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Global entertainment Software Market Research Report 2017

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Abstracts

Notes:

Production, means the output of entertainment Software

Revenue, means the sales value of entertainment Software

This report studies entertainment Software in Global market, especially in North America, Europe, China, Japan, Korea and Taiwan, focuses on top manufacturers in global market, with capacity, production, price, revenue and market share for each manufacturer, covering

Activision Blizzard

Electronic Arts

Nintendo

Ubisoft Entertainment

2K Games

Disney Interactive

Petroglyph Games

Sony Computer Entertainment

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Nexon

Tencent

Market Segment by Regions, this report splits Global into several key Regions, with production, consumption, revenue, market share and growth rate of entertainment Software in these regions, from 2011 to 2021 (forecast), like

North America

Europe

China

Japan

Korea

Taiwan

Split by product type, with production, revenue, price, market share and growth rate of each type, can be divided into

gaming

other

Split by application, this report focuses on consumption, market share and growth rate of entertainment Software in each application, can be divided into

kids

child

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Contents

Global entertainment Software Market Research Report 2017

1 ENTERTAINMENT SOFTWARE MARKET OVERVIEW

1.1 Product Overview and Scope of entertainment Software
1.2 entertainment Software Segment by Type
  1.2.1 Global Production Market Share of entertainment Software by Type in 2015
  1.2.2 gaming
  1.2.3 other
1.3 entertainment Software Segment by Application
  1.3.1 entertainment Software Consumption Market Share by Application in 2015
  1.3.2 kids
  1.3.3 child
  1.3.4 Application
1.4 entertainment Software Market by Region
  1.4.1 North America Status and Prospect (2011-2021)
  1.4.2 Europe Status and Prospect (2011-2021)
  1.4.3 China Status and Prospect (2011-2021)
  1.4.4 Japan Status and Prospect (2011-2021)
  1.4.5 Korea Status and Prospect (2011-2021)
  1.4.6 Taiwan Status and Prospect (2011-2021)
1.5 Global Market Size (Value) of entertainment Software (2011-2021)

2 GLOBAL ENTERTAINMENT SOFTWARE MARKET COMPETITION BY MANUFACTURERS

2.1 Global entertainment Software Production and Share by Manufacturers (2015 and 2016)
2.2 Global entertainment Software Revenue and Share by Manufacturers (2015 and 2016)
2.3 Global entertainment Software Average Price by Manufacturers (2015 and 2016)
2.4 Manufacturers entertainment Software Manufacturing Base Distribution, Sales Area and Product Type
2.5 entertainment Software Market Competitive Situation and Trends
  2.5.1 entertainment Software Market Concentration Rate
  2.5.2 entertainment Software Market Share of Top 3 and Top 5 Manufacturers
  2.5.3 Mergers & Acquisitions, Expansion

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3 GLOBAL ENTERTAINMENT SOFTWARE PRODUCTION, REVENUE (VALUE) BY REGION (2011-2016)

3.1 Global entertainment Software Production by Region (2011-2016)
3.2 Global entertainment Software Production Market Share by Region (2011-2016)
3.3 Global entertainment Software Revenue (Value) and Market Share by Region (2011-2016)
3.4 Global entertainment Software Production, Revenue, Price and Gross Margin (2011-2016)
3.5 North America entertainment Software Production, Revenue, Price and Gross Margin (2011-2016)
3.6 Europe entertainment Software Production, Revenue, Price and Gross Margin (2011-2016)
3.7 China entertainment Software Production, Revenue, Price and Gross Margin (2011-2016)
3.8 Japan entertainment Software Production, Revenue, Price and Gross Margin (2011-2016)
3.9 Korea entertainment Software Production, Revenue, Price and Gross Margin (2011-2016)
3.10 Taiwan entertainment Software Production, Revenue, Price and Gross Margin (2011-2016)

4 GLOBAL ENTERTAINMENT SOFTWARE SUPPLY (PRODUCTION), CONSUMPTION, EXPORT, IMPORT BY REGIONS (2011-2016)

4.1 Global entertainment Software Consumption by Regions (2011-2016)
4.2 North America entertainment Software Production, Consumption, Export, Import (2011-2016)
4.3 Europe entertainment Software Production, Consumption, Export, Import (2011-2016)
4.4 China entertainment Software Production, Consumption, Export, Import (2011-2016)
4.5 Japan entertainment Software Production, Consumption, Export, Import (2011-2016)
4.6 Korea entertainment Software Production, Consumption, Export, Import (2011-2016)
4.7 Taiwan entertainment Software Production, Consumption, Export, Import (2011-2016)

