

Global Game Software Sales Market Report 2016

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Abstracts

Notes:

Sales, means the sales volume of Game Software

Revenue, means the sales value of Game Software

This report studies sales (consumption) of Game Software in Global market, especially in USA, China, Europe, Japan, Korea and Taiwan, focuses on top players in these regions/countries, with sales, price, revenue and market share for each player in these regions, covering

SONY

Microsoft

Nintendo

EA

Activision

Blizzard

Epic Games

Ubisoft

Square Enix

Konami

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

USA

China

Europe

Japan

Korea

Taiwan

Split by product Types, with sales, revenue, price and gross margin, market share and growth rate of each type, can be divided into

Type I

Type II

Type III

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

Application 1

Application 2

Application 3

Contents

Global Game Software Sales Market Report 2016

1 GAME SOFTWARE OVERVIEW

- 1.1 Product Overview and Scope of Game Software
- 1.2 Classification of Game Software
 - 1.2.1 Type I
 - 1.2.2 Type II
 - 1.2.3 Type III
- 1.3 Application of Game Software
 - 1.3.1 Application
 - 1.3.2 Application
 - 1.3.3 Application
- 1.4 Game Software Market by Regions
 - 1.4.1 USA Status and Prospect (2011-2021)
 - 1.4.2 China Status and Prospect (2011-2021)
 - 1.4.3 Europe 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 and Volume) of Game Software (2011-2021)
 - 1.5.1 Global Game Software Sales and Growth Rate (2011-2021)
 - 1.5.2 Global Game Software Revenue and Growth Rate (2011-2021)

2 GLOBAL GAME SOFTWARE COMPETITION BY MANUFACTURERS, TYPE AND APPLICATION

- 2.1 Global Game Software Market Competition by Manufacturers
 - 2.1.1 Global Game Software Sales and Market Share of Key Manufacturers (2011-2016)
 - 2.1.2 Global Game Software Revenue and Share by Manufacturers (2011-2016)
- 2.2 Global Game Software (Volume and Value) by Type
 - 2.2.1 Global Game Software Sales and Market Share by Type (2011-2016)
 - 2.2.2 Global Game Software Revenue and Market Share by Type (2011-2016)
- 2.3 Global Game Software (Volume and Value) by Regions
 - 2.3.1 Global Game Software Sales and Market Share by Regions (2011-2016)
 - 2.3.2 Global Game Software Revenue and Market Share by Regions (2011-2016)

