

Games Software Retail in Japan - Market Summary, Competitive Analysis and Forecast to 2025

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Abstracts

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SUMMARY

Games Software Retail in Japan industry profile provides top-line qualitative and quantitative summary information including: market size (value 2016-20, and forecast to 2025). 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 market includes retail sales of games for domestic games consoles, handheld games consoles, mobile phones and other wireless devices; and games for PC and Mac desktop computers. Online games are excluded (e.g. Second Life). Console hardware sales are excluded. All market data and forecasts are represented as a consumer expenditure in retailers which includes sales taxes (e.g. VAT) and figures presented are in nominal terms (i.e., without adjustment for inflation) and all currency conversions used in the creation of this report have been calculated using constant 2020 annual average exchange rates.

The Japanese games software market had total revenues of \$3,177.4m in 2020, representing a compound annual rate of change (CARC) of -1.1% between 2016 and 2020.

Online Specialists account for the largest proportion of sales in the Japanese games software market in 2020, sales through this channel generated \$1,062.1m, equivalent to 33.4% of the market's overall value.

The PS5, Sony's newest console, has proven remarkably unpopular with Japanese consumers, with only 240,000 sold.

SCOPE

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

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

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 Japan games software retail market with five year forecasts

REASONS TO BUY

What was the size of the Japan games software retail market by value in 2020?

What will be the size of the Japan games software retail market in 2025?

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

How has the market performed over the last five years?

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

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