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5 GLOBAL ENTERTAINMENT SOFTWARE PRODUCTION, REVENUE (VALUE), PRICE TREND BY TYPE

5.1 Global entertainment Software Production and Market Share by Type (2011-2016)
5.2 Global entertainment Software Revenue and Market Share by Type (2011-2016)
5.3 Global entertainment Software Price by Type (2011-2016)
5.4 Global entertainment Software Production Growth by Type (2011-2016)

6 GLOBAL ENTERTAINMENT SOFTWARE MARKET ANALYSIS BY APPLICATION

6.1 Global entertainment Software Consumption and Market Share by Application (2011-2016)
6.2 Global entertainment Software Consumption Growth Rate by Application (2011-2016)
6.3 Market Drivers and Opportunities
  6.3.1 Potential Applications
  6.3.2 Emerging Markets/Countries

7 GLOBAL ENTERTAINMENT SOFTWARE MANUFACTURERS PROFILES/ANALYSIS

7.1 Activision Blizzard
  7.1.1 Company Basic Information, Manufacturing Base and Its Competitors
  7.1.2 entertainment Software Product Type, Application and Specification
    7.1.2.1 gaming
    7.1.2.2 other
  7.1.3 Activision Blizzard entertainment Software Production, Revenue, Price and Gross Margin (2015 and 2016)
  7.1.4 Main Business/Business Overview
7.2 Electronic Arts
  7.2.1 Company Basic Information, Manufacturing Base and Its Competitors
  7.2.2 entertainment Software Product Type, Application and Specification
    7.2.2.1 gaming
    7.2.2.2 other
  7.2.3 Electronic Arts entertainment Software Production, Revenue, Price and Gross Margin (2015 and 2016)
  7.2.4 Main Business/Business Overview
7.3 Nintendo
  7.3.1 Company Basic Information, Manufacturing Base and Its Competitors

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7.3.2 entertainment Software Product Type, Application and Specification
7.3.2.1 gaming
7.3.2.2 other
7.3.3 Nintendo entertainment Software Production, Revenue, Price and Gross Margin (2015 and 2016)
7.3.4 Main Business/Business Overview
7.4 Ubisoft Entertainment
7.4.1 Company Basic Information, Manufacturing Base and Its Competitors
7.4.2 entertainment Software Product Type, Application and Specification
7.4.2.1 gaming
7.4.2.2 other
7.4.3 Ubisoft Entertainment entertainment Software Production, Revenue, Price and Gross Margin (2015 and 2016)
7.4.4 Main Business/Business Overview
7.5 2K Games
7.5.1 Company Basic Information, Manufacturing Base and Its Competitors
7.5.2 entertainment Software Product Type, Application and Specification
7.5.2.1 gaming
7.5.2.2 other
7.5.3 2K Games entertainment Software Production, Revenue, Price and Gross Margin (2015 and 2016)
7.5.4 Main Business/Business Overview
7.6 Disney Interactive
7.6.1 Company Basic Information, Manufacturing Base and Its Competitors
7.6.2 entertainment Software Product Type, Application and Specification
7.6.2.1 gaming
7.6.2.2 other
7.6.3 Disney Interactive entertainment Software Production, Revenue, Price and Gross Margin (2015 and 2016)
7.6.4 Main Business/Business Overview
7.7 Petroglyph Games
7.7.1 Company Basic Information, Manufacturing Base and Its Competitors
7.7.2 entertainment Software Product Type, Application and Specification
7.7.2.1 gaming
7.7.2.2 other
7.7.3 Petroglyph Games entertainment Software Production, Revenue, Price and Gross Margin (2015 and 2016)
7.7.4 Main Business/Business Overview
7.8 Sony Computer Entertainment

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7.8.1 Company Basic Information, Manufacturing Base and Its Competitors
7.8.2 entertainment Software Product Type, Application and Specification
7.8.2.1 gaming
7.8.2.2 other
7.8.3 Sony Computer Entertainment entertainment Software Production, Revenue, Price and Gross Margin (2015 and 2016)
7.8.4 Main Business/Business Overview
7.9 Nexon
7.9.1 Company Basic Information, Manufacturing Base and Its Competitors
7.9.2 entertainment Software Product Type, Application and Specification
7.9.2.1 gaming
7.9.2.2 other
7.9.3 Nexon entertainment Software Production, Revenue, Price and Gross Margin (2015 and 2016)
7.9.4 Main Business/Business Overview
7.10 Tencent
7.10.1 Company Basic Information, Manufacturing Base and Its Competitors
7.10.2 entertainment Software Product Type, Application and Specification
7.10.2.1 gaming
7.10.2.2 other
7.10.3 Tencent entertainment Software Production, Revenue, Price and Gross Margin (2015 and 2016)
7.10.4 Main Business/Business Overview