2.4 Global Game Software (Volume) by Application

3 USA GAME SOFTWARE (VOLUME, VALUE AND SALES PRICE)

3.1 USA Game Software Sales and Value (2011-2016)

3.1.1 USA Game Software Sales and Growth Rate (2011-2016)

3.1.2 USA Game Software Revenue and Growth Rate (2011-2016)

3.1.3 USA Game Software Sales Price Trend (2011-2016)

3.2 USA Game Software Sales and Market Share by Manufacturers

3.3 USA Game Software Sales and Market Share by Type

3.4 USA Game Software Sales and Market Share by Application

4 CHINA GAME SOFTWARE (VOLUME, VALUE AND SALES PRICE)

4.1 China Game Software Sales and Value (2011-2016)

4.1.1 China Game Software Sales and Growth Rate (2011-2016)

4.1.2 China Game Software Revenue and Growth Rate (2011-2016)

4.1.3 China Game Software Sales Price Trend (2011-2016)

4.2 China Game Software Sales and Market Share by Manufacturers

4.3 China Game Software Sales and Market Share by Type

4.4 China Game Software Sales and Market Share by Application

5 EUROPE GAME SOFTWARE (VOLUME, VALUE AND SALES PRICE)

5.1 Europe Game Software Sales and Value (2011-2016)

5.1.1 Europe Game Software Sales and Growth Rate (2011-2016)

5.1.2 Europe Game Software Revenue and Growth Rate (2011-2016)

5.1.3 Europe Game Software Sales Price Trend (2011-2016)

5.2 Europe Game Software Sales and Market Share by Manufacturers

5.3 Europe Game Software Sales and Market Share by Type

5.4 Europe Game Software Sales and Market Share by Application

6 JAPAN GAME SOFTWARE (VOLUME, VALUE AND SALES PRICE)

6.1 Japan Game Software Sales and Value (2011-2016)

6.1.1 Japan Game Software Sales and Growth Rate (2011-2016)

6.1.2 Japan Game Software Revenue and Growth Rate (2011-2016)

6.1.3 Japan Game Software Sales Price Trend (2011-2016)

6.2 Japan Game Software Sales and Market Share by Manufacturers

6.3 Japan Game Software Sales and Market Share by Type

6.4 Japan Game Software Sales and Market Share by Application

7 KOREA GAME SOFTWARE (VOLUME, VALUE AND SALES PRICE)

7.1 Korea Game Software Sales and Value (2011-2016)

7.1.1 Korea Game Software Sales and Growth Rate (2011-2016)

7.1.2 Korea Game Software Revenue and Growth Rate (2011-2016)

7.1.3 Korea Game Software Sales Price Trend (2011-2016)

7.2 Korea Game Software Sales and Market Share by Manufacturers

7.3 Korea Game Software Sales and Market Share by Type

7.4 Korea Game Software Sales and Market Share by Application

8 TAIWAN GAME SOFTWARE (VOLUME, VALUE AND SALES PRICE)

8.1 Taiwan Game Software Sales and Value (2011-2016)

8.1.1 Taiwan Game Software Sales and Growth Rate (2011-2016)

8.1.2 Taiwan Game Software Revenue and Growth Rate (2011-2016)

8.1.3 Taiwan Game Software Sales Price Trend (2011-2016)

8.2 Taiwan Game Software Sales and Market Share by Manufacturers

8.3 Taiwan Game Software Sales and Market Share by Type

8.4 Taiwan Game Software Sales and Market Share by Application

9 GLOBAL GAME SOFTWARE MANUFACTURERS ANALYSIS

9.1 SONY

9.1.1 Company Basic Information, Manufacturing Base and Competitors

9.1.2 Game Software Product Type, Application and Specification

9.1.2.1 Type I

9.1.2.2 Type II

9.1.3 SONY Game Software Sales, Revenue, Price and Gross Margin (2011-2016)

9.1.4 Main Business/Business Overview

9.2 Microsoft

9.2.1 Company Basic Information, Manufacturing Base and Competitors

9.2.2 124 Product Type, Application and Specification

9.2.2.1 Type I

9.2.2.2 Type II

9.2.3 Microsoft Game Software Sales, Revenue, Price and Gross Margin (2011-2016)

9.2.4 Main Business/Business Overview

9.3 Nintendo

9.3.1 Company Basic Information, Manufacturing Base and Competitors

9.3.2 145 Product Type, Application and Specification

9.3.2.1 Type I

9.3.2.2 Type II

9.3.3 Nintendo Game Software Sales, Revenue, Price and Gross Margin (2011-2016)

