

# Games Software Retail in the United States of America (USA) - Market Summary, Competitive Analysis and Forecast to 2025

<https://marketpublishers.com/r/G729501CF784EN.html>

Date: August 2021

Pages: 47

Price: US\$ 350.00 (Single User License)

ID: G729501CF784EN

## Abstracts

Games Software Retail in the United States of America (USA) - Market Summary, Competitive Analysis and Forecast to 2025

### SUMMARY

Games Software Retail in the United States 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 US games software market had total revenues of \$20,631.6m in 2020, representing a compound annual growth rate (CAGR) of 2.6% between 2016 and 2020.

Online Specialists account for the largest proportion of sales in the US games software market in 2020, sales through this channel generated \$7,726.8m, equivalent to 37.5% of the market's overall value.

In 2013, the US had an average download speed of 31 Mbps and as of 2021 it is 192 Mbps, according to Ookla. This has reduced the barriers for consumers to download large files, such as games, resulting in the marked increase in online sales of games.

## 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 the United States

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

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 United States games software retail market with five year forecasts

## REASONS TO BUY

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

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

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

How has the market performed over the last five years?

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

## Contents

### **1 EXECUTIVE SUMMARY**

- 1.1. Market value
- 1.2. Market value forecast
- 1.3. Geography segmentation
- 1.4. Market rivalry
- 1.5. Competitive Landscape

### **2 MARKET OVERVIEW**

- 2.1. Market definition
- 2.2. Market analysis

### **3 MARKET DATA**

- 3.1. Market value

### **4 MARKET SEGMENTATION**

- 4.1. Geography segmentation
- 4.2. Market distribution

### **5 MARKET OUTLOOK**

- 5.1. Market value 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. Who are the leading players?
- 7.2. What strategies do the leading players follow?
- 7.3. What disruptors/challengers have changed the market in recent years?

## **8 COMPANY PROFILES**

- 8.1. Amazon.com, Inc.
- 8.2. GameStop Corp
- 8.3. Target Corp
- 8.4. Walmart Inc

## **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: United States games software retail market value: \$ billion, 2016-20

Table 2: United States games software retail market geography segmentation: \$ billion, 2020

Table 3: United States games software retail market distribution: % share, by value, 2020

Table 4: United States games software retail market value forecast: \$ billion, 2020-25

Table 5: Amazon.com, Inc.: key facts

Table 6: Amazon.com, Inc.: Annual Financial Ratios

Table 7: Amazon.com, Inc.: Key Employees

Table 8: Amazon.com, Inc.: Key Employees Continued

Table 9: GameStop Corp: key facts

Table 10: GameStop Corp: Annual Financial Ratios

Table 11: GameStop Corp: Key Employees

Table 12: GameStop Corp: Key Employees Continued

Table 13: Target Corp: key facts

Table 14: Target Corp: Annual Financial Ratios

Table 15: Target Corp: Key Employees

Table 16: Target Corp: Key Employees Continued

Table 17: Walmart Inc: key facts

Table 18: Walmart Inc: Annual Financial Ratios

Table 19: Walmart Inc: Key Employees

Table 20: Walmart Inc: Key Employees Continued

Table 21: Walmart Inc: Key Employees Continued

Table 22: Walmart Inc: Key Employees Continued

Table 23: United States size of population (million), 2016-20

Table 24: United States gdp (constant 2005 prices, \$ billion), 2016-20

Table 25: United States gdp (current prices, \$ billion), 2016-20

Table 26: United States inflation, 2016-20

Table 27: United States consumer price index (absolute), 2016-20

Table 28: United States exchange rate, 2016-20

## List Of Figures

### LIST OF FIGURES

Figure 1: United States games software retail market value: \$ billion, 2016-20

Figure 2: United States games software retail market geography segmentation: % share, by value, 2020

Figure 3: United States games software retail market distribution: % share, by value, 2020

Figure 4: United States games software retail market value forecast: \$ billion, 2020-25

Figure 5: Forces driving competition in the games software retail market in the United States, 2020

Figure 6: Drivers of buyer power in the games software retail market in the United States, 2020

Figure 7: Drivers of supplier power in the games software retail market in the United States, 2020

Figure 8: Factors influencing the likelihood of new entrants in the games software retail market in the United States, 2020

Figure 9: Factors influencing the threat of substitutes in the games software retail market in the United States, 2020

Figure 10: Drivers of degree of rivalry in the games software retail market in the United States, 2020

## I would like to order

Product name: Games Software Retail in the United States of America (USA) - Market Summary, Competitive Analysis and Forecast to 2025

Product link: <https://marketpublishers.com/r/G729501CF784EN.html>

Price: US\$ 350.00 (Single User License / Electronic Delivery)

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

[info@marketpublishers.com](mailto:info@marketpublishers.com)

## Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/G729501CF784EN.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



