

EU5 Digital Gaming market (2018-2023)

<https://marketpublishers.com/r/E08AC86750FEN.html>

Date: May 2018

Pages: 75

Price: US\$ 1,950.00 (Single User License)

ID: E08AC86750FEN

Abstracts

The report is sent in 5-10 business days after order is placed.

EU5 Digital Gaming Market

Digital gaming is very popular in EU5 countries. Playing video games ranks among the top leisure activities for people of these countries. In fact, people in between the ages of 15 and 50 spend nearly as much time gaming as they do watching TV or socializing with family and friends, and opt for gaming as a way to spend time while stimulating the imagination and staying mentally fit. The EU5 Digital Gaming market is projected to register a double digit CAGR during the forecast period of 2018-2023. Gamers in the EU5 region prefer to play on all platforms and genres - from mobile, PC and console, to fast-developing sectors such as VR/AR and eSports of which Console gaming is the most preferred one fuelled by the higher disposable income of gamers in comparison to other developing countries of the world.

EU5 boasts of countries like France, which have a number of studios that are recognized worldwide for their expertise in the video-game industry, and Germany, where game developers and publishers are continuously building clusters, and international trade events such as Gamescom, Casual Connect Europe or the Serious Games Conference are held regularly. Also, countries like Spain, Italy and UK take a high interest in console gaming. The strong economic backbone of the countries clubbed with government support in the form of special tax breaks to video game companies are driving the Digital Gaming market forward.

The EU5 Digital Gaming market is segmented into PC games, mobile games, and console games. Among these segments, the mobile gaming and console gaming segments are significant revenue generators.

Key growth factors:

The high disposable income of the people of the countries in EU5 is a crucial driver for the growth of the digital games market. Also, the countries have robust gaming infrastructure with over 80% internet penetration and over 65% smartphone penetration on an average among mobile users in the countries.

Government support in countries like France, where, in 2016, the government initiated a project to regulate and formally recognize eSports as a gaming segment, drives the digital games market in the region.

Threats and key players:

The recent political turmoil such as Eurozone crisis, Brexit, etc., poses threats to the industry. Many gaming companies are planning to relocate to other politically stable areas from EU. This would disrupt the growth of gaming industry.

The key players in the EU5 Digital Gaming market are Activision Blizzard, Nintendo, Sony, Dhruva Interactive, etc.

What's covered in the report?

Overview of the EU5 Digital Gaming market

The historical, current and forecasted market size data for the EU5 Digital Gaming market

The historical, current and forecasted market size data for the segments of the market – by platforms– PC games, console games, and mobile games

The historical, current and forecasted market size data for the segments of the market – by revenue models (Freemium, Pay to Play, Advertising)

The historical, current and forecasted market size data for the segments of the market – by genres (Shooter, Role- play Action, Sports, Strategy, Others)

Market trends in the EU5 Digital Gaming market

Market drivers and challenges in the EU5 Digital Gaming market

Analysis of spending for segmentation by platforms

Profiles of major players operating in the market

Why buy?

Get a broad understanding of the EU5 Digital Gaming market and its segmentations - by platforms– PC games, console games, and mobile games, – by revenue models (Freemium, Pay to Play, Advertising), by genres (Shooter, Role- play Action, Sports, Strategy, Others)

Get specific drivers and challenges affecting the EU5 Digital Gaming market and its segmentations (By platforms, by revenue models, by genres)

Get specific trends occurring in the EU5 Digital Gaming market

Get analysis of spending for segmentation by platforms

Recognize significant competitors' business and market dynamics, and respond accordingly

Customizations Available

With the given market data, Netscribes offers customizations according to specific needs.

