

Global Console and Handheld Gaming Software Market Size, Status and Forecast 2022

<https://marketpublishers.com/r/G4A66E43B13EN.html>

Date: December 2017

Pages: 108

Price: US\$ 3,300.00 (Single User License)

ID: G4A66E43B13EN

Abstracts

This report studies the global Console and Handheld Gaming Software market, analyzes and researches the Console and Handheld Gaming Software development status and forecast in United States, EU, Japan, China, India and Southeast Asia. This report focuses on the top players in global market, like

Sony Interactive Entertainment LLC (USA)

Activision Blizzard, Inc (USA)

Electronic Arts, Inc (USA)

Nintendo Co. Ltd (Japan)

Microsoft Corporation (USA)

Ubi Soft Entertainment S.A (France)

Crystal Dynamics, Inc (USA)

Giant Sparrow (USA)

Kojima Productions Co., Ltd (Japan)

Next Level Games Inc (Canada)

Playground Games (UK)

Respawn Entertainment, LLC (USA)

Infinite Fall (USA)

Bethesda Game Studios (USA)

Guerrilla B.V (The Netherlands)

Mercury Steam Entertainment (Spain)

Market segment by Regions/Countries, this report covers

United States

EU

Japan

China

India

Southeast Asia

Market segment by Type, the product can be split into

Console Gaming

Handheld Gaming

Market segment by Application, Console and Handheld Gaming Software can be split into

Professional

Amateur

If you have any special requirements, please let us know and we will offer you the report as you want.

Contents

Global Console and Handheld Gaming Software Market Size, Status and Forecast 2022

