

Global Games Software Retail

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Abstracts

Global Games Software Retail

Summary

Global Games Software Retail industry profile provides top-line qualitative and quantitative summary information including: market size (value 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 global games software retail market recorded revenues of \$61,164 million in 2023, representing a compound annual growth rate (CAGR) of 3% between 2018 and 2023.

Online specialists account for the largest proportion of sales in the global games software retail market in 2023, sales through this channel generated \$21,805.4 million, equivalent to 35.7% of the market's overall value.

According to GlobalData, North America held the largest share of 39.0% of the global games software retail market in 2023, followed by Asia-Pacific accounting for 28.7%.



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 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

Reasons to Buy

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

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

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?

What are the main segments that make up the global'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. Amazon.com Inc
- 8.3. Rakuten Group Inc
- 8.4. Tencent Holdings Ltd

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: Global games software retail market value: \$ million, 2018-23
- Table 2: Global games software retail market geography segmentation: \$ million, 2023
- Table 3: Global games software retail market distribution: % share, by value, 2023
- Table 4: Global 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: Amazon.com Inc: key facts
- Table 9: Amazon.com Inc: Annual Financial Ratios
- Table 10: Amazon.com Inc: Key Employees
- Table 11: Amazon.com Inc: Key Employees Continued
- Table 12: Rakuten Group Inc: key facts
- Table 13: Rakuten Group Inc: Annual Financial Ratios
- Table 14: Rakuten Group Inc: Key Employees
- Table 15: Rakuten Group Inc: Key Employees Continued
- Table 16: Rakuten Group Inc: Key Employees Continued
- Table 17: Rakuten Group Inc: Key Employees Continued
- Table 18: Tencent Holdings Ltd: key facts
- Table 19: Tencent Holdings Ltd: Annual Financial Ratios
- Table 20: Tencent Holdings Ltd: Key Employees
- Table 21: Tencent Holdings Ltd: Key Employees Continued
- Table 22: Global exchange rate, 2018-23



List Of Figures

LIST OF FIGURES

- Figure 1: Global games software retail market value: \$ million, 2018-23
- Figure 2: Global games software retail market geography segmentation: % share, by value, 2023
- Figure 3: Global games software retail market distribution: % share, by value, 2023
- Figure 4: Global games software retail market value forecast: \$ million, 2023-28
- Figure 5: Forces driving competition in the global games software retail market, 2023
- Figure 6: Drivers of buyer power in the global games software retail market, 2023
- Figure 7: Drivers of supplier power in the global games software retail market, 2023
- Figure 8: Factors influencing the likelihood of new entrants in the global games software retail market, 2023
- Figure 9: Factors influencing the threat of substitutes in the global games software retail market, 2023
- Figure 10: Drivers of degree of rivalry in the global games software retail market, 2023



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