

PC Game-EMEA Market Status and Trend Report 2013-2023

<https://marketpublishers.com/r/P5A4CD5FD8FEN.html>

Date: February 2018

Pages: 159

Price: US\$ 3,480.00 (Single User License)

ID: P5A4CD5FD8FEN

Abstracts

Report Summary

PC Game-EMEA Market Status and Trend Report 2013-2023 offers a comprehensive analysis on PC Game industry, standing on the readers' perspective, delivering detailed market data and penetrating insights. No matter the client is industry insider, potential entrant or investor, the report will provides useful data and information. Key questions answered by this report include:

Whole EMEA and Regional Market Size of PC Game 2013-2017, and development forecast 2018-2023

Main market players of PC Game in EMEA, with company and product introduction, position in the PC Game market

Market status and development trend of PC Game by types and applications

Cost and profit status of PC Game, and marketing status

Market growth drivers and challenges

The report segments the EMEA PC Game market as:

EMEA PC Game Market: Regional Segment Analysis (Regional Consumption Volume, Consumption Volume, Revenue and Growth Rate 2013-2023):

Europe

Middle East

Africa

EMEA PC Game Market: Product Type Segment Analysis (Consumption Volume,

Average Price, Revenue, Market Share and Trend 2013-2023):

ACT
RPG
PUZ
Adventure
Simulation
Others

EMEA PC Game Market: Application Segment Analysis (Consumption Volume and Market Share 2013-2023; Downstream Customers and Market Analysis)

Game Client
Browser-Based Game
Game Mall
Others

EMEA PC Game Market: Players Segment Analysis (Company and Product introduction, PC Game Sales Volume, Revenue, Price and Gross Margin):

Blizzard Entertainment
Electronic Arts
Tencent
UBISOFT
THQ
CAPCOM
Microsoft Game Studios
EIDOS
ROCKSTAR
SIERRA
KONAMI

In a word, the report provides detailed statistics and analysis on the state of the industry; and is a valuable source of guidance and direction for companies and individuals interested in the market.

Contents

CHAPTER 1 OVERVIEW OF PC GAME

- 1.1 Definition of PC Game in This Report
- 1.2 Commercial Types of PC Game
 - 1.2.1 ACT
 - 1.2.2 RPG
 - 1.2.3 PUZ
 - 1.2.4 Adventure
 - 1.2.5 Simulation
 - 1.2.6 Others
- 1.3 Downstream Application of PC Game
 - 1.3.1 Game Client
 - 1.3.2 Browser-Based Game
 - 1.3.3 Game Mall
 - 1.3.4 Others
- 1.4 Development History of PC Game
- 1.5 Market Status and Trend of PC Game 2013-2023
 - 1.5.1 EMEA PC Game Market Status and Trend 2013-2023
 - 1.5.2 Regional PC Game Market Status and Trend 2013-2023

CHAPTER 2 EMEA MARKET STATUS AND FORECAST BY REGIONS

- 2.1 Market Status of PC Game in EMEA 2013-2017
- 2.2 Consumption Market of PC Game in EMEA by Regions
 - 2.2.1 Consumption Volume of PC Game in EMEA by Regions
 - 2.2.2 Revenue of PC Game in EMEA by Regions
- 2.3 Market Analysis of PC Game in EMEA by Regions
 - 2.3.1 Market Analysis of PC Game in Europe 2013-2017
 - 2.3.2 Market Analysis of PC Game in Middle East 2013-2017
 - 2.3.3 Market Analysis of PC Game in Africa 2013-2017
- 2.4 Market Development Forecast of PC Game in EMEA 2018-2023
 - 2.4.1 Market Development Forecast of PC Game in EMEA 2018-2023
 - 2.4.2 Market Development Forecast of PC Game by Regions 2018-2023

CHAPTER 3 EMEA MARKET STATUS AND FORECAST BY TYPES

- 3.1 Whole EMEA Market Status by Types

- 3.1.1 Consumption Volume of PC Game in EMEA by Types
- 3.1.2 Revenue of PC Game in EMEA by Types
- 3.2 EMEA Market Status by Types in Major Countries
 - 3.2.1 Market Status by Types in Europe
 - 3.2.2 Market Status by Types in Middle East
 - 3.2.3 Market Status by Types in Africa
- 3.3 Market Forecast of PC Game in EMEA by Types

CHAPTER 4 EMEA MARKET STATUS AND FORECAST BY DOWNSTREAM INDUSTRY

- 4.1 Demand Volume of PC Game in EMEA by Downstream Industry
- 4.2 Demand Volume of PC Game by Downstream Industry in Major Countries
 - 4.2.1 Demand Volume of PC Game by Downstream Industry in Europe
 - 4.2.2 Demand Volume of PC Game by Downstream Industry in Middle East
 - 4.2.3 Demand Volume of PC Game by Downstream Industry in Africa
- 4.3 Market Forecast of PC Game in EMEA by Downstream Industry

