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Games Software Retail in the United States

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Abstracts

Games Software Retail in the United States

Summary

Games Software Retail in the United States industry profile provides top-line qualitative and quantitative summary information including: market size (value and volume 2018-23, 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.

The US games software retail market recorded revenues of $20,897.8 million in 2023, representing a compound annual growth rate (CAGR) of 1.1% between 2018 and 2023.

Online specialists accounted for the largest proportion of sales in the US games software retail market in 2023, sales through this channel generated $6,925.6 million, equivalent to 33.1% of the market's overall value.

According to GlobalData, the US dominated the global game software retail market, accounting for 34.2% in 2023.

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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 by both value and volume

Reasons to Buy

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

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

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?

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