9.3.4 Main Business/Business Overview

9.4 EA

9.4.1 Company Basic Information, Manufacturing Base and Competitors

9.4.2 Aug Product Type, Application and Specification

9.4.2.1 Type I

9.4.2.2 Type II

9.4.3 EA Game Software Sales, Revenue, Price and Gross Margin (2011-2016)

9.4.4 Main Business/Business Overview

9.5 Activision

9.5.1 Company Basic Information, Manufacturing Base and Competitors

9.5.2 Product Type, Application and Specification

9.5.2.1 Type I

9.5.2.2 Type II

9.5.3 Activision Game Software Sales, Revenue, Price and Gross Margin (2011-2016)

9.5.4 Main Business/Business Overview

9.6 Blizzard

9.6.1 Company Basic Information, Manufacturing Base and Competitors

9.6.2 Million USD Product Type, Application and Specification

9.6.2.1 Type I

9.6.2.2 Type II

9.6.3 Blizzard Game Software Sales, Revenue, Price and Gross Margin (2011-2016)

9.6.4 Main Business/Business Overview

9.7 Epic Games

9.7.1 Company Basic Information, Manufacturing Base and Competitors

9.7.2 Electronics Product Type, Application and Specification

9.7.2.1 Type I

9.7.2.2 Type II

9.7.3 Epic Games Game Software Sales, Revenue, Price and Gross Margin
(2011-2016)

9.7.4 Main Business/Business Overview

9.8 Ubisoft

9.8.1 Company Basic Information, Manufacturing Base and Competitors

9.8.2 Product Type, Application and Specification

- 9.8.2.1 Type I
- 9.8.2.2 Type II
- 9.8.3 Ubisoft Game Software Sales, Revenue, Price and Gross Margin (2011-2016)
- 9.8.4 Main Business/Business Overview
- 9.9 Square Enix
 - 9.9.1 Company Basic Information, Manufacturing Base and Competitors
 - 9.9.2 Product Type, Application and Specification
 - 9.9.2.1 Type I
 - 9.9.2.2 Type II
 - 9.9.3 Square Enix Game Software Sales, Revenue, Price and Gross Margin (2011-2016)
 - 9.9.4 Main Business/Business Overview
- 9.10 Konami
 - 9.10.1 Company Basic Information, Manufacturing Base and Competitors
 - 9.10.2 Product Type, Application and Specification
 - 9.10.2.1 Type I
 - 9.10.2.2 Type II
 - 9.10.3 Konami Game Software Sales, Revenue, Price and Gross Margin (2011-2016)
 - 9.10.4 Main Business/Business Overview

10 GAME SOFTWARE MAUFACTURING COST ANALYSIS

- 10.1 Game Software Key Raw Materials Analysis
 - 10.1.1 Key Raw Materials
 - 10.1.2 Price Trend of Key Raw Materials
 - 10.1.3 Key Suppliers of Raw Materials
 - 10.1.4 Market Concentration Rate of Raw Materials
- 10.2 Proportion of Manufacturing Cost Structure
 - 10.2.1 Raw Materials
 - 10.2.2 Labor Cost
 - 10.2.3 Manufacturing Process Analysis of Game Software

11 INDUSTRIAL CHAIN, SOURCING STRATEGY AND DOWNSTREAM BUYERS

- 11.1 Game Software Industrial Chain Analysis
- 11.2 Upstream Raw Materials Sourcing
- 11.3 Raw Materials Sources of Game Software Major Manufacturers in 2015
- 11.4 Downstream Buyers

12 MARKETING STRATEGY ANALYSIS, DISTRIBUTORS/TRADERS

- 12.1 Marketing Channel
 - 12.1.1 Direct Marketing
 - 12.1.2 Indirect Marketing
 - 12.1.3 Marketing Channel Development Trend
- 12.2 Market Positioning
 - 12.2.1 Pricing Strategy
 - 12.2.2 Brand Strategy
 - 12.2.3 Target Client
- 12.3 Distributors/Traders List

13 MARKET EFFECT FACTORS ANALYSIS

- 13.1 Technology Progress/Risk
 - 13.1.1 Substitutes Threat
 - 13.1.2 Technology Progress in Related Industry
- 13.2 Consumer Needs/Customer Preference Change
- 13.3 Economic/Political Environmental Change

14 GLOBAL GAME SOFTWARE MARKET FORECAST (2016-2021)

- 14.1 Global Game Software Sales, Revenue Forecast (2016-2021)
- 14.2 Global Game Software Sales Forecast by Regions (2016-2021)
- 14.3 Global Game Software Sales Forecast by Type (2016-2021)
- 14.4 Global Game Software Sales Forecast by Application (2016-2021)

15 APPENDIX

- Author List
- Disclosure Section
- Research Methodology
- Data Source
- China Disclaimer

