

Global Handheld Video Game Console Market Research Report 2023

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Abstracts

This report aims to provide a comprehensive presentation of the global market for Handheld Video Game Console, with both quantitative and qualitative analysis, to help readers develop business/growth strategies, assess the market competitive situation, analyze their position in the current marketplace, and make informed business decisions regarding Handheld Video Game Console.

The Handheld Video Game Console market size, estimations, and forecasts are provided in terms of sales volume (K Units) and revenue (\$ millions), considering 2022 as the base year, with history and forecast data for the period from 2018 to 2029. This report segments the global Handheld Video Game Console market comprehensively. Regional market sizes, concerning products by type, by application and by players, are also provided.

For a more in-depth understanding of the market, the report provides profiles of the competitive landscape, key competitors, and their respective market ranks. The report also discusses technological trends and new product developments.

The report will help the Handheld Video Game Console manufacturers, new entrants, and industry chain related companies in this market with information on the revenues, sales volume, and average price for the overall market and the sub-segments across the different segments, by company, by type, by application and by regions.

By Company

ASUS

Sony

NVIDIA

GPD

Anbernic

Steam

AYN

Nintendo

ONEXPlayer

AYANEO

Wikipad

Razer Edge

LeapFrog

Mad Catz

Vtech

Segment by Type

Single Function Gaming Consoles

Multifunction Gaming Consoles

Segment by Application

Online Sales

Offline Sales

Consumption by Region

North America

United States

Canada

Europe

Germany

France

U.K.

Italy

Russia

Asia-Pacific

China

Japan

South Korea

India

Australia

China Taiwan

Southeast Asia

Latin America

Mexico

Brazil

Argentina

Middle East & Africa

Turkey

Saudi Arabia

UAE

Core Chapters

Chapter 1: Introduces the report scope of the report, executive summary of different market segments (by region, product type, application, etc), including the market size of each market segment, future development potential, and so on. It offers a high-level view of the current state of the market and its likely evolution in the short to mid-term, and long term.

Chapter 2: Detailed analysis of Handheld Video Game Console manufacturers competitive landscape, price, sales and revenue market share, latest development plan, merger, and acquisition information, etc.

Chapter 3: Sales, revenue of Handheld Video Game Console in regional level and country level. It provides a quantitative analysis of the market size and development potential of each region and its main countries and introduces the market development, future development prospects, market space, and market size of each country in the world.

Chapter 4: Provides the analysis of various market segments by type, covering the market size and development potential of each market segment, to help readers find the blue ocean market in different market segments.

Chapter 5: Provides the analysis of various market segments by application, covering the market size and development potential of each market segment, to help readers find the blue ocean market in different downstream markets.

Chapter 6: Provides profiles of key players, introducing the basic situation of the key companies in the market in detail, including product sales, revenue, price, gross margin, product introduction, recent development, etc.

Chapter 7: Analysis of industrial chain, including the upstream and downstream of the industry.

Chapter 8: Introduces the market dynamics, latest developments of the market, the driving factors and restrictive factors of the market, the challenges and risks faced by manufacturers in the industry, and the analysis of relevant policies in the industry.

Chapter 9: The main points and conclusions of the report.

Contents

1 HANDHELD VIDEO GAME CONSOLE MARKET OVERVIEW

- 1.1 Product Overview and Scope of Handheld Video Game Console
- 1.2 Handheld Video Game Console Segment by Type
 - 1.2.1 Global Handheld Video Game Console Market Value Comparison by Type (2023-2029)
 - 1.2.2 Single Function Gaming Consoles
 - 1.2.3 Multifunction Gaming Consoles
- 1.3 Handheld Video Game Console Segment by Application
 - 1.3.1 Global Handheld Video Game Console Market Value by Application: (2023-2029)
 - 1.3.2 Online Sales
 - 1.3.3 Offline Sales
- 1.4 Global Handheld Video Game Console Market Size Estimates and Forecasts
 - 1.4.1 Global Handheld Video Game Console Revenue 2018-2029
 - 1.4.2 Global Handheld Video Game Console Sales 2018-2029
 - 1.4.3 Global Handheld Video Game Console Market Average Price (2018-2029)
- 1.5 Assumptions and Limitations

