

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.

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?

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 are the strengths of the leading players?
- 7.4. What are the recent developments in the market?

8 COMPANY PROFILES

- 8.1. GameStop Corp
- 8.2. Target Corp
- 8.3. Amazon.com Inc
- 8.4. Walmart Inc
- 8.5. Valve Corporation

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: \$ million, 2018-23
Table 2: United States games software retail market geography segmentation: \$ million, 2023
Table 3: United States games software retail market distribution: % share, by value, 2023
Table 4: United States games software retail market value forecast: \$ million, 2023-28
Table 5: GameStop Corp: key facts
Table 6: GameStop Corp: Annual Financial Ratios
Table 7: GameStop Corp: Key Employees
Table 8: Target Corp: key facts
Table 9: Target Corp: Annual Financial Ratios
Table 10: Target Corp: Key Employees
Table 11: Target Corp: Key Employees Continued
Table 12: Amazon.com Inc: key facts
Table 13: Amazon.com Inc: Annual Financial Ratios
Table 14: Amazon.com Inc: Key Employees
Table 15: Amazon.com Inc: Key Employees Continued
Table 16: Walmart Inc: key facts
Table 17: Walmart Inc: Annual Financial Ratios
Table 18: Walmart Inc: Key Employees
Table 19: Walmart Inc: Key Employees Continued
Table 20: Walmart Inc: Key Employees Continued
Table 21: Walmart Inc: Key Employees Continued
Table 22: Valve Corporation: key facts
Table 23: Valve Corporation: Key Employees
Table 24: United States size of population (million), 2019-23
Table 25: United States real gdp (constant 2010 prices, \$ billion), 2019-23
Table 26: United States gdp (current prices, \$ billion), 2019-23
Table 27: United States inflation, 2019-23
Table 28: United States consumer price index (absolute), 2019-23
Table 29: United States exchange rate, 2018-23

List Of Figures

LIST OF FIGURES

Figure 1: United States games software retail market value: \$ million, 2018-23

Figure 2: United States games software retail market geography segmentation: % share, by value, 2023

Figure 3: United States games software retail market distribution: % share, by value, 2023

Figure 4: United States games software retail market value forecast: \$ million, 2023-28

Figure 5: Forces driving competition in the games software retail market in the United States, 2023

Figure 6: Drivers of buyer power in the games software retail market in the United States, 2023

Figure 7: Drivers of supplier power in the games software retail market in the United States, 2023

Figure 8: Factors influencing the likelihood of new entrants in the games software retail market in the United States, 2023

Figure 9: Factors influencing the threat of substitutes in the games software retail market in the United States, 2023

Figure 10: Drivers of degree of rivalry in the games software retail market in the United States, 2023

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