List Of Tables

LIST OF TABLES AND FIGURES

Figure Picture of Game Software
Table Classification of Game Software
Figure Global Sales Market Share of Game Software by Type in 2015
Figure Type I Picture
Figure Type II Picture
Table Applications of Game Software
Figure Global Sales Market Share of Game Software by Application in 2015
Figure Application 1 Examples
Figure Application 2 Examples
Figure USA Game Software Revenue and Growth Rate (2011-2021)
Figure China Game Software Revenue and Growth Rate (2011-2021)
Figure Europe Game Software Revenue and Growth Rate (2011-2021)
Figure Japan Game Software Revenue and Growth Rate (2011-2021)
Figure Korea Game Software Revenue and Growth Rate (2011-2021)
Figure Taiwan Game Software Revenue and Growth Rate (2011-2021)
Figure Global Game Software Sales and Growth Rate (2011-2021)
Figure Global Game Software Revenue and Growth Rate (2011-2021)
Table Global Game Software Sales of Key Manufacturers (2011-2016)
Table Global Game Software Sales Share by Manufacturers (2011-2016)
Figure 2015 Game Software Sales Share by Manufacturers
Figure 2016 Game Software Sales Share by Manufacturers
Table Global Game Software Revenue by Manufacturers (2011-2016)
Table Global Game Software Revenue Share by Manufacturers (2011-2016)
Table 2015 Global Game Software Revenue Share by Manufacturers
Table 2016 Global Game Software Revenue Share by Manufacturers
Table Global Game Software Sales and Market Share by Type (2011-2016)
Table Global Game Software Sales Share by Type (2011-2016)
Figure Sales Market Share of Game Software by Type (2011-2016)
Figure Global Game Software Sales Growth Rate by Type (2011-2016)
Table Global Game Software Revenue and Market Share by Type (2011-2016)
Table Global Game Software Revenue Share by Type (2011-2016)
Figure Revenue Market Share of Game Software by Type (2011-2016)
Figure Global Game Software Revenue Growth Rate by Type (2011-2016)
Table Global Game Software Sales and Market Share by Regions (2011-2016)
Table Global Game Software Sales Share by Regions (2011-2016)

Figure Sales Market Share of Game Software by Regions (2011-2016)
Figure Global Game Software Sales Growth Rate by Regions (2011-2016)
Table Global Game Software Revenue and Market Share by Regions (2011-2016)
Table Global Game Software Revenue Share by Regions (2011-2016)
Figure Revenue Market Share of Game Software by Regions (2011-2016)
Figure Global Game Software Revenue Growth Rate by Regions (2011-2016)
Table Global Game Software Sales and Market Share by Application (2011-2016)
Table Global Game Software Sales Share by Application (2011-2016)
Figure Sales Market Share of Game Software by Application (2011-2016)
Figure Global Game Software Sales Growth Rate by Application (2011-2016)
Figure USA Game Software Sales and Growth Rate (2011-2016)
Figure USA Game Software Revenue and Growth Rate (2011-2016)
Figure USA Game Software Sales Price Trend (2011-2016)
Table USA Game Software Sales by Manufacturers (2011-2016)
Table USA Game Software Market Share by Manufacturers (2011-2016)
Table USA Game Software Sales by Type (2011-2016)
Table USA Game Software Market Share by Type (2011-2016)
Table USA Game Software Sales by Application (2011-2016)
Table USA Game Software Market Share by Application (2011-2016)
Figure China Game Software Sales and Growth Rate (2011-2016)
Figure China Game Software Revenue and Growth Rate (2011-2016)
Figure China Game Software Sales Price Trend (2011-2016)
Table China Game Software Sales by Manufacturers (2011-2016)
Table China Game Software Market Share by Manufacturers (2011-2016)
Table China Game Software Sales by Type (2011-2016)
Table China Game Software Market Share by Type (2011-2016)
Table China Game Software Sales by Application (2011-2016)
Table China Game Software Market Share by Application (2011-2016)
Figure Europe Game Software Sales and Growth Rate (2011-2016)
Figure Europe Game Software Revenue and Growth Rate (2011-2016)
Figure Europe Game Software Sales Price Trend (2011-2016)
Table Europe Game Software Sales by Manufacturers (2011-2016)
Table Europe Game Software Market Share by Manufacturers (2011-2016)
Table Europe Game Software Sales by Type (2011-2016)
Table Europe Game Software Market Share by Type (2011-2016)
Table Europe Game Software Sales by Application (2011-2016)
Table Europe Game Software Market Share by Application (2011-2016)
Figure Japan Game Software Sales and Growth Rate (2011-2016)
Figure Japan Game Software Revenue and Growth Rate (2011-2016)

