

Japan Games Consoles Market Summary, Competitive Analysis and Forecast to 2027

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Abstracts

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SUMMARY

Games Consoles in Japan industry profile provides top-line qualitative and quantitative summary information including: market share, market size (value and volume 2017-22, and forecast to 2027). 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 heir respective home entertainment consoles, their handheld models and realised back in 2017 hybrid models.

The Japanese games consoles market had total revenues of \$1.6 billion in 2022, representing a compound annual growth rate (CAGR) of 1.0% between 2017 and 2022.

Market consumption volumes declined with a CAGR of -6.5% between 2017 and 2022, to reach a total of 5,153 thousand units in 2022.

The Japanese gaming console market is in a slump as demand slows. Long-running supply issues for the PlayStation 5 - in Japan is one of the most



significant factors impeding demand growth.

SCOPE

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

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

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 Japan games consoles market with five year forecasts by both value and volume

REASONS TO BUY

What was the size of the Japan games consoles market by value in 2022?

What will be the size of the Japan games consoles market in 2027?

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

How has the market performed over the last five years?

Who are the top competitors in Japan's games consoles market?



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