8 ENTERTAINMENT SOFTWARE MANUFACTURING COST ANALYSIS

8.1 entertainment Software Key Raw Materials Analysis
8.1.1 Key Raw Materials
8.1.2 Price Trend of Key Raw Materials
8.1.3 Key Suppliers of Raw Materials
8.1.4 Market Concentration Rate of Raw Materials
8.2 Proportion of Manufacturing Cost Structure
8.2.1 Raw Materials
8.2.2 Labor Cost
8.2.3 Manufacturing Expenses
8.3 Manufacturing Process Analysis of entertainment Software

9 INDUSTRIAL CHAIN, SOURCING STRATEGY AND DOWNSTREAM BUYERS

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9.1 entertainment Software Industrial Chain Analysis
9.2 Upstream Raw Materials Sourcing
9.3 Raw Materials Sources of entertainment Software Major Manufacturers in 2015
9.4 Downstream Buyers

10 MARKETING STRATEGY ANALYSIS, DISTRIBUTORS/TRADERS

10.1 Marketing Channel
  10.1.1 Direct Marketing
  10.1.2 Indirect Marketing
  10.1.3 Marketing Channel Development Trend
10.2 Market Positioning
  10.2.1 Pricing Strategy
  10.2.2 Brand Strategy
  10.2.3 Target Client
10.3 Distributors/Traders List

11 MARKET EFFECT FACTORS ANALYSIS

11.1 Technology Progress/Risk
  11.1.1 Substitutes Threat
  11.1.2 Technology Progress in Related Industry
11.2 Consumer Needs/Customer Preference Change
11.3 Economic/Political Environmental Change

12 GLOBAL ENTERTAINMENT SOFTWARE MARKET FORECAST (2016-2021)

12.1 Global entertainment Software Production, Revenue and Price Forecast (2016-2021)
  12.1.1 Global entertainment Software Production and Growth Rate Forecast (2016-2021)
  12.1.2 Global entertainment Software Revenue and Growth Rate Forecast (2016-2021)
  12.1.3 Global entertainment Software Price and Trend Forecast (2016-2021)
12.2 Global entertainment Software Production, Consumption, Import and Export Forecast by Regions (2016-2021)
  12.2.1 North America entertainment Software Production, Revenue, Consumption, Export and Import Forecast (2016-2021)
  12.2.2 Europe entertainment Software Production, Revenue, Consumption, Export and

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Import Forecast (2016-2021)
12.2.3 China entertainment Software Production, Revenue, Consumption, Export and Import Forecast (2016-2021)
12.2.4 Japan entertainment Software Production, Revenue, Consumption, Export and Import Forecast (2016-2021)
12.2.5 Korea entertainment Software Production, Revenue, Consumption, Export and Import Forecast (2016-2021)
12.2.6 Taiwan entertainment Software Production, Revenue, Consumption, Export and Import Forecast (2016-2021)
12.3 Global entertainment Software Production, Revenue and Price Forecast by Type (2016-2021)
12.4 Global entertainment Software Consumption Forecast by Application (2016-2021)

13 RESEARCH FINDINGS AND CONCLUSION

14 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.

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List Of Tables

LIST OF TABLES AND FIGURES

Figure Picture of entertainment Software
Figure Global Production Market Share of entertainment Software by Type in 2015
Figure Product Picture of gaming
Table Major Manufacturers of gaming
Figure Product Picture of other
Table Major Manufacturers of other
Table entertainment Software Consumption Market Share by Application in 2015
Figure kids Examples
Figure child Examples
Figure North America entertainment Software Revenue (Million USD) and Growth Rate (2011-2021)
Figure Europe entertainment Software Revenue (Million USD) and Growth Rate (2011-2021)
Figure China entertainment Software Revenue (Million USD) and Growth Rate (2011-2021)
Figure Japan entertainment Software Revenue (Million USD) and Growth Rate (2011-2021)
Figure Korea entertainment Software Revenue (Million USD) and Growth Rate (2011-2021)
Figure Taiwan entertainment Software Revenue (Million USD) and Growth Rate (2011-2021)
Figure Global entertainment Software Revenue (Million UDS) and Growth Rate (2011-2021)
Table Global entertainment Software Capacity of Key Manufacturers (2015 and 2016)
Table Global entertainment Software Capacity Market Share by Manufacturers (2015 and 2016)
Figure Global entertainment Software Capacity of Key Manufacturers in 2015
Figure Global entertainment Software Capacity of Key Manufacturers in 2016
Table Global entertainment Software Production of Key Manufacturers (2015 and 2016)
Table Global entertainment Software Production Share by Manufacturers (2015 and 2016)
Figure 2015 entertainment Software Production Share by Manufacturers
Figure 2016 entertainment Software Production Share by Manufacturers
Table Global entertainment Software Revenue (Million USD) by Manufacturers (2015 and 2016)

