

# PC Game-India Market Status and Trend Report 2013-2023

<https://marketpublishers.com/r/PF9FF4EAADEEN.html>

Date: February 2018

Pages: 155

Price: US\$ 2,980.00 (Single User License)

ID: PF9FF4EAADEEN

## Abstracts

### Report Summary

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

Main market players of PC Game in India, 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 India PC Game market as:

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

North India

Northeast India

East India

South India

West India

India PC Game Market: Product Type Segment Analysis (Consumption Volume, Average Price, Revenue, Market Share and Trend 2013-2023):

ACT  
RPG  
PUZ  
Adventure  
Simulation  
Others

India 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

India 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 India PC Game Market Status and Trend 2013-2023
  - 1.5.2 Regional PC Game Market Status and Trend 2013-2023

### CHAPTER 2 INDIA MARKET STATUS AND FORECAST BY REGIONS

- 2.1 Market Status of PC Game in India 2013-2017
- 2.2 Consumption Market of PC Game in India by Regions
  - 2.2.1 Consumption Volume of PC Game in India by Regions
  - 2.2.2 Revenue of PC Game in India by Regions
- 2.3 Market Analysis of PC Game in India by Regions
  - 2.3.1 Market Analysis of PC Game in North India 2013-2017
  - 2.3.2 Market Analysis of PC Game in Northeast India 2013-2017
  - 2.3.3 Market Analysis of PC Game in East India 2013-2017
  - 2.3.4 Market Analysis of PC Game in South India 2013-2017
  - 2.3.5 Market Analysis of PC Game in West India 2013-2017
- 2.4 Market Development Forecast of PC Game in India 2017-2023
  - 2.4.1 Market Development Forecast of PC Game in India 2017-2023
  - 2.4.2 Market Development Forecast of PC Game by Regions 2017-2023

### CHAPTER 3 INDIA MARKET STATUS AND FORECAST BY TYPES

- 3.1 Whole India Market Status by Types
  - 3.1.1 Consumption Volume of PC Game in India by Types
  - 3.1.2 Revenue of PC Game in India by Types
- 3.2 India Market Status by Types in Major Countries
  - 3.2.1 Market Status by Types in North India
  - 3.2.2 Market Status by Types in Northeast India
  - 3.2.3 Market Status by Types in East India
  - 3.2.4 Market Status by Types in South India
  - 3.2.5 Market Status by Types in West India
- 3.3 Market Forecast of PC Game in India by Types

## **CHAPTER 4 INDIA MARKET STATUS AND FORECAST BY DOWNSTREAM INDUSTRY**

- 4.1 Demand Volume of PC Game in India 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 North India
  - 4.2.2 Demand Volume of PC Game by Downstream Industry in Northeast India
  - 4.2.3 Demand Volume of PC Game by Downstream Industry in East India
  - 4.2.4 Demand Volume of PC Game by Downstream Industry in South India
  - 4.2.5 Demand Volume of PC Game by Downstream Industry in West India
- 4.3 Market Forecast of PC Game in India by Downstream Industry

## **CHAPTER 5 MARKET DRIVING FACTOR ANALYSIS OF PC GAME**

- 5.1 India 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 INDIA**

- 6.1 Sales Volume of PC Game in India by Major Players
- 6.2 Revenue of PC Game in India 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-India Market Status and Trend Report 2013-2023

Product link: <https://marketpublishers.com/r/PF9FF4EAADEEN.html>

Price: US\$ 2,980.00 (Single User License / Electronic Delivery)

If you want to order Corporate License or Hard Copy, please, contact our Customer Service:

[info@marketpublishers.com](mailto:info@marketpublishers.com)

## Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/PF9FF4EAADEEN.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