2 HANDHELD VIDEO GAME CONSOLE MARKET COMPETITION BY MANUFACTURERS

- 2.1 Global Handheld Video Game Console Sales Market Share by Manufacturers (2018-2023)
- 2.2 Global Handheld Video Game Console Revenue Market Share by Manufacturers (2018-2023)
- 2.3 Global Handheld Video Game Console Average Price by Manufacturers (2018-2023)
- 2.4 Global Handheld Video Game Console Industry Ranking 2021 VS 2022 VS 2023
- 2.5 Global Key Manufacturers of Handheld Video Game Console, Manufacturing Sites & Headquarters
- 2.6 Global Key Manufacturers of Handheld Video Game Console, Product Type & Application
- 2.7 Handheld Video Game Console Market Competitive Situation and Trends
 - 2.7.1 Handheld Video Game Console Market Concentration Rate
 - 2.7.2 The Global Top 5 and Top 10 Largest Handheld Video Game Console Players Market Share by Revenue
 - 2.7.3 Global Handheld Video Game Console Market Share by Company Type (Tier 1,

Tier 2 and Tier 3)

2.8 Manufacturers Mergers & Acquisitions, Expansion Plans

3 HANDHELD VIDEO GAME CONSOLE RETROSPECTIVE MARKET SCENARIO BY REGION

3.1 Global Handheld Video Game Console Market Size by Region: 2018 Versus 2022 Versus 2029

3.2 Global Handheld Video Game Console Global Handheld Video Game Console Sales by Region: 2018-2029

3.2.1 Global Handheld Video Game Console Sales by Region: 2018-2023

3.2.2 Global Handheld Video Game Console Sales by Region: 2024-2029

3.3 Global Handheld Video Game Console Global Handheld Video Game Console Revenue by Region: 2018-2029

3.3.1 Global Handheld Video Game Console Revenue by Region: 2018-2023

3.3.2 Global Handheld Video Game Console Revenue by Region: 2024-2029

3.4 North America Handheld Video Game Console Market Facts & Figures by Country

3.4.1 North America Handheld Video Game Console Market Size by Country: 2018 VS 2022 VS 2029

3.4.2 North America Handheld Video Game Console Sales by Country (2018-2029)

3.4.3 North America Handheld Video Game Console Revenue by Country (2018-2029)

3.4.4 United States

3.4.5 Canada

3.5 Europe Handheld Video Game Console Market Facts & Figures by Country

3.5.1 Europe Handheld Video Game Console Market Size by Country: 2018 VS 2022 VS 2029

3.5.2 Europe Handheld Video Game Console Sales by Country (2018-2029)

3.5.3 Europe Handheld Video Game Console Revenue by Country (2018-2029)

3.5.4 Germany

3.5.5 France

3.5.6 U.K.

3.5.7 Italy

3.5.8 Russia

3.6 Asia Pacific Handheld Video Game Console Market Facts & Figures by Country

3.6.1 Asia Pacific Handheld Video Game Console Market Size by Country: 2018 VS 2022 VS 2029

3.6.2 Asia Pacific Handheld Video Game Console Sales by Country (2018-2029)

3.6.3 Asia Pacific Handheld Video Game Console Revenue by Country (2018-2029)

3.6.4 China

3.6.5 Japan

3.6.6 South Korea

3.6.7 India

3.6.8 Australia

3.6.9 China Taiwan

3.6.10 Southeast Asia

3.7 Latin America Handheld Video Game Console Market Facts & Figures by Country

3.7.1 Latin America Handheld Video Game Console Market Size by Country: 2018 VS 2022 VS 2029

3.7.2 Latin America Handheld Video Game Console Sales by Country (2018-2029)

3.7.3 Latin America Handheld Video Game Console Revenue by Country (2018-2029)

3.7.4 Mexico

3.7.5 Brazil

3.7.6 Argentina

