

Video Game-Global Market Status & Trend Report 2013-2023 Top 20 Countries Data

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Abstracts

Report Summary

Video Game-Global Market Status & Trend Report 2013-2023 Top 20 Countries Data offers a comprehensive analysis on Video Game industry, standing on the readers' perspective, delivering detailed market data in Global major 20 countries 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:

Worldwide and Top 20 Countries Market Size of Video Game 2013-2017, and development forecast 2018-2023

Main manufacturers/suppliers of Video Game worldwide and market share by regions, with company and product introduction, position in the Video Game market

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

Cost and profit status of Video Game, and marketing status

Market growth drivers and challenges

The report segments the global Video Game market as:

Global Video Game Market: Regional Segment Analysis (Regional Production Volume, Consumption Volume, Revenue and Growth Rate 2013-2023):

North America (United States, Canada and Mexico)

Europe (Germany, UK, France, Italy, Russia, Spain and Benelux)

Asia Pacific (China, Japan, India, Southeast Asia and Australia)

Latin America (Brazil, Argentina and Colombia)

Middle East and Africa

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

Action
Shooter
Sports
Role-Playing
Adventure
Racing
Strategy
Others

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

PC
Conneted TV
Tablet
Smartphone

Global Video Game Market: Manufacturers Segment Analysis (Company and Product introduction, Video Game Sales Volume, Revenue, Price and Gross Margin):

Activision Blizzard
Electronic Arts
GungHo
King
Microsoft
Nintendo
Sony
Take-Two Interactive
Tencent
Ubisoft

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 VIDEO GAME

- 1.1 Definition of Video Game in This Report
- 1.2 Commercial Types of Video Game
 - 1.2.1 Action
 - 1.2.2 Shooter
 - 1.2.3 Sports
 - 1.2.4 Role-Playing
 - 1.2.5 Adventure
 - 1.2.6 Racing
 - 1.2.7 Strategy
 - 1.2.8 Others
- 1.3 Downstream Application of Video Game
 - 1.3.1 PC
 - 1.3.2 Connected TV
 - 1.3.3 Tablet
 - 1.3.4 Smartphone
- 1.4 Development History of Video Game
- 1.5 Market Status and Trend of Video Game 2013-2023
 - 1.5.1 Global Video Game Market Status and Trend 2013-2023
 - 1.5.2 Regional Video Game Market Status and Trend 2013-2023

CHAPTER 2 GLOBAL MARKET STATUS AND FORECAST BY REGIONS

- 2.1 Market Development of Video Game 2013-2017
- 2.2 Sales Market of Video Game by Regions
 - 2.2.1 Sales Volume of Video Game by Regions
 - 2.2.2 Sales Value of Video Game by Regions
- 2.3 Production Market of Video Game by Regions
- 2.4 Global Market Forecast of Video Game 2018-2023
 - 2.4.1 Global Market Forecast of Video Game 2018-2023
 - 2.4.2 Market Forecast of Video Game by Regions 2018-2023

CHAPTER 3 GLOBAL MARKET STATUS AND FORECAST BY TYPES

- 3.1 Sales Volume of Video Game by Types
- 3.2 Sales Value of Video Game by Types