CHAPTER 5 MARKET DRIVING FACTOR ANALYSIS OF PC GAME

- 5.1 EMEA Economy Situation and Trend Overview
- 5.2 PC Game Downstream Industry Situation and Trend Overview

CHAPTER 6 PC GAME MARKET COMPETITION STATUS BY MAJOR PLAYERS IN EMEA

- 6.1 Sales Volume of PC Game in EMEA by Major Players
- 6.2 Revenue of PC Game in EMEA by Major Players
- 6.3 Basic Information of PC Game by Major Players
 - 6.3.1 Headquarters Location and Established Time of PC Game Major Players
 - 6.3.2 Employees and Revenue Level of PC Game Major Players
- 6.4 Market Competition News and Trend
 - 6.4.1 Merger, Consolidation or Acquisition News
 - 6.4.2 Investment or Disinvestment News
 - 6.4.3 New Product Development and Launch

CHAPTER 7 PC GAME MAJOR MANUFACTURERS INTRODUCTION AND MARKET DATA

7.1 Blizzard Entertainment

7.1.1 Company profile

7.1.2 Representative PC Game Product

7.1.3 PC Game Sales, Revenue, Price and Gross Margin of Blizzard Entertainment

7.2 Electronic Arts

7.2.1 Company profile

7.2.2 Representative PC Game Product

7.2.3 PC Game Sales, Revenue, Price and Gross Margin of Electronic Arts

7.3 Tencent

7.3.1 Company profile

7.3.2 Representative PC Game Product

7.3.3 PC Game Sales, Revenue, Price and Gross Margin of Tencent

7.4 UBISOFT

7.4.1 Company profile

7.4.2 Representative PC Game Product

7.4.3 PC Game Sales, Revenue, Price and Gross Margin of UBISOFT

7.5 THQ

7.5.1 Company profile

7.5.2 Representative PC Game Product

7.5.3 PC Game Sales, Revenue, Price and Gross Margin of THQ

7.6 CAPCOM

7.6.1 Company profile

7.6.2 Representative PC Game Product

7.6.3 PC Game Sales, Revenue, Price and Gross Margin of CAPCOM

7.7 Microsoft Game Studios

7.7.1 Company profile

7.7.2 Representative PC Game Product

7.7.3 PC Game Sales, Revenue, Price and Gross Margin of Microsoft Game Studios

7.8 EIDOS

7.8.1 Company profile

7.8.2 Representative PC Game Product

7.8.3 PC Game Sales, Revenue, Price and Gross Margin of EIDOS

7.9 ROCKSTAR

7.9.1 Company profile

7.9.2 Representative PC Game Product

7.9.3 PC Game Sales, Revenue, Price and Gross Margin of ROCKSTAR

7.10 SIERRA

7.10.1 Company profile

7.10.2 Representative PC Game Product

- 7.10.3 PC Game Sales, Revenue, Price and Gross Margin of SIERRA
- 7.11 KONAMI
 - 7.11.1 Company profile
 - 7.11.2 Representative PC Game Product
 - 7.11.3 PC Game Sales, Revenue, Price and Gross Margin of KONAMI

CHAPTER 8 UPSTREAM AND DOWNSTREAM MARKET ANALYSIS OF PC GAME

- 8.1 Industry Chain of PC Game
- 8.2 Upstream Market and Representative Companies Analysis
- 8.3 Downstream Market and Representative Companies Analysis

CHAPTER 9 COST AND GROSS MARGIN ANALYSIS OF PC GAME

- 9.1 Cost Structure Analysis of PC Game
- 9.2 Raw Materials Cost Analysis of PC Game
- 9.3 Labor Cost Analysis of PC Game
- 9.4 Manufacturing Expenses Analysis of PC Game

CHAPTER 10 MARKETING STATUS ANALYSIS OF PC GAME

- 10.1 Marketing Channel
 - 10.1.1 Direct Marketing
 - 10.1.2 Indirect Marketing
 - 10.1.3 Marketing Channel Development Trend
- 10.2 Market Positioning
 - 10.2.1 Pricing Strategy
 - 10.2.2 Brand Strategy
 - 10.2.3 Target Client
- 10.3 Distributors/Traders List

CHAPTER 11 REPORT CONCLUSION

CHAPTER 12 RESEARCH METHODOLOGY AND REFERENCE

- 12.1 Methodology/Research Approach
 - 12.1.1 Research Programs/Design
 - 12.1.2 Market Size Estimation
 - 12.1.3 Market Breakdown and Data Triangulation

12.2 Data Source

12.2.1 Secondary Sources

12.2.2 Primary Sources

12.3 Reference

I would like to order

Product name: PC Game-EMEA Market Status and Trend Report 2013-2023

Product link: <https://marketpublishers.com/r/P5A4CD5FD8FEN.html>

Price: US\$ 3,480.00 (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/P5A4CD5FD8FEN.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**

Customer 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