1 INDUSTRY OVERVIEW OF CONSOLE AND HANDHELD GAMING SOFTWARE

1.1 Console and Handheld Gaming Software Market Overview

1.1.1 Console and Handheld Gaming Software Product Scope

1.1.2 Market Status and Outlook

1.2 Global Console and Handheld Gaming Software Market Size and Analysis by Regions

1.2.1 United States

1.2.2 EU

1.2.3 Japan

1.2.4 China

1.2.5 India

1.2.6 Southeast Asia

1.3 Console and Handheld Gaming Software Market by Type

1.3.1 Console Gaming

1.3.2 Handheld Gaming

1.4 Console and Handheld Gaming Software Market by End Users/Application

1.4.1 Professional

1.4.2 Amateur

2 GLOBAL CONSOLE AND HANDHELD GAMING SOFTWARE COMPETITION ANALYSIS BY PLAYERS

2.1 Console and Handheld Gaming Software Market Size (Value) by Players (2016 and 2017)

2.2 Competitive Status and Trend

2.2.1 Market Concentration Rate

2.2.2 Product/Service Differences

2.2.3 New Entrants

2.2.4 The Technology Trends in Future

3 COMPANY (TOP PLAYERS) PROFILES

3.1 Sony Interactive Entertainment LLC (USA)

3.1.1 Company Profile

- 3.1.2 Main Business/Business Overview
- 3.1.3 Products, Services and Solutions
- 3.1.4 Console and Handheld Gaming Software Revenue (Value) (2012-2017)
- 3.1.5 Recent Developments
- 3.2 Activision Blizzard, Inc (USA)
 - 3.2.1 Company Profile
 - 3.2.2 Main Business/Business Overview
 - 3.2.3 Products, Services and Solutions
 - 3.2.4 Console and Handheld Gaming Software Revenue (Value) (2012-2017)
 - 3.2.5 Recent Developments
- 3.3 Electronic Arts, Inc (USA)
 - 3.3.1 Company Profile
 - 3.3.2 Main Business/Business Overview
 - 3.3.3 Products, Services and Solutions
 - 3.3.4 Console and Handheld Gaming Software Revenue (Value) (2012-2017)
 - 3.3.5 Recent Developments
- 3.4 Nintendo Co. Ltd (Japan)
 - 3.4.1 Company Profile
 - 3.4.2 Main Business/Business Overview
 - 3.4.3 Products, Services and Solutions
 - 3.4.4 Console and Handheld Gaming Software Revenue (Value) (2012-2017)
 - 3.4.5 Recent Developments
- 3.5 Microsoft Corporation (USA)
 - 3.5.1 Company Profile
 - 3.5.2 Main Business/Business Overview
 - 3.5.3 Products, Services and Solutions
 - 3.5.4 Console and Handheld Gaming Software Revenue (Value) (2012-2017)
 - 3.5.5 Recent Developments
- 3.6 Ubi Soft Entertainment S.A (France)
 - 3.6.1 Company Profile
 - 3.6.2 Main Business/Business Overview
 - 3.6.3 Products, Services and Solutions
 - 3.6.4 Console and Handheld Gaming Software Revenue (Value) (2012-2017)
 - 3.6.5 Recent Developments
- 3.7 Crystal Dynamics, Inc (USA)
 - 3.7.1 Company Profile
 - 3.7.2 Main Business/Business Overview
 - 3.7.3 Products, Services and Solutions
 - 3.7.4 Console and Handheld Gaming Software Revenue (Value) (2012-2017)

- 3.7.5 Recent Developments
- 3.8 Giant Sparrow (USA)
 - 3.8.1 Company Profile
 - 3.8.2 Main Business/Business Overview
 - 3.8.3 Products, Services and Solutions
 - 3.8.4 Console and Handheld Gaming Software Revenue (Value) (2012-2017)
 - 3.8.5 Recent Developments
- 3.9 Kojima Productions Co., Ltd (Japan)
 - 3.9.1 Company Profile
 - 3.9.2 Main Business/Business Overview
 - 3.9.3 Products, Services and Solutions
 - 3.9.4 Console and Handheld Gaming Software Revenue (Value) (2012-2017)
 - 3.9.5 Recent Developments
- 3.10 Next Level Games Inc (Canada)
 - 3.10.1 Company Profile
 - 3.10.2 Main Business/Business Overview
 - 3.10.3 Products, Services and Solutions
 - 3.10.4 Console and Handheld Gaming Software Revenue (Value) (2012-2017)
 - 3.10.5 Recent Developments
- 3.11 Playground Games (UK)
- 3.12 Respawn Entertainment, LLC (USA)
- 3.13 Infinite Fall (USA)
- 3.14 Bethesda Game Studios (USA)
- 3.15 Guerrilla B.V (The Netherlands)
- 3.16 Mercury Steam Entertainment (Spain)

4 GLOBAL CONSOLE AND HANDHELD GAMING SOFTWARE MARKET SIZE BY TYPE AND APPLICATION (2012-2017)

- 4.1 Global Console and Handheld Gaming Software Market Size by Type (2012-2017)
- 4.2 Global Console and Handheld Gaming Software Market Size by Application (2012-2017)
- 4.3 Potential Application of Console and Handheld Gaming Software in Future
- 4.4 Top Consumer/End Users of Console and Handheld Gaming Software

5 UNITED STATES CONSOLE AND HANDHELD GAMING SOFTWARE DEVELOPMENT STATUS AND OUTLOOK

- 5.1 United States Console and Handheld Gaming Software Market Size (2012-2017)

