

14.4. Market outlook

14.5. Five forces analysis

15 MACROECONOMIC INDICATORS

15.1. Country data

16 GAMES SOFTWARE RETAIL IN GERMANY

16.1. Market Overview

16.2. Market Data

16.3. Market Segmentation

16.4. Market outlook

16.5. Five forces analysis

17 MACROECONOMIC INDICATORS

17.1. Country data

18 COMPANY PROFILES

18.1. GameStop Corp

18.2. Target Corp

18.3. Amazon.com Inc

18.4. Walmart Inc

18.5. Sanborn Hermanos SA

18.6. Valve Corporation

18.7. Rakuten Group Inc

- 18.8. Tencent Holdings Ltd
- 18.9. NetEase Inc
- 18.10. Yamada Holdings Co Ltd
- 18.11. Ceconomy AG
- 18.12. Game Retail Ltd
- 18.13. Carrefour SA
- 18.14. Nintendo Co Ltd
- 18.15. J Sainsbury Plc
- 18.16. Fnac Darty SA
- 18.17. MediaMarktSaturn Retail Group GmbH

19 APPENDIX

- 19.1. Methodology
- 19.2. About MarketLine

List Of Tables

LIST OF TABLES

Table 1: Global games software retail market value: \$ million, 2018-23

Table 2: Global games software retail market geography segmentation: \$ million, 2023

Table 3: Global games software retail market distribution: % share, by value, 2023

Table 4: Global games software retail market value forecast: \$ million, 2023-28

Table 5: Global size of population (million), 2019-23

Table 6: Global real gdp (constant 2010 prices, \$ billion), 2019-23

Table 7: Global gdp (current prices, \$ billion), 2019-23

Table 8: Global inflation, 2019-23

Table 9: Global consumer price index (absolute), 2019-23

Table 10: Global exchange rate, 2018-23

Table 11: Asia-Pacific games software retail market value: \$ million, 2018-23

Table 12: Asia-Pacific games software retail market geography segmentation: \$ million, 2023

Table 13: Asia-Pacific games software retail market distribution: % share, by value, 2023

Table 14: Asia-Pacific games software retail market value forecast: \$ million, 2023-28

Table 15: Europe games software retail market value: \$ million, 2018-23

Table 16: Europe games software retail market geography segmentation: \$ million, 2023

Table 17: Europe games software retail market distribution: % share, by value, 2023

Table 18: Europe games software retail market value forecast: \$ million, 2023-28

Table 19: Europe size of population (million), 2019-23

Table 20: Europe real gdp (constant 2010 prices, \$ billion), 2019-23

Table 21: Europe gdp (current prices, \$ billion), 2019-23

Table 22: Europe inflation, 2019-23

Table 23: Europe consumer price index (absolute), 2019-23

Table 24: Europe exchange rate, 2018-23

Table 25: Japan games software retail market value: \$ million, 2018-23

Table 26: Japan games software retail market geography segmentation: \$ million, 2023

Table 27: Japan games software retail market distribution: % share, by value, 2023

Table 28: Japan games software retail market value forecast: \$ million, 2023-28

Table 29: Japan size of population (million), 2019-23

Table 30: Japan real gdp (constant 2010 prices, \$ billion), 2019-23

Table 31: Japan gdp (current prices, \$ billion), 2019-23

Table 32: Japan inflation, 2019-23

Table 33: Japan consumer price index (absolute), 2019-23

Table 34: Japan exchange rate, 2018-23

Table 35: United Kingdom games software retail market value: \$ million, 2018-23

Table 36: United Kingdom games software retail market geography segmentation: \$ million, 2023

Table 37: United Kingdom games software retail market distribution: % share, by value, 2023

Table 38: United Kingdom games software retail market value forecast: \$ million, 2023-28

Table 39: United Kingdom size of population (million), 2019-23

Table 40: United Kingdom real gdp (constant 2010 prices, \$ billion), 2019-23

Table 41: United Kingdom gdp (current prices, \$ billion), 2019-23

Table 42: United Kingdom inflation, 2019-23

Table 43: United Kingdom consumer price index (absolute), 2019-23

Table 44: United Kingdom exchange rate, 2018-23

Table 45: United States games software retail market value: \$ million, 2018-23

Table 46: United States games software retail market geography segmentation: \$ million, 2023

Table 47: United States games software retail market distribution: % share, by value, 2023

Table 48: United States games software retail market value forecast: \$ million, 2023-28

Table 49: United States size of population (million), 2019-23

Table 50: United States real gdp (constant 2010 prices, \$ billion), 2019-23

Table 51: United States gdp (current prices, \$ billion), 2019-23

Table 52: United States inflation, 2019-23

Table 53: United States consumer price index (absolute), 2019-23

Table 54: United States exchange rate, 2018-23

Table 55: France games software retail market value: \$ million, 2018-23

Table 56: France games software retail market geography segmentation: \$ million, 2023

Table 57: France games software retail market distribution: % share, by value, 2023

Table 58: France games software retail market value forecast: \$ million, 2023-28

Table 59: France size of population (million), 2019-23

Table 60: France real gdp (constant 2010 prices, \$ billion), 2019-23

Table 61: France gdp (current prices, \$ billion), 2019-23

Table 62: France inflation, 2019-23

Table 63: France consumer price index (absolute), 2019-23

Table 64: France exchange rate, 2018-23

Table 65: Germany games software retail market value: \$ million, 2018-23

Table 66: Germany games software retail market geography segmentation: \$ million,

2023

Table 67: Germany games software retail market distribution: % share, by value, 2023

Table 68: Germany games software retail market value forecast: \$ million, 2023-28

Table 69: Germany size of population (million), 2019-23

Table 70: Germany real gdp (constant 2010 prices, \$ billion), 2019-23

Table 71: Germany gdp (current prices, \$ billion), 2019-23

Table 72: Germany inflation, 2019-23

Table 73: Germany consumer price index (absolute), 2019-23

Table 74: Germany exchange rate, 2018-23

Table 75: GameStop Corp: key facts

Table 76: GameStop Corp: Annual Financial Ratios

Table 77: GameStop Corp: Key Employees

Table 78: Target Corp: key facts

Table 79: Target Corp: Annual Financial Ratios

Table 80: Target Corp: Key Employees

Table 81: Target Corp: Key Employees Continued

Table 82: Amazon.com Inc: key facts

Table 83: Amazon.com Inc: Annual Financial Ratios

Table 84: Amazon.com Inc: Key Employees

I would like to order

Product name: Games Software Retail Global Industry Guide 2019-2028

Product link: <https://marketpublishers.com/r/G2953AF94765EN.html>

Price: US\$ 1,495.00 (Single User License / Electronic Delivery)

If you want to order Corporate License or Hard Copy, please, contact our Customer Service:

info@marketpublishers.com

Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/G2953AF94765EN.html>

To pay by Wire Transfer, please, fill in your contact details in the form below:

First name:
Last name:
Email:
Company:
Address:
City:
Zip code:
Country:
Tel:
Fax:
Your message:

****All fields are required**

Customer signature _____

Please, note that by ordering from marketpublishers.com you are agreeing to our Terms & Conditions at <https://marketpublishers.com/docs/terms.html>

To place an order via fax simply print this form, fill in the information below and fax the completed form to +44 20 7900 3970