

# Global Gaming Console Market Professional Survey Report 2016

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## Abstracts

### Notes:

Production, means the output of Gaming Console

Revenue, means the sales value of Gaming Console

This report studies Gaming Console in Global market, especially in North America, Europe, China, Japan, Southeast Asia and India, with production, revenue, consumption, import and export in these regions, from 2011 to 2015, and forecast to 2021.

This report focuses on top manufacturers in global market, with production, price, revenue and market share for each manufacturer, covering

Mad Catz

Microsoft

Nintendo

Sony

NVIDIA

OUYA

By types, the market can be split into

Home Video Game Consoles

Handheld Game Consoles

Microconsoles

Dedicated Consoles

By Application, the market can be split into

Application 1

Application 2

Application 3

By Regions, this report covers (we can add the regions/countries as you want)

North America

China

Europe

Southeast Asia

Japan

India

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