5.2 United States Console and Handheld Gaming Software Market Size and Market Share by Players (2016 and 2017)

6 EU CONSOLE AND HANDHELD GAMING SOFTWARE DEVELOPMENT STATUS AND OUTLOOK

6.1 EU Console and Handheld Gaming Software Market Size (2012-2017)

6.2 EU Console and Handheld Gaming Software Market Size and Market Share by Players (2016 and 2017)

7 JAPAN CONSOLE AND HANDHELD GAMING SOFTWARE DEVELOPMENT STATUS AND OUTLOOK

7.1 Japan Console and Handheld Gaming Software Market Size (2012-2017)

7.2 Japan Console and Handheld Gaming Software Market Size and Market Share by Players (2016 and 2017)

8 CHINA CONSOLE AND HANDHELD GAMING SOFTWARE DEVELOPMENT STATUS AND OUTLOOK

8.1 China Console and Handheld Gaming Software Market Size (2012-2017)

8.2 China Console and Handheld Gaming Software Market Size and Market Share by Players (2016 and 2017)

9 INDIA CONSOLE AND HANDHELD GAMING SOFTWARE DEVELOPMENT STATUS AND OUTLOOK

9.1 India Console and Handheld Gaming Software Market Size (2012-2017)

9.2 India Console and Handheld Gaming Software Market Size and Market Share by Players (2016 and 2017)

10 SOUTHEAST ASIA CONSOLE AND HANDHELD GAMING SOFTWARE DEVELOPMENT STATUS AND OUTLOOK

10.1 Southeast Asia Console and Handheld Gaming Software Market Size (2012-2017)

10.2 Southeast Asia Console and Handheld Gaming Software Market Size and Market Share by Players (2016 and 2017)

11 MARKET FORECAST BY REGIONS, TYPE AND APPLICATION (2017-2022)

11.1 Global Console and Handheld Gaming Software Market Size (Value) by Regions (2017-2022)

11.1.1 United States Console and Handheld Gaming Software Revenue and Growth Rate (2017-2022)

11.1.2 EU Console and Handheld Gaming Software Revenue and Growth Rate (2017-2022)

11.1.3 Japan Console and Handheld Gaming Software Revenue and Growth Rate (2017-2022)

11.1.4 China Console and Handheld Gaming Software Revenue and Growth Rate (2017-2022)

11.1.5 India Console and Handheld Gaming Software Revenue and Growth Rate (2017-2022)

11.1.6 Southeast Asia Console and Handheld Gaming Software Revenue and Growth Rate (2017-2022)

11.2 Global Console and Handheld Gaming Software Market Size (Value) by Type (2017-2022)

11.3 Global Console and Handheld Gaming Software Market Size by Application (2017-2022)

12 CONSOLE AND HANDHELD GAMING SOFTWARE MARKET DYNAMICS

12.1 Console and Handheld Gaming Software Market Opportunities

12.2 Console and Handheld Gaming Software Challenge and Risk

12.2.1 Competition from Opponents

12.2.2 Downside Risks of Economy

12.3 Console and Handheld Gaming Software Market Constraints and Threat

12.3.1 Threat from Substitute

12.3.2 Government Policy

12.3.3 Technology Risks

12.4 Console and Handheld Gaming Software Market Driving Force

12.4.1 Growing Demand from Emerging Markets

12.4.2 Potential Application

13 MARKET EFFECT FACTORS ANALYSIS

13.1 Technology Progress/Risk

13.1.1 Substitutes

13.1.2 Technology Progress in Related Industry

13.2 Consumer Needs Trend/Customer Preference

13.3 External Environmental Change

13.3.1 Economic Fluctuations

13.3.2 Other Risk Factors

14 RESEARCH FINDING/CONCLUSION

15 APPENDIX

Methodology

Analyst Introduction

Data Source

The report requires updating with new data and is sent in 2-3 business days after order is placed.

List Of Tables

LIST OF TABLES AND FIGURES

Figure Console and Handheld Gaming Software Product Scope

Figure Global Console and Handheld Gaming Software Market Size (Million USD)
(2012-2017)

Table Global Console and Handheld Gaming Software Market Size (Million USD) and
Growth Rate by Regions (2012-2017)

Figure Global Console and Handheld Gaming Software Market Share by Regions in
2016

Figure United States Console and Handheld Gaming Software Market Size (Million
USD) and Growth Rate by Regions (2012-2017)

Figure EU Console and Handheld Gaming Software Market Size (Million USD) and
Growth Rate by Regions (2012-2017)

Figure Japan Console and Handheld Gaming Software Market Size (Million USD) and
Growth Rate by Regions (2012-2017)

Figure China Console and Handheld Gaming Software Market Size (Million USD) and
Growth Rate by Regions (2012-2017)

Figure India Console and Handheld Gaming Software Market Size (Million USD) and
Growth Rate by Regions (2012-2017)

