

Connected Game Console Market, Global Outlook and Forecast 2022-2028

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Abstracts

This report contains market size and forecasts of Connected Game Console in global, including the following market information:

Global Connected Game Console Market Revenue, 2017-2022, 2023-2028, (\$ millions)

Global Connected Game Console Market Sales, 2017-2022, 2023-2028, (K Units)

Global top five Connected Game Console companies in 2021 (%)

The global Connected Game Console market was valued at million in 2021 and is projected to reach US\$ million by 2028, at a CAGR of % during the forecast period.

The U.S. Market is Estimated at \$ Million in 2021, While China is Forecast to Reach \$ Million by 2028.

Standalone Console Segment to Reach \$ Million by 2028, with a % CAGR in next six years.

The global key manufacturers of Connected Game Console include Microsoft, Sony, Nintendo and NVIDIA, etc. In 2021, the global top five players have a share approximately % in terms of revenue.

MARKET MONITOR GLOBAL, INC (MMG) has surveyed the Connected Game Console manufacturers, suppliers, distributors and industry experts on this industry, involving the sales, revenue, demand, price change, product type, recent development and plan, industry trends, drivers, challenges, obstacles, and potential risks.

Total Market by Segment:

Global Connected Game Console Market, by Type, 2017-2022, 2023-2028 (\$ Millions)
& (K Units)

Global Connected Game Console Market Segment Percentages, by Type, 2021 (%)

Standalone Console

Handheld Console

Global Connected Game Console Market, by Application, 2017-2022, 2023-2028 (\$
Millions) & (K Units)

Global Connected Game Console Market Segment Percentages, by Application, 2021
(%)

Commercial

Home Use

Others

Global Connected Game Console Market, By Region and Country, 2017-2022,
2023-2028 (\$ Millions) & (K Units)

Global Connected Game Console Market Segment Percentages, By Region and
Country, 2021 (%)

North America

US

Canada

Mexico

Europe

Germany

France

U.K.

Italy

Russia

Nordic Countries

Benelux

Rest of Europe

Asia

China

Japan

South Korea

Southeast Asia

India

Rest of Asia

South America

Brazil

Argentina

Rest of South America

Middle East & Africa

Turkey

Israel

Saudi Arabia

UAE

Rest of Middle East & Africa

Competitor Analysis

The report also provides analysis of leading market participants including:

Key companies Connected Game Console revenues in global market, 2017-2022
(Estimated), (\$ millions)

Key companies Connected Game Console revenues share in global market, 2021 (%)

Key companies Connected Game Console sales in global market, 2017-2022
(Estimated), (K Units)

Key companies Connected Game Console sales share in global market, 2021 (%)

Further, the report presents profiles of competitors in the market, key players include:

Microsoft

Sony

Nintendo

NVIDIA

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