+44 20 8123 2220
info@marketpublishers.com

Global Games Software Retail Market Summary, Competitive Analysis and Forecast, 2017-2026

https://marketpublishers.com/r/GFF720F26E0FEN.html
Date: October 2022
Pages: 47
Price: US$ 350.00 (Single User License)
ID: GFF720F26E0FEN

Abstracts

Global Games Software Retail Market @Summary, Competitive Analysis and Forecast, 2017-2026

SUMMARY

Global Games Software Retail industry profile provides top-line qualitative and quantitative summary information including: market size (value and volume 2017-21, and forecast to 2026). 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 2021 annual average exchange rates.

The global games software market had total revenues of $60.6 billion in 2021, representing a compound annual growth rate (CAGR) of 5.3% between 2016 and 2021.

+44 20 8123 2220
info@marketpublishers.com

The market has kept expanding in recent years, mainly driven by the uptake of video game consoles and internet connections.

The value of the global games software market grew by 3.9% in 2021.

SCOPE

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

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

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 Global games software retail market with five year forecasts by both value and volume

REASONS TO BUY

What was the size of the Global games software retail market by value in 2021?

What will be the size of the Global games software retail market in 2026?

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

How has the market performed over the last five years?

How large is the global's games software retail market in relation to its regional counterparts?

+44 20 8123 2220
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

+44 20 8123 2220
info@marketpublishers.com

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?
7.4. What is the biggest theme in the market?

8 COMPANY PROFILES

8.1. Tencent Holdings Limited
8.2. Amazon.com, Inc.
8.3. GameStop Corp
8.4. Rakuten Group 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

+44 20 8123 2220
info@marketpublishers.com

List Of Tables

LIST OF TABLES

Table 1: Global games software retail market value: $ million, 2016-21
Table 2: Global games software retail market geography segmentation: $ million, 2021
Table 3: Global games software retail market distribution: % share, by value, 2021
Table 4: Global games software retail market value forecast: $ million, 2021-26
Table 5: Tencent Holdings Limited: key facts
Table 6: Tencent Holdings Limited: Annual Financial Ratios
Table 7: Tencent Holdings Limited: Key Employees
Table 8: Tencent Holdings Limited: Key Employees Continued
Table 9: Amazon.com, Inc.: key facts
Table 10: Amazon.com, Inc.: Annual Financial Ratios
Table 11: Amazon.com, Inc.: Key Employees
Table 12: Amazon.com, Inc.: Key Employees Continued
Table 13: GameStop Corp: key facts
Table 14: GameStop Corp: Annual Financial Ratios
Table 15: GameStop Corp: Key Employees
Table 16: Rakuten Group Inc: key facts
Table 17: Rakuten Group Inc: Annual Financial Ratios
Table 18: Rakuten Group Inc: Key Employees
Table 19: Rakuten Group Inc: Key Employees Continued
Table 20: Global exchange rate, 2017-21

+44 20 8123 2220
info@marketpublishers.com

List Of Figures

LIST OF FIGURES

Figure 1: Global games software retail market value: $ million, 2016-21
Figure 2: Global games software retail market geography segmentation: % share, by value, 2021
Figure 3: Global games software retail market distribution: % share, by value, 2021
Figure 4: Global games software retail market value forecast: $ million, 2021-26
Figure 5: Forces driving competition in the global games software retail market, 2021
Figure 6: Drivers of buyer power in the global games software retail market, 2021
Figure 7: Drivers of supplier power in the global games software retail market, 2021
Figure 8: Factors influencing the likelihood of new entrants in the global games software retail market, 2021
Figure 9: Factors influencing the threat of substitutes in the global games software retail market, 2021
Figure 10: Drivers of degree of rivalry in the global games software retail market, 2021

+44 20 8123 2220
info@marketpublishers.com

I would like to order

Product name: Global Games Software Retail Market Summary, Competitive Analysis and Forecast, 2017-2026

Product link: https://marketpublishers.com/r/GFF720F26E0FEN.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/GFF720F26E0FEN.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

Custumer 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

+44 20 8123 2220
info@marketpublishers.com