3.8 Middle East and Africa Handheld Video Game Console Market Facts & Figures by Country

3.8.1 Middle East and Africa Handheld Video Game Console Market Size by Country: 2018 VS 2022 VS 2029

3.8.2 Middle East and Africa Handheld Video Game Console Sales by Country (2018-2029)

3.8.3 Middle East and Africa Handheld Video Game Console Revenue by Country (2018-2029)

3.8.4 Turkey

3.8.5 Saudi Arabia

3.8.6 UAE

4 SEGMENT BY TYPE

4.1 Global Handheld Video Game Console Sales by Type (2018-2029)

4.1.1 Global Handheld Video Game Console Sales by Type (2018-2023)

4.1.2 Global Handheld Video Game Console Sales by Type (2024-2029)

4.1.3 Global Handheld Video Game Console Sales Market Share by Type (2018-2029)

4.2 Global Handheld Video Game Console Revenue by Type (2018-2029)

4.2.1 Global Handheld Video Game Console Revenue by Type (2018-2023)

4.2.2 Global Handheld Video Game Console Revenue by Type (2024-2029)

4.2.3 Global Handheld Video Game Console Revenue Market Share by Type (2018-2029)

4.3 Global Handheld Video Game Console Price by Type (2018-2029)

5 SEGMENT BY APPLICATION

5.1 Global Handheld Video Game Console Sales by Application (2018-2029)

5.1.1 Global Handheld Video Game Console Sales by Application (2018-2023)

5.1.2 Global Handheld Video Game Console Sales by Application (2024-2029)

5.1.3 Global Handheld Video Game Console Sales Market Share by Application (2018-2029)

5.2 Global Handheld Video Game Console Revenue by Application (2018-2029)

5.2.1 Global Handheld Video Game Console Revenue by Application (2018-2023)

5.2.2 Global Handheld Video Game Console Revenue by Application (2024-2029)

5.2.3 Global Handheld Video Game Console Revenue Market Share by Application (2018-2029)

5.3 Global Handheld Video Game Console Price by Application (2018-2029)

6 KEY COMPANIES PROFILED

6.1 ASUS

6.1.1 ASUS Corporation Information

6.1.2 ASUS Description and Business Overview

6.1.3 ASUS Handheld Video Game Console Sales, Revenue and Gross Margin (2018-2023)

6.1.4 ASUS Handheld Video Game Console Product Portfolio

6.1.5 ASUS Recent Developments/Updates

6.2 Sony

6.2.1 Sony Corporation Information

6.2.2 Sony Description and Business Overview

6.2.3 Sony Handheld Video Game Console Sales, Revenue and Gross Margin (2018-2023)

6.2.4 Sony Handheld Video Game Console Product Portfolio

6.2.5 Sony Recent Developments/Updates

6.3 NVIDIA

6.3.1 NVIDIA Corporation Information

6.3.2 NVIDIA Description and Business Overview

6.3.3 NVIDIA Handheld Video Game Console Sales, Revenue and Gross Margin (2018-2023)

6.3.4 NVIDIA Handheld Video Game Console Product Portfolio

6.3.5 NVIDIA Recent Developments/Updates

6.4 GPD

6.4.1 GPD Corporation Information

- 6.4.2 GPD Description and Business Overview
- 6.4.3 GPD Handheld Video Game Console Sales, Revenue and Gross Margin
(2018-2023)
- 6.4.4 GPD Handheld Video Game Console Product Portfolio
- 6.4.5 GPD Recent Developments/Updates
- 6.5 Anbernic
 - 6.5.1 Anbernic Corporation Information
 - 6.5.2 Anbernic Description and Business Overview
 - 6.5.3 Anbernic Handheld Video Game Console Sales, Revenue and Gross Margin
(2018-2023)
 - 6.5.4 Anbernic Handheld Video Game Console Product Portfolio
 - 6.5.5 Anbernic Recent Developments/Updates