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Table Global entertainment Software Revenue Share by Manufacturers (2015 and 2016)
Table 2015 Global entertainment Software Revenue Share by Manufacturers
Table 2016 Global entertainment Software Revenue Share by Manufacturers
Table Global Market entertainment Software Average Price of Key Manufacturers (2015 and 2016)
Figure Global Market entertainment Software Average Price of Key Manufacturers in 2015
Table Manufacturers entertainment Software Manufacturing Base Distribution and Sales Area
Table Manufacturers entertainment Software Product Type
Figure entertainment Software Market Share of Top 3 Manufacturers
Figure entertainment Software Market Share of Top 5 Manufacturers
Table Global entertainment Software Capacity by Regions (2011-2016)
Figure Global entertainment Software Capacity Market Share by Regions (2011-2016)
Figure Global entertainment Software Capacity Market Share by Regions (2011-2016)
Figure 2015 Global entertainment Software Capacity Market Share by Regions
Table Global entertainment Software Production by Regions (2011-2016)
Figure Global entertainment Software Production and Market Share by Regions (2011-2016)
Figure Global entertainment Software Production Market Share by Regions (2011-2016)
Figure 2015 Global entertainment Software Production Market Share by Regions
Table Global entertainment Software Revenue by Regions (2011-2016)
Table Global entertainment Software Revenue Market Share by Regions (2011-2016)
Table 2015 Global entertainment Software Revenue Market Share by Regions
Table Global entertainment Software Production, Revenue, Price and Gross Margin (2011-2016)
Table North America entertainment Software Production, Revenue, Price and Gross Margin (2011-2016)
Table Europe entertainment Software Production, Revenue, Price and Gross Margin (2011-2016)
Table China entertainment Software Production, Revenue, Price and Gross Margin (2011-2016)
Table Japan entertainment Software Production, Revenue, Price and Gross Margin (2011-2016)
Table Korea entertainment Software Production, Revenue, Price and Gross Margin (2011-2016)
Table Taiwan entertainment Software Production, Revenue, Price and Gross Margin (2011-2016)

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Table Global entertainment Software Consumption Market by Regions (2011-2016)
Table Global entertainment Software Consumption Market Share by Regions (2011-2016)
Figure Global entertainment Software Consumption Market Share by Regions (2011-2016)
Figure 2015 Global entertainment Software Consumption Market Share by Regions
Table North America entertainment Software Production, Consumption, Import & Export (2011-2016)
Table Europe entertainment Software Production, Consumption, Import & Export (2011-2016)
Table China entertainment Software Production, Consumption, Import & Export (2011-2016)
Table Japan entertainment Software Production, Consumption, Import & Export (2011-2016)
Table Korea entertainment Software Production, Consumption, Import & Export (2011-2016)
Table Taiwan entertainment Software Production, Consumption, Import & Export (2011-2016)
Table Global entertainment Software Production by Type (2011-2016)
Table Global entertainment Software Production Share by Type (2011-2016)
Figure Production Market Share of entertainment Software by Type (2011-2016)
Figure 2015 Production Market Share of entertainment Software by Type
Table Global entertainment Software Revenue by Type (2011-2016)
Table Global entertainment Software Revenue Share by Type (2011-2016)
Figure Production Revenue Share of entertainment Software by Type (2011-2016)
Figure 2015 Revenue Market Share of entertainment Software by Type
Table Global entertainment Software Price by Type (2011-2016)
Figure Global entertainment Software Production Growth by Type (2011-2016)
Table Global entertainment Software Consumption by Application (2011-2016)
Table Global entertainment Software Consumption Market Share by Application (2011-2016)
Figure Global entertainment Software Consumption Market Share by Application in 2015
Table Global entertainment Software Consumption Growth Rate by Application (2011-2016)
Figure Global entertainment Software Consumption Growth Rate by Application (2011-2016)
Table Activision Blizzard Basic Information, Manufacturing Base, Sales Area and Its Competitors