Figure Japan Game Software Sales Price Trend (2011-2016)
Table Japan Game Software Sales by Manufacturers (2011-2016)
Table Japan Game Software Market Share by Manufacturers (2011-2016)
Table Japan Game Software Sales by Type (2011-2016)
Table Japan Game Software Market Share by Type (2011-2016)
Table Japan Game Software Sales by Application (2011-2016)
Table Japan Game Software Market Share by Application (2011-2016)
Figure Korea Game Software Sales and Growth Rate (2011-2016)
Figure Korea Game Software Revenue and Growth Rate (2011-2016)
Figure Korea Game Software Sales Price Trend (2011-2016)
Table Korea Game Software Sales by Manufacturers (2011-2016)
Table Korea Game Software Market Share by Manufacturers (2011-2016)
Table Korea Game Software Sales by Type (2011-2016)
Table Korea Game Software Market Share by Type (2011-2016)
Table Korea Game Software Sales by Application (2011-2016)
Table Korea Game Software Market Share by Application (2011-2016)
Figure Taiwan Game Software Sales and Growth Rate (2011-2016)
Figure Taiwan Game Software Revenue and Growth Rate (2011-2016)
Figure Taiwan Game Software Sales Price Trend (2011-2016)
Table Taiwan Game Software Sales by Manufacturers (2011-2016)
Table Taiwan Game Software Market Share by Manufacturers (2011-2016)
Table Taiwan Game Software Sales by Type (2011-2016)
Table Taiwan Game Software Market Share by Type (2011-2016)
Table Taiwan Game Software Sales by Application (2011-2016)
Table Taiwan Game Software Market Share by Application (2011-2016)
Table SONY Basic Information List
Table SONY Game Software Sales, Revenue, Price and Gross Margin (2011-2016)
Figure SONY Game Software Global Market Share (2011-2016)
Table Microsoft Basic Information List
Table Microsoft Game Software Sales, Revenue, Price and Gross Margin (2011-2016)
Figure Microsoft Game Software Global Market Share (2011-2016)
Table Nintendo Basic Information List
Table Nintendo Game Software Sales, Revenue, Price and Gross Margin (2011-2016)
Figure Nintendo Game Software Global Market Share (2011-2016)
Table EA Basic Information List
Table EA Game Software Sales, Revenue, Price and Gross Margin (2011-2016)
Figure EA Game Software Global Market Share (2011-2016)
Table Activision Basic Information List
Table Activision Game Software Sales, Revenue, Price and Gross Margin (2011-2016)

Figure Activision Game Software Global Market Share (2011-2016)
Table Blizzard Basic Information List
Table Blizzard Game Software Sales, Revenue, Price and Gross Margin (2011-2016)
Figure Blizzard Game Software Global Market Share (2011-2016)
Table Epic Games Basic Information List
Table Epic Games Game Software Sales, Revenue, Price and Gross Margin (2011-2016)
Figure Epic Games Game Software Global Market Share (2011-2016)
Table Ubisoft Basic Information List
Table Ubisoft Game Software Sales, Revenue, Price and Gross Margin (2011-2016)
Figure Ubisoft Game Software Global Market Share (2011-2016)
Table Square Enix Basic Information List
Table Square Enix Game Software Sales, Revenue, Price and Gross Margin (2011-2016)
Figure Square Enix Game Software Global Market Share (2011-2016)
Table Konami Basic Information List
Table Konami Game Software Sales, Revenue, Price and Gross Margin (2011-2016)
Figure Konami Game Software Global Market Share (2011-2016)
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 Game Software
Figure Manufacturing Process Analysis of Game Software
Figure Game Software Industrial Chain Analysis
Table Raw Materials Sources of Game Software Major Manufacturers in 2015
Table Major Buyers of Game Software
Table Distributors/Traders List
Figure Global Game Software Sales and Growth Rate Forecast (2016-2021)
Figure Global Game Software Revenue and Growth Rate Forecast (2016-2021)
Table Global Game Software Sales Forecast by Regions (2016-2021)
Table Global Game Software Sales Forecast by Type (2016-2021)
Table Global Game Software Sales Forecast by Application (2016-2021)

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