3.3 Market Forecast of Video Game by Types

CHAPTER 4 GLOBAL MARKET STATUS AND FORECAST BY DOWNSTREAM INDUSTRY

4.1 Global Sales Volume of Video Game by Downstream Industry

4.2 Global Market Forecast of Video Game by Downstream Industry

CHAPTER 5 NORTH AMERICA MARKET STATUS BY COUNTRIES, TYPE, MANUFACTURERS AND DOWNSTREAM INDUSTRY

5.1 North America Video Game Market Status by Countries

5.1.1 North America Video Game Sales by Countries (2013-2017)

5.1.2 North America Video Game Revenue by Countries (2013-2017)

5.1.3 United States Video Game Market Status (2013-2017)

5.1.4 Canada Video Game Market Status (2013-2017)

5.1.5 Mexico Video Game Market Status (2013-2017)

5.2 North America Video Game Market Status by Manufacturers

5.3 North America Video Game Market Status by Type (2013-2017)

5.3.1 North America Video Game Sales by Type (2013-2017)

5.3.2 North America Video Game Revenue by Type (2013-2017)

5.4 North America Video Game Market Status by Downstream Industry (2013-2017)

CHAPTER 6 EUROPE MARKET STATUS BY COUNTRIES, TYPE, MANUFACTURERS AND DOWNSTREAM INDUSTRY

6.1 Europe Video Game Market Status by Countries

6.1.1 Europe Video Game Sales by Countries (2013-2017)

6.1.2 Europe Video Game Revenue by Countries (2013-2017)

6.1.3 Germany Video Game Market Status (2013-2017)

6.1.4 UK Video Game Market Status (2013-2017)

6.1.5 France Video Game Market Status (2013-2017)

6.1.6 Italy Video Game Market Status (2013-2017)

6.1.7 Russia Video Game Market Status (2013-2017)

6.1.8 Spain Video Game Market Status (2013-2017)

6.1.9 Benelux Video Game Market Status (2013-2017)

6.2 Europe Video Game Market Status by Manufacturers

6.3 Europe Video Game Market Status by Type (2013-2017)

6.3.1 Europe Video Game Sales by Type (2013-2017)

- 6.3.2 Europe Video Game Revenue by Type (2013-2017)
- 6.4 Europe Video Game Market Status by Downstream Industry (2013-2017)

CHAPTER 7 ASIA PACIFIC MARKET STATUS BY COUNTRIES, TYPE, MANUFACTURERS AND DOWNSTREAM INDUSTRY

- 7.1 Asia Pacific Video Game Market Status by Countries
 - 7.1.1 Asia Pacific Video Game Sales by Countries (2013-2017)
 - 7.1.2 Asia Pacific Video Game Revenue by Countries (2013-2017)
 - 7.1.3 China Video Game Market Status (2013-2017)
 - 7.1.4 Japan Video Game Market Status (2013-2017)
 - 7.1.5 India Video Game Market Status (2013-2017)
 - 7.1.6 Southeast Asia Video Game Market Status (2013-2017)
 - 7.1.7 Australia Video Game Market Status (2013-2017)
- 7.2 Asia Pacific Video Game Market Status by Manufacturers
- 7.3 Asia Pacific Video Game Market Status by Type (2013-2017)
 - 7.3.1 Asia Pacific Video Game Sales by Type (2013-2017)
 - 7.3.2 Asia Pacific Video Game Revenue by Type (2013-2017)
- 7.4 Asia Pacific Video Game Market Status by Downstream Industry (2013-2017)

CHAPTER 8 LATIN AMERICA MARKET STATUS BY COUNTRIES, TYPE, MANUFACTURERS AND DOWNSTREAM INDUSTRY

- 8.1 Latin America Video Game Market Status by Countries
 - 8.1.1 Latin America Video Game Sales by Countries (2013-2017)
 - 8.1.2 Latin America Video Game Revenue by Countries (2013-2017)
 - 8.1.3 Brazil Video Game Market Status (2013-2017)
 - 8.1.4 Argentina Video Game Market Status (2013-2017)
 - 8.1.5 Colombia Video Game Market Status (2013-2017)
- 8.2 Latin America Video Game Market Status by Manufacturers
- 8.3 Latin America Video Game Market Status by Type (2013-2017)
 - 8.3.1 Latin America Video Game Sales by Type (2013-2017)
 - 8.3.2 Latin America Video Game Revenue by Type (2013-2017)
- 8.4 Latin America Video Game Market Status by Downstream Industry (2013-2017)

CHAPTER 9 MIDDLE EAST AND AFRICA MARKET STATUS BY COUNTRIES, TYPE, MANUFACTURERS AND DOWNSTREAM INDUSTRY

- 9.1 Middle East and Africa Video Game Market Status by Countries

- 9.1.1 Middle East and Africa Video Game Sales by Countries (2013-2017)
- 9.1.2 Middle East and Africa Video Game Revenue by Countries (2013-2017)
- 9.1.3 Middle East Video Game Market Status (2013-2017)
- 9.1.4 Africa Video Game Market Status (2013-2017)
- 9.2 Middle East and Africa Video Game Market Status by Manufacturers
- 9.3 Middle East and Africa Video Game Market Status by Type (2013-2017)
 - 9.3.1 Middle East and Africa Video Game Sales by Type (2013-2017)
 - 9.3.2 Middle East and Africa Video Game Revenue by Type (2013-2017)
- 9.4 Middle East and Africa Video Game Market Status by Downstream Industry (2013-2017)