Figure Southeast Asia Console and Handheld Gaming Software Market Size (Million
USD) and Growth Rate by Regions (2012-2017)

Figure Global Console and Handheld Gaming Software Market Share by Type in 2016

Figure Console Gaming Market Size (Million USD) and Growth Rate (2012-2017)

Figure Handheld Gaming Market Size (Million USD) and Growth Rate (2012-2017)

Figure Global Console and Handheld Gaming Software Market Share by Application in
2016

Table Key Downstream Customer in Professional

Figure Console and Handheld Gaming Software Market Size (Million USD) and Growth
Rate in Professional (2012-2017)

Table Key Downstream Customer in Amateur

Figure Console and Handheld Gaming Software Market Size (Million USD) and Growth
Rate in Amateur (2012-2017)

Figure Console and Handheld Gaming Software Market Size (Million USD) and Growth
Rate in Applications 3 (2012-2017)

Table Console and Handheld Gaming Software Market Size (Million USD) by Players
(2016 and 2017)

Figure Console and Handheld Gaming Software Market Size Share by Players in 2016

Figure Console and Handheld Gaming Software Market Size Share by Players in 2017

Table Sony Interactive Entertainment LLC (USA) Basic Information List

Table Console and Handheld Gaming Software Business Revenue (Million USD) of Sony Interactive Entertainment LLC (USA) (2012-2017)

Figure Sony Interactive Entertainment LLC (USA) Console and Handheld Gaming Software Business Revenue Market Share in 2016

Table Activision Blizzard, Inc (USA) Basic Information List

Table Console and Handheld Gaming Software Business Revenue (Million USD) of Activision Blizzard, Inc (USA) (2012-2017)

Figure Activision Blizzard, Inc (USA) Console and Handheld Gaming Software Business Revenue Market Share in 2016

Table Electronic Arts, Inc (USA) Basic Information List

Table Console and Handheld Gaming Software Business Revenue (Million USD) of Electronic Arts, Inc (USA) (2012-2017)

Figure Electronic Arts, Inc (USA) Console and Handheld Gaming Software Business Revenue Market Share in 2016

Table Nintendo Co. Ltd (Japan) Basic Information List

Table Console and Handheld Gaming Software Business Revenue (Million USD) of Nintendo Co. Ltd (Japan) (2012-2017)

Figure Nintendo Co. Ltd (Japan) Console and Handheld Gaming Software Business Revenue Market Share in 2016

Table Microsoft Corporation (USA) Basic Information List

Table Console and Handheld Gaming Software Business Revenue (Million USD) of Microsoft Corporation (USA) (2012-2017)

Figure Microsoft Corporation (USA) Console and Handheld Gaming Software Business Revenue Market Share in 2016

Table Ubi Soft Entertainment S.A (France) Basic Information List

Table Console and Handheld Gaming Software Business Revenue (Million USD) of Ubi Soft Entertainment S.A (France) (2012-2017)

Figure Ubi Soft Entertainment S.A (France) Console and Handheld Gaming Software Business Revenue Market Share in 2016

Table Crystal Dynamics, Inc (USA) Basic Information List

Table Console and Handheld Gaming Software Business Revenue (Million USD) of Crystal Dynamics, Inc (USA) (2012-2017)

Figure Crystal Dynamics, Inc (USA) Console and Handheld Gaming Software Business Revenue Market Share in 2016

Table Giant Sparrow (USA) Basic Information List

Table Console and Handheld Gaming Software Business Revenue (Million USD) of Giant Sparrow (USA) (2012-2017)

Figure Giant Sparrow (USA) Console and Handheld Gaming Software Business Revenue Market Share in 2016

Table Kojima Productions Co., Ltd (Japan) Basic Information List

Table Console and Handheld Gaming Software Business Revenue (Million USD) of Kojima Productions Co., Ltd (Japan) (2012-2017)

Figure Kojima Productions Co., Ltd (Japan) Console and Handheld Gaming Software Business Revenue Market Share in 2016

