+357 96 030922
info@marketpublishers.com

Games Software in Europe

https://marketpublishers.com/r/GA5AFF2084BEN.html
Date: December 2019
Pages: 38
Price: US$ 350.00 (Single User License)
ID: GA5AFF2084BEN

Abstracts

Games Software in Europe

SUMMARY

Games Software in Europe industry profile provides top-line qualitative and quantitative summary information including: market size (value 2014-18, and forecast to 2023). 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. The market is valued at retail selling price (RSP) with any currency conversions calculated using constant 2018 annual average exchange rates.

The European games software market had total revenues of $12.1bn in 2018, representing a compound annual growth rate (CAGR) of 3.1% between 2014 and 2018.

Online pureplay accounted for the largest proportion of sales in the European games software market in 2018, sales through this channel generated $4.2bn, equivalent to 35% of the market's overall value.

The next major threat to online and physical games software retailers in Europe will be cloud-based gaming, which will bypass consoles to offer fully-competitive

+357 96 030922
info@marketpublishers.com

titles on a subscription basis.

SCOPE

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

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

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

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

REASONS TO BUY

What was the size of the Europe games software market by value in 2018?

What will be the size of the Europe games software market in 2023?

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

How has the market performed over the last five years?

How large is Europe's games software market in relation to its regional counterparts?

+357 96 030922
info@marketpublishers.com

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

+357 96 030922
info@marketpublishers.com

7.1. Which leading players were particularly notable in 2018?
7.2. How level is the games software playing field for retailers?
7.3. How is the changing consumer landscape impacting leading players?
7.4. How is technology shaping games software retail?
7.5. Did any major players have difficulty in 2018?

8 COMPANY PROFILES

8.1. GameStop Corp.
8.2. Game Retail Ltd
8.3. Amazon.com, 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

+357 96 030922
info@marketpublishers.com

List Of Tables

LIST OF TABLES

Table 1: Europe games software market value: $ million, 2014-18
Table 2: Europe games software market geography segmentation: $ million, 2018
Table 3: Europe games software market distribution: % share, by value, 2018
Table 4: Europe games software market value forecast: $ million, 2018-23
Table 5: GameStop Corp.: key facts
Table 6: GameStop Corp.: Annual Financial Ratios
Table 7: GameStop Corp.: Key Employees
Table 8: Game Retail Ltd: key facts
Table 9: Game Retail Ltd: Key Employees
Table 10: Amazon.com, Inc.: key facts
Table 11: Amazon.com, Inc.: Annual Financial Ratios
Table 12: Amazon.com, Inc.: Key Employees
Table 13: Europe size of population (million), 2014-18
Table 14: Europe gdp (constant 2005 prices, $ billion), 2014-18
Table 15: Europe gdp (current prices, $ billion), 2014-18
Table 16: Europe inflation, 2014-18
Table 17: Europe consumer price index (absolute), 2014-18
Table 18: Europe exchange rate, 2014-18

+357 96 030922
info@marketpublishers.com

List Of Figures

LIST OF FIGURES

Figure 1: Europe games software market value: $ million, 2014-18
Figure 2: Europe games software market geography segmentation: % share, by value, 2018
Figure 3: Europe games software market distribution: % share, by value, 2018
Figure 4: Europe games software market value forecast: $ million, 2018-23
Figure 5: Forces driving competition in the games software market in Europe, 2018
Figure 6: Drivers of buyer power in the games software market in Europe, 2018
Figure 7: Drivers of supplier power in the games software market in Europe, 2018
Figure 8: Factors influencing the likelihood of new entrants in the games software market in Europe, 2018
Figure 9: Factors influencing the threat of substitutes in the games software market in Europe, 2018
Figure 10: Drivers of degree of rivalry in the games software market in Europe, 2018

+357 96 030922
info@marketpublishers.com

I would like to order

Product name: Games Software in Europe

Product link: https://marketpublishers.com/r/GA5AFF2084BEN.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

Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page https://marketpublishers.com/r/GA5AFF2084BEN.html