Contents

CHAPTER 1: EXECUTIVE SUMMARY

- 1.1 Market scope and segmentation
- 1.2 Key questions answered in this study
- 1.3 Executive summary

CHAPTER 2: INTRODUCTION

- 2.1. Market definitions
- 2.2. Different business models
- 2.3. Digital game genres
- 2.4. Value chain of games

CHAPTER 3: EU5 DIGITAL GAMING MARKET OVERVIEW

- 3.1. Historical (2015-2017) Digital Gaming market revenue (USD Bn)
- 3.2. Forecasted (2018-2023) Digital Gaming market revenue (USD Bn)
- 3.3. Drivers
- 3.4. Challenges
- 3.5. Trends

CHAPTER 4: EU5 DIGITAL GAMING MARKET SEGMENTATION BY PLATFORM

- 4.1. EU5 market share and size (USD Bn – 2017) – by platforms (PC, Console, Mobile)
- 4.2. EU5 PC games market
 - Market size (USD Bn) (2015, 2017, 2023)
 - Drivers
 - Challenges
- 4.3. EU5 mobile games market
 - Market size (USD Bn) (2015, 2017, 2023)
 - Drivers
 - Challenges
- 4.4. EU5 console games market
 - Market size (USD Bn) (2015, 2017, 2023)
 - Drivers
 - Challenges

CHAPTER 5: EU5 DIGITAL GAMING MARKET SEGMENTATION – BY REVENUE MODELS

5.1. EU5 market share and size (USD Bn 2017) – by revenue models (Freemium, Pay to Play, Advertising)

5.2. EU5 freemium model market

Market size (USD Bn) (2015, 2017, 2023)

Drivers

Challenges

5.3. EU5 pay to play model market

Market size (USD Bn) (2015, 2017, 2023)

Drivers

Challenges

5.4. EU5 advertising model market

Market size (USD Bn) (2015, 2017, 2023)

Drivers

Challenges

CHAPTER 6: EU5 DIGITAL GAMING MARKET SEGMENTATION – BY GENRES

6.1. EU5 market share and size (USD Bn – 2017) – by genres (Shooter, Role play Action, Sports, Strategy, Others)

6.2. EU5 shooter genre market

Market size (USD Bn) (2015, 2017, 2023)

Drivers

Challenges

6.3. EU5 role-playing action genre market

Market size (USD Bn) (2015, 2017, 2023)

Drivers

Challenges

6.4. EU5 sports genre market

Market size (USD Bn) (2015, 2017, 2023)

Drivers

Challenges

6.5. EU5 strategy genre market

Market size (USD Bn) (2015, 2017, 2023)

Drivers

Challenges

6.6. EU5 other genres market

Market size (USD Bn) (2015, 2017, 2023)

Drivers

Challenges

CHAPTER 7: EU5 DIGITAL GAMING SPEND ANALYSIS

7.1. Paying players share by platform – 2017

7.2. PC games Average spending and payers

7.3. Console games Average spending and payers

7.4. Mobile games Average spending and payers

7.5. Spend analysis

CHAPTER 8: COMPETITIVE LANDSCAPE

8.1. Ubisoft

- o Company snapshot

- o Key numbers

- o Major game titles

- o Initiatives

- o Growth strategy

- o Major locations

8.2. Gameloft

- o Company snapshot

- o Key numbers

- o Major game titles

- o Initiatives

- o Growth strategy

- o Major locations

8.3. Eugen System

- o Company snapshot

- o Key numbers

- o Major game titles

- o Initiatives

- o Growth strategy

- o Major locations

8.4. Readysteady Studios

- o Company snapshot

- o Key numbers

- o Major game titles

- o Initiatives
 - o Growth strategy
 - o Major locations
- 8.5. Firefly Studios
- o Company snapshot
 - o Key numbers
 - o Major game titles
 - o Initiatives
 - o Growth strategy
 - o Major locations

CHAPTER 9: MARKET SHARE OF COMPANIES

- 9.1. EU5 Digital Games market share of companies
- 9.2. EU5 PC Games market share of companies
- 9.3. EU5 Mobile Games market share of companies
- 9.4. EU5 Console Games market share of companies

CHAPTER 10: CONCLUSION

CHAPTER 11: APPENDIX

- 11.1. List of tables
- 11.2. Research methodology
- 11.3. Assumptions
- 11.4. About Netscribes Inc.

Note: The Table of Contents (ToC) provided above contains the targeted coverage. The coverage is subject to change as we progress with the research

I would like to order

Product name: EU5 Digital Gaming market (2018-2023)

Product link: <https://marketpublishers.com/r/E08AC86750FEN.html>

Price: US\$ 1,950.00 (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/E08AC86750FEN.html>