Table Next Level Games Inc (Canada) Basic Information List

Table Console and Handheld Gaming Software Business Revenue (Million USD) of Next Level Games Inc (Canada) (2012-2017)

Figure Next Level Games Inc (Canada) Console and Handheld Gaming Software Business Revenue Market Share in 2016

Table Playground Games (UK) Basic Information List

Table Console and Handheld Gaming Software Business Revenue (Million USD) of Playground Games (UK) (2012-2017)

Figure Playground Games (UK) Console and Handheld Gaming Software Business Revenue Market Share in 2016

Table Respawn Entertainment, LLC (USA) Basic Information List

Table Console and Handheld Gaming Software Business Revenue (Million USD) of Respawn Entertainment, LLC (USA) (2012-2017)

Figure Respawn Entertainment, LLC (USA) Console and Handheld Gaming Software Business Revenue Market Share in 2016

Table Infinite Fall (USA) Basic Information List

Table Console and Handheld Gaming Software Business Revenue (Million USD) of Infinite Fall (USA) (2012-2017)

Figure Infinite Fall (USA) Console and Handheld Gaming Software Business Revenue Market Share in 2016

Table Bethesda Game Studios (USA) Basic Information List

Table Console and Handheld Gaming Software Business Revenue (Million USD) of Bethesda Game Studios (USA) (2012-2017)

Figure Bethesda Game Studios (USA) Console and Handheld Gaming Software Business Revenue Market Share in 2016

Table Guerrilla B.V (The Netherlands) Basic Information List

Table Console and Handheld Gaming Software Business Revenue (Million USD) of Guerrilla B.V (The Netherlands) (2012-2017)

Figure Guerrilla B.V (The Netherlands) Console and Handheld Gaming Software Business Revenue Market Share in 2016

Table Mercury Steam Entertainment (Spain) Basic Information List

Table Console and Handheld Gaming Software Business Revenue (Million USD) of

Mercury Steam Entertainment (Spain) (2012-2017)

Figure Mercury Steam Entertainment (Spain) Console and Handheld Gaming Software Business Revenue Market Share in 2016

Table Global Console and Handheld Gaming Software Market Size (Million USD) by Type (2012-2017)

Figure Global Console and Handheld Gaming Software Market Size Share by Type in 2012

Figure Global Console and Handheld Gaming Software Market Size Share by Type in 2013

Figure Global Console and Handheld Gaming Software Market Size Share by Type in 2014

Figure Global Console and Handheld Gaming Software Market Size Share by Type in 2015

Figure Global Console and Handheld Gaming Software Market Size Share by Type in 2016

Figure Global Console and Handheld Gaming Software Market Size Share by Type in 2017

Table Global Console and Handheld Gaming Software Market Size (Million USD) by Application (2012-2017)

Figure Global Console and Handheld Gaming Software Market Size (Million USD) by Application in 2012

Figure Global Console and Handheld Gaming Software Market Size (Million USD) by Application in 2013

Figure Global Console and Handheld Gaming Software Market Size (Million USD) by Application in 2014

Figure Global Console and Handheld Gaming Software Market Size (Million USD) by Application in 2015

Figure Global Console and Handheld Gaming Software Market Size (Million USD) by Application in 2016

Figure Global Console and Handheld Gaming Software Market Size (Million USD) by Application in 2017

Table Top Consumer/End Users of Console and Handheld Gaming Software

Figure United States Console and Handheld Gaming Software Market Size (Million USD) and Growth Rate by Regions (2012-2017)

Table United States Console and Handheld Gaming Software Market Size (Million USD) by Players (2012-2017)

Figure United States Console and Handheld Gaming Software Market Size Share by Players in 2016

Figure United States Console and Handheld Gaming Software Market Size Share by

Players in 2017

Figure EU Console and Handheld Gaming Software Market Size (Million USD) and Growth Rate by Regions (2012-2017)

Table EU Console and Handheld Gaming Software Market Size (Million USD) by Players (2012-2017)