- 6.6 Steam
 - 6.6.1 Steam Corporation Information
 - 6.6.2 Steam Description and Business Overview
 - 6.6.3 Steam Handheld Video Game Console Sales, Revenue and Gross Margin
(2018-2023)
 - 6.6.4 Steam Handheld Video Game Console Product Portfolio
 - 6.6.5 Steam Recent Developments/Updates
- 6.7 AYN
 - 6.6.1 AYN Corporation Information
 - 6.6.2 AYN Description and Business Overview
 - 6.6.3 AYN Handheld Video Game Console Sales, Revenue and Gross Margin
(2018-2023)
 - 6.4.4 AYN Handheld Video Game Console Product Portfolio
 - 6.7.5 AYN Recent Developments/Updates
- 6.8 Nintendo
 - 6.8.1 Nintendo Corporation Information
 - 6.8.2 Nintendo Description and Business Overview
 - 6.8.3 Nintendo Handheld Video Game Console Sales, Revenue and Gross Margin
(2018-2023)
 - 6.8.4 Nintendo Handheld Video Game Console Product Portfolio
 - 6.8.5 Nintendo Recent Developments/Updates
- 6.9 ONEXPlayer
 - 6.9.1 ONEXPlayer Corporation Information
 - 6.9.2 ONEXPlayer Description and Business Overview
 - 6.9.3 ONEXPlayer Handheld Video Game Console Sales, Revenue and Gross Margin
(2018-2023)
 - 6.9.4 ONEXPlayer Handheld Video Game Console Product Portfolio

- 6.9.5 ONEXPlayer Recent Developments/Updates
- 6.10 AYANEO
 - 6.10.1 AYANEO Corporation Information
 - 6.10.2 AYANEO Description and Business Overview
 - 6.10.3 AYANEO Handheld Video Game Console Sales, Revenue and Gross Margin (2018-2023)
 - 6.10.4 AYANEO Handheld Video Game Console Product Portfolio
 - 6.10.5 AYANEO Recent Developments/Updates
- 6.11 Wikipad
 - 6.11.1 Wikipad Corporation Information
 - 6.11.2 Wikipad Handheld Video Game Console Description and Business Overview
 - 6.11.3 Wikipad Handheld Video Game Console Sales, Revenue and Gross Margin (2018-2023)
 - 6.11.4 Wikipad Handheld Video Game Console Product Portfolio
 - 6.11.5 Wikipad Recent Developments/Updates
- 6.12 Razer Edge
 - 6.12.1 Razer Edge Corporation Information
 - 6.12.2 Razer Edge Handheld Video Game Console Description and Business Overview
 - 6.12.3 Razer Edge Handheld Video Game Console Sales, Revenue and Gross Margin (2018-2023)
 - 6.12.4 Razer Edge Handheld Video Game Console Product Portfolio
 - 6.12.5 Razer Edge Recent Developments/Updates
- 6.13 LeapFrog
 - 6.13.1 LeapFrog Corporation Information
 - 6.13.2 LeapFrog Handheld Video Game Console Description and Business Overview
 - 6.13.3 LeapFrog Handheld Video Game Console Sales, Revenue and Gross Margin (2018-2023)
 - 6.13.4 LeapFrog Handheld Video Game Console Product Portfolio
 - 6.13.5 LeapFrog Recent Developments/Updates
- 6.14 Mad Catz
 - 6.14.1 Mad Catz Corporation Information
 - 6.14.2 Mad Catz Handheld Video Game Console Description and Business Overview
 - 6.14.3 Mad Catz Handheld Video Game Console Sales, Revenue and Gross Margin (2018-2023)
 - 6.14.4 Mad Catz Handheld Video Game Console Product Portfolio
 - 6.14.5 Mad Catz Recent Developments/Updates
- 6.15 Vtech
 - 6.15.1 Vtech Corporation Information

- 6.15.2 Vtech Handheld Video Game Console Description and Business Overview
- 6.15.3 Vtech Handheld Video Game Console Sales, Revenue and Gross Margin (2018-2023)
- 6.15.4 Vtech Handheld Video Game Console Product Portfolio
- 6.15.5 Vtech Recent Developments/Updates

