

Japan Games Consoles Market to 2027

<https://marketpublishers.com/r/J65E331BC96CEN.html>

Date: December 2023

Pages: 51

Price: US\$ 350.00 (Single User License)

ID: J65E331BC96CEN

Abstracts

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Summary

Games Consoles in Japan industry profile provides top-line qualitative and quantitative summary information including: market size (value 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

A game console is a specialized computer system designed specifically for playing video games. It typically consists of a console unit and a controller and is connected to a display device such as a television or monitor.

The Japanese games consoles market had total revenues of \$2,482.2 million in 2022, representing a compound annual growth rate (CAGR) of 10.9% between 2017 and 2022.

Market consumption volumes declined with a negative CAGR of 0.2% between 2017 and 2022, to reach a total of 7,138.0 thousand units in 2022.

Japan accounted for 13.8% of the market share of the global game consoles market in 2022.

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

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?

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

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