

Home Console Market, Global Outlook and Forecast 2022-2028

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Abstracts

A home console is a computer device that outputs a video signal or visual image to display a video game that one or more people can play.

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

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

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

Global top five Home Console companies in 2021 (%)

The global Home 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.

TV Gaming Consoles Segment to Reach \$ Million by 2028, with a % CAGR in next six years.

The global key manufacturers of Home Console include Mad Catz, Microsoft, Nintendo, Sony, Apple/Bandai, Logitech, OUYA, Atari and Amstrad/Sky, etc. In 2021, the global top five players have a share approximately % in terms of revenue.

MARKET MONITOR GLOBAL, INC (MMG) has surveyed the Home 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 Home Console Market, by Type, 2017-2022, 2023-2028 (\$ Millions) & (K Units)

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

TV Gaming Consoles

PC Gaming Consoles

Handheld Gaming Consoles

Other

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

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

50 Years Old

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

Global Home 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 Home Console revenues in global market, 2017-2022 (Estimated), (\$ millions)

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

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

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

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

Mad Catz

Microsoft

Nintendo

Sony

Apple/Bandai

Logitech

OUYA

Atari

Amstrad/Sky

NEC Home Electronics

Sega

Coleco

INTV Corporation

Magnavox

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