7 INDUSTRY CHAIN AND SALES CHANNELS ANALYSIS

- 7.1 Handheld Video Game Console Industry Chain Analysis
- 7.2 Handheld Video Game Console Key Raw Materials
 - 7.2.1 Key Raw Materials
 - 7.2.2 Raw Materials Key Suppliers
- 7.3 Handheld Video Game Console Production Mode & Process
- 7.4 Handheld Video Game Console Sales and Marketing
 - 7.4.1 Handheld Video Game Console Sales Channels
 - 7.4.2 Handheld Video Game Console Distributors
- 7.5 Handheld Video Game Console Customers

8 HANDHELD VIDEO GAME CONSOLE MARKET DYNAMICS

- 8.1 Handheld Video Game Console Industry Trends
- 8.2 Handheld Video Game Console Market Drivers
- 8.3 Handheld Video Game Console Market Challenges
- 8.4 Handheld Video Game Console Market Restraints

9 RESEARCH FINDING AND CONCLUSION

10 METHODOLOGY AND DATA SOURCE

- 10.1 Methodology/Research Approach
 - 10.1.1 Research Programs/Design
 - 10.1.2 Market Size Estimation
 - 10.1.3 Market Breakdown and Data Triangulation
- 10.2 Data Source
 - 10.2.1 Secondary Sources
 - 10.2.2 Primary Sources
- 10.3 Author List
- 10.4 Disclaimer

List Of Tables

LIST OF TABLES

Table 1. Global Handheld Video Game Console Market Value Comparison by Type (2023-2029) & (US\$ Million)

Table 2. Global Handheld Video Game Console Market Value Comparison by Application (2023-2029) & (US\$ Million)

Table 3. Global Handheld Video Game Console Market Competitive Situation by Manufacturers in 2022

Table 4. Global Handheld Video Game Console Sales (K Units) of Key Manufacturers (2018-2023)

Table 5. Global Handheld Video Game Console Sales Market Share by Manufacturers (2018-2023)

Table 6. Global Handheld Video Game Console Revenue (US\$ Million) by Manufacturers (2018-2023)

Table 7. Global Handheld Video Game Console Revenue Share by Manufacturers (2018-2023)

Table 8. Global Market Handheld Video Game Console Average Price (US\$/Unit) of Key Manufacturers (2018-2023)

Table 9. Global Key Players of Handheld Video Game Console, Industry Ranking, 2021 VS 2022 VS 2023

Table 10. Global Key Manufacturers of Handheld Video Game Console, Manufacturing Sites & Headquarters

Table 11. Global Key Manufacturers of Handheld Video Game Console, Product Type & Application

Table 12. Global Key Manufacturers of Handheld Video Game Console, Date of Enter into This Industry

Table 13. Global Manufacturers Market Concentration Ratio (CR5 and HHI)

Table 14. Global Handheld Video Game Console by Company Type (Tier 1, Tier 2, and Tier 3) & (based on the Revenue in Handheld Video Game Console as of 2022)

Table 15. Manufacturers Mergers & Acquisitions, Expansion Plans

Table 16. Global Handheld Video Game Console Market Size by Region (US\$ Million): 2018 VS 2022 VS 2029

Table 17. Global Handheld Video Game Console Sales by Region (2018-2023) & (K Units)

Table 18. Global Handheld Video Game Console Sales Market Share by Region (2018-2023)

Table 19. Global Handheld Video Game Console Sales by Region (2024-2029) & (K

Units)

Table 20. Global Handheld Video Game Console Sales Market Share by Region (2024-2029)

Table 21. Global Handheld Video Game Console Revenue by Region (2018-2023) & (US\$ Million)

Table 22. Global Handheld Video Game Console Revenue Market Share by Region (2018-2023)

Table 23. Global Handheld Video Game Console Revenue by Region (2024-2029) & (US\$ Million)

Table 24. Global Handheld Video Game Console Revenue Market Share by Region (2024-2029)