Figure EU Console and Handheld Gaming Software Market Size Share by Players in 2016

Figure EU Console and Handheld Gaming Software Market Size Share by Players in 2017

Figure Japan Console and Handheld Gaming Software Market Size (Million USD) and Growth Rate by Regions (2012-2017)

Table Japan Console and Handheld Gaming Software Market Size (Million USD) by Players (2012-2017)

Figure Japan Console and Handheld Gaming Software Market Size Share by Players in 2016

Figure Japan Console and Handheld Gaming Software Market Size Share by Players in 2017

Figure China Console and Handheld Gaming Software Market Size (Million USD) and Growth Rate by Regions (2012-2017)

Table China Console and Handheld Gaming Software Market Size (Million USD) by Players (2012-2017)

Figure China Console and Handheld Gaming Software Market Size Share by Players in 2016

Figure China Console and Handheld Gaming Software Market Size Share by Players in 2017

Figure India Console and Handheld Gaming Software Market Size (Million USD) and Growth Rate by Regions (2012-2017)

Table India Console and Handheld Gaming Software Market Size (Million USD) by Players (2012-2017)

Figure India Console and Handheld Gaming Software Market Size Share by Players in 2016

Figure India Console and Handheld Gaming Software Market Size Share by Players in 2017

Figure Southeast Asia Console and Handheld Gaming Software Market Size (Million USD) and Growth Rate by Regions (2012-2017)

Table Southeast Asia Console and Handheld Gaming Software Market Size (Million USD) by Players (2012-2017)

Figure Southeast Asia Console and Handheld Gaming Software Market Size Share by Players in 2016

Figure Southeast Asia Console and Handheld Gaming Software Market Size Share by Players in 2017

Figure Global Console and Handheld Gaming Software Market Size (Million USD) by Regions (2017-2022)

Table Global Console and Handheld Gaming Software Market Size (Million USD) by Regions (2017-2022)

Figure Global Console and Handheld Gaming Software Market Size Share by Regions in 2017

Figure Global Console and Handheld Gaming Software Market Size Share by Regions in 2022

Figure United States Console and Handheld Gaming Software Revenue (Million USD) and Growth Rate (2017-2022)

Figure EU Console and Handheld Gaming Software Revenue (Million USD) and Growth Rate (2017-2022)

Figure Japan Console and Handheld Gaming Software Revenue (Million USD) and Growth Rate (2017-2022)

Figure China Console and Handheld Gaming Software Revenue (Million USD) and Growth Rate (2017-2022)

Figure India Console and Handheld Gaming Software Revenue (Million USD) and Growth Rate (2017-2022)

Figure Southeast Asia Console and Handheld Gaming Software Revenue (Million USD) and Growth Rate (2017-2022)

Table Global Console and Handheld Gaming Software Market Size (Million USD) by Type (2017-2022)

Figure Global Console and Handheld Gaming Software Market Size Share by Type in 2017

Figure Global Console and Handheld Gaming Software Market Size Share by Type in 2022

Table Global Console and Handheld Gaming Software Market Size (Million USD) by Application (2017-2022)

Figure Global Console and Handheld Gaming Software Market Size (Million USD) by Application in 2017

Figure Global Console and Handheld Gaming Software Market Size (Million USD) by Application in 2022

I would like to order

Product name: Global Console and Handheld Gaming Software Market Size, Status and Forecast 2022

Product link: <https://marketpublishers.com/r/G4A66E43B13EN.html>

Price: US\$ 3,300.00 (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/G4A66E43B13EN.html>

To pay by Wire Transfer, please, fill in your contact details in the form below:

First name:
Last name:
Email:
Company:
Address:
City:
Zip code:
Country:
Tel:
Fax:
Your message:

****All fields are required**

Customer signature _____

Please, note that by ordering from marketpublishers.com you are agreeing to our Terms & Conditions at <https://marketpublishers.com/docs/terms.html>

To place an order via fax simply print this form, fill in the information below and fax the completed form to +44 20 7900 3970