

# COVID-19 Impact on Global Portable Gaming Consoles, Market Insights and Forecast to 2026

<https://marketpublishers.com/r/C6A33B720D27EN.html>

Date: September 2020

Pages: 119

Price: US\$ 3,900.00 (Single User License)

ID: C6A33B720D27EN

## Abstracts

Portable Gaming Consoles market is segmented by Type, and by Application. Players, stakeholders, and other participants in the global Portable Gaming Consoles market will be able to gain the upper hand as they use the report as a powerful resource. The segmental analysis focuses on sales, revenue and forecast by Type and by Application for the period 2015-2026.

Segment by Type, the Portable Gaming Consoles market is segmented into

Single Function Gaming Consoles

Multifunction Gaming Consoles

Segment by Application, the Portable Gaming Consoles market is segmented into

Children

Adults

Regional and Country-level Analysis

The Portable Gaming Consoles market is analysed and market size information is provided by regions (countries).

The key regions covered in the Portable Gaming Consoles market report are North America, Europe, Asia Pacific, Latin America, Middle East and Africa. It also covers key

regions (countries), viz, U.S., Canada, Germany, France, U.K., Italy, Russia, China, Japan, South Korea, India, Australia, Taiwan, Indonesia, Thailand, Malaysia, Philippines, Vietnam, Mexico, Brazil, Turkey, Saudi Arabia, U.A.E, etc.

The report includes country-wise and region-wise market size for the period 2015-2026. It also includes market size and forecast by Type, and by Application segment in terms of sales and revenue for the period 2015-2026.

**Competitive Landscape and Portable Gaming Consoles Market Share Analysis**  
Portable Gaming Consoles market competitive landscape provides details and data information by players. The report offers comprehensive analysis and accurate statistics on revenue by the player for the period 2015-2020. It also offers detailed analysis supported by reliable statistics on revenue (global and regional level) by players for the period 2015-2020. Details included are company description, major business, company total revenue and the sales, revenue generated in Portable Gaming Consoles business, the date to enter into the Portable Gaming Consoles market, Portable Gaming Consoles product introduction, recent developments, etc.

The major vendors covered:

Nintendo

Sony

Microsoft

Apple

Google

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