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Table Activision Blizzard entertainment Software Production, Revenue, Price and Gross Margin (2015 and 2016)
Figure Activision Blizzard entertainment Software Market Share (2015 and 2016)
Table Electronic Arts Basic Information, Manufacturing Base, Sales Area and Its Competitors
Table Electronic Arts entertainment Software Production, Revenue, Price and Gross Margin (2015 and 2016)
Figure Electronic Arts entertainment Software Market Share (2015 and 2016)
Table Nintendo Basic Information, Manufacturing Base, Sales Area and Its Competitors
Table Nintendo entertainment Software Production, Revenue, Price and Gross Margin (2015 and 2016)
Figure Nintendo entertainment Software Market Share (2015 and 2016)
Table Ubisoft Entertainment Basic Information, Manufacturing Base, Sales Area and Its Competitors
Table Ubisoft Entertainment entertainment Software Production, Revenue, Price and Gross Margin (2015 and 2016)
Figure Ubisoft Entertainment entertainment Software Market Share (2015 and 2016)
Table 2K Games Basic Information, Manufacturing Base, Sales Area and Its Competitors
Table 2K Games entertainment Software Production, Revenue, Price and Gross Margin (2015 and 2016)
Figure 2K Games entertainment Software Market Share (2015 and 2016)
Table Disney Interactive Basic Information, Manufacturing Base, Sales Area and Its Competitors
Table Disney Interactive entertainment Software Production, Revenue, Price and Gross Margin (2015 and 2016)
Figure Disney Interactive entertainment Software Market Share (2015 and 2016)
Table Petroglyph Games Basic Information, Manufacturing Base, Sales Area and Its Competitors
Table Petroglyph Games entertainment Software Production, Revenue, Price and Gross Margin (2015 and 2016)
Figure Petroglyph Games entertainment Software Market Share (2015 and 2016)
Table Sony Computer Entertainment Basic Information, Manufacturing Base, Sales Area and Its Competitors
Table Sony Computer Entertainment entertainment Software Production, Revenue, Price and Gross Margin (2015 and 2016)
Figure Sony Computer Entertainment entertainment Software Market Share (2015 and 2016)
Table Nexon Basic Information, Manufacturing Base, Sales Area and Its Competitors

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Table Nexon entertainment Software Production, Revenue, Price and Gross Margin (2015 and 2016)
Figure Nexon entertainment Software Market Share (2015 and 2016)
Table Tencent Basic Information, Manufacturing Base, Sales Area and Its Competitors
Table Tencent entertainment Software Production, Revenue, Price and Gross Margin (2015 and 2016)
Figure Tencent entertainment Software Market Share (2015 and 2016)
Table Production Base and Market Concentration Rate of Raw Material
Figure Price Trend of Key Raw Materials
Table Key Suppliers of Raw Materials
Figure Manufacturing Cost Structure of entertainment Software
Figure Manufacturing Process Analysis of entertainment Software
Figure entertainment Software Industrial Chain Analysis
Table Raw Materials Sources of entertainment Software Major Manufacturers in 2015
Table Major Buyers of entertainment Software
Table Distributors/Traders List
Figure Global entertainment Software Production and Growth Rate Forecast (2016-2021)
Figure Global entertainment Software Revenue and Growth Rate Forecast (2016-2021)
Figure Global entertainment Software Price and Trend Forecast (2016-2021)
Table Global entertainment Software Production Forecast by Regions (2016-2021)
Table Global entertainment Software Consumption Forecast by Regions (2016-2021)
Figure North America entertainment Software Production, Revenue and Growth Rate Forecast (2016-2021)
Table North America entertainment Software Production, Consumption, Export and Import Forecast (2016-2021)
Figure Europe entertainment Software Production, Revenue and Growth Rate Forecast (2016-2021)
Table Europe entertainment Software Production, Consumption, Export and Import Forecast (2016-2021)
Figure China entertainment Software Production, Revenue and Growth Rate Forecast (2016-2021)
Table China entertainment Software Production, Consumption, Export and Import Forecast (2016-2021)
Figure Japan entertainment Software Production, Revenue and Growth Rate Forecast (2016-2021)
Table Japan entertainment Software Production, Consumption, Export and Import Forecast (2016-2021)
Figure Korea entertainment Software Production, Revenue and Growth Rate Forecast

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(2016-2021)
Table Korea entertainment Software Production, Consumption, Export and Import Forecast (2016-2021)
Figure Taiwan entertainment Software Production, Revenue and Growth Rate Forecast (2016-2021)
Table Taiwan entertainment Software Production, Consumption, Export and Import Forecast (2016-2021)
Table Global entertainment Software Production Forecast by Type (2016-2021)
Table Global entertainment Software Revenue Forecast by Type (2016-2021)
Table Global entertainment Software Price Forecast by Type (2016-2021)
Table Global entertainment Software Consumption Forecast by Application (2016-2021)

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