

Games Consoles in Europe

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Abstracts

Games Consoles in Europe

SUMMARY

Games Consoles in Europe industry profile provides top-line qualitative and quantitative summary information including: market size (value and volume 2015-19, and forecast to 2024). 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 consoles market consists of the total revenues generated by Nintendo, Microsoft and Sony through the sale of their console platforms including their respective home entertainment consoles, their handheld models and realised in 2017 hybrid models.

The European games consoles market had total revenues of \$3,897.4m in 2019, representing a compound annual rate of change (CARC) of -0.3% between 2015 and 2019.

Market consumption volume increased with a CAGR of 1.9% between 2015 and 2019, to reach a total of 14,924.5 thousand units in 2019.

The console market is extremely cyclical in nature. As such, the market shows a huge growth spurt during the release of new generations of consoles, before naturally displaying a period of gradual decline.

SCOPE

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

Use the Five Forces analysis to determine the competitive intensity and therefore attractiveness of the games consoles market in Europe

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

Add weight to presentations and pitches by understanding the future growth prospects of the Europe games consoles market with five year forecasts by both value and volume

REASONS TO BUY

What was the size of the Europe games consoles market by value in 2019?

What will be the size of the Europe games consoles market in 2024?

What factors are affecting the strength of competition in the Europe games consoles market?

How has the market performed over the last five years?

What are the main segments that make up Europe's games consoles market?

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