CHAPTER 10 MARKET DRIVING FACTOR ANALYSIS OF VIDEO GAME

- 10.1 Global Economy Situation and Trend Overview
- 10.2 Video Game Downstream Industry Situation and Trend Overview

CHAPTER 11 VIDEO GAME MARKET COMPETITION STATUS BY MAJOR MANUFACTURERS

- 11.1 Production Volume of Video Game by Major Manufacturers
- 11.2 Production Value of Video Game by Major Manufacturers
- 11.3 Basic Information of Video Game by Major Manufacturers
 - 11.3.1 Headquarters Location and Established Time of Video Game Major Manufacturer
 - 11.3.2 Employees and Revenue Level of Video Game Major Manufacturer
- 11.4 Market Competition News and Trend
 - 11.4.1 Merger, Consolidation or Acquisition News
 - 11.4.2 Investment or Disinvestment News
 - 11.4.3 New Product Development and Launch

CHAPTER 12 VIDEO GAME MAJOR MANUFACTURERS INTRODUCTION AND MARKET DATA

- 12.1 Activision Blizzard
 - 12.1.1 Company profile
 - 12.1.2 Representative Video Game Product
 - 12.1.3 Video Game Sales, Revenue, Price and Gross Margin of Activision Blizzard
- 12.2 Electronic Arts
 - 12.2.1 Company profile

- 12.2.2 Representative Video Game Product
- 12.2.3 Video Game Sales, Revenue, Price and Gross Margin of Electronic Arts
- 12.3 GungHo
 - 12.3.1 Company profile
 - 12.3.2 Representative Video Game Product
 - 12.3.3 Video Game Sales, Revenue, Price and Gross Margin of GungHo
- 12.4 King
 - 12.4.1 Company profile
 - 12.4.2 Representative Video Game Product
 - 12.4.3 Video Game Sales, Revenue, Price and Gross Margin of King
- 12.5 Microsoft
 - 12.5.1 Company profile
 - 12.5.2 Representative Video Game Product
 - 12.5.3 Video Game Sales, Revenue, Price and Gross Margin of Microsoft
- 12.6 Nintendo
 - 12.6.1 Company profile
 - 12.6.2 Representative Video Game Product
 - 12.6.3 Video Game Sales, Revenue, Price and Gross Margin of Nintendo
- 12.7 Sony
 - 12.7.1 Company profile
 - 12.7.2 Representative Video Game Product
 - 12.7.3 Video Game Sales, Revenue, Price and Gross Margin of Sony
- 12.8 Take-Two Interactive
 - 12.8.1 Company profile
 - 12.8.2 Representative Video Game Product
 - 12.8.3 Video Game Sales, Revenue, Price and Gross Margin of Take-Two Interactive
- 12.9 Tencent
 - 12.9.1 Company profile
 - 12.9.2 Representative Video Game Product
 - 12.9.3 Video Game Sales, Revenue, Price and Gross Margin of Tencent
- 12.10 Ubisoft
 - 12.10.1 Company profile
 - 12.10.2 Representative Video Game Product
 - 12.10.3 Video Game Sales, Revenue, Price and Gross Margin of Ubisoft

CHAPTER 13 UPSTREAM AND DOWNSTREAM MARKET ANALYSIS OF VIDEO GAME

13.1 Industry Chain of Video Game

13.2 Upstream Market and Representative Companies Analysis

13.3 Downstream Market and Representative Companies Analysis

CHAPTER 14 COST AND GROSS MARGIN ANALYSIS OF VIDEO GAME

14.1 Cost Structure Analysis of Video Game

14.2 Raw Materials Cost Analysis of Video Game

14.3 Labor Cost Analysis of Video Game

14.4 Manufacturing Expenses Analysis of Video Game

CHAPTER 15 REPORT CONCLUSION

CHAPTER 16 RESEARCH METHODOLOGY AND REFERENCE

16.1 Methodology/Research Approach

16.1.1 Research Programs/Design

16.1.2 Market Size Estimation

16.1.3 Market Breakdown and Data Triangulation

16.2 Data Source

16.2.1 Secondary Sources

16.2.2 Primary Sources

16.3 Reference

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