Table 25. North America Handheld Video Game Console Revenue by Country: 2018 VS 2022 VS 2029 (US\$ Million)

Table 26. North America Handheld Video Game Console Sales by Country (2018-2023) & (K Units)

Table 27. North America Handheld Video Game Console Sales by Country (2024-2029) & (K Units)

Table 28. North America Handheld Video Game Console Revenue by Country (2018-2023) & (US\$ Million)

Table 29. North America Handheld Video Game Console Revenue by Country (2024-2029) & (US\$ Million)

Table 30. Europe Handheld Video Game Console Revenue by Country: 2018 VS 2022 VS 2029 (US\$ Million)

Table 31. Europe Handheld Video Game Console Sales by Country (2018-2023) & (K Units)

Table 32. Europe Handheld Video Game Console Sales by Country (2024-2029) & (K Units)

Table 33. Europe Handheld Video Game Console Revenue by Country (2018-2023) & (US\$ Million)

Table 34. Europe Handheld Video Game Console Revenue by Country (2024-2029) & (US\$ Million)

Table 35. Asia Pacific Handheld Video Game Console Revenue by Region: 2018 VS 2022 VS 2029 (US\$ Million)

Table 36. Asia Pacific Handheld Video Game Console Sales by Region (2018-2023) & (K Units)

Table 37. Asia Pacific Handheld Video Game Console Sales by Region (2024-2029) & (K Units)

Table 38. Asia Pacific Handheld Video Game Console Revenue by Region (2018-2023) & (US\$ Million)

Table 39. Asia Pacific Handheld Video Game Console Revenue by Region (2024-2029) & (US\$ Million)

Table 40. Latin America Handheld Video Game Console Revenue by Country: 2018 VS 2022 VS 2029 (US\$ Million)

Table 41. Latin America Handheld Video Game Console Sales by Country (2018-2023) & (K Units)

Table 42. Latin America Handheld Video Game Console Sales by Country (2024-2029) & (K Units)

Table 43. Latin America Handheld Video Game Console Revenue by Country (2018-2023) & (US\$ Million)

Table 44. Latin America Handheld Video Game Console Revenue by Country (2024-2029) & (US\$ Million)

Table 45. Middle East & Africa Handheld Video Game Console Revenue by Country: 2018 VS 2022 VS 2029 (US\$ Million)

Table 46. Middle East & Africa Handheld Video Game Console Sales by Country (2018-2023) & (K Units)

Table 47. Middle East & Africa Handheld Video Game Console Sales by Country (2024-2029) & (K Units)

Table 48. Middle East & Africa Handheld Video Game Console Revenue by Country (2018-2023) & (US\$ Million)

Table 49. Middle East & Africa Handheld Video Game Console Revenue by Country (2024-2029) & (US\$ Million)

Table 50. Global Handheld Video Game Console Sales (K Units) by Type (2018-2023)

Table 51. Global Handheld Video Game Console Sales (K Units) by Type (2024-2029)

Table 52. Global Handheld Video Game Console Sales Market Share by Type (2018-2023)

Table 53. Global Handheld Video Game Console Sales Market Share by Type (2024-2029)

Table 54. Global Handheld Video Game Console Revenue (US\$ Million) by Type (2018-2023)

Table 55. Global Handheld Video Game Console Revenue (US\$ Million) by Type (2024-2029)

Table 56. Global Handheld Video Game Console Revenue Market Share by Type (2018-2023)

Table 57. Global Handheld Video Game Console Revenue Market Share by Type (2024-2029)

Table 58. Global Handheld Video Game Console Price (US\$/Unit) by Type (2018-2023)

Table 59. Global Handheld Video Game Console Price (US\$/Unit) by Type (2024-2029)

Table 60. Global Handheld Video Game Console Sales (K Units) by Application

(2018-2023)

Table 61. Global Handheld Video Game Console Sales (K Units) by Application

(2024-2029)

Table 62. Global Handheld Video Game Console Sales Market Share by Application

(2018-2023)

Table 63. Global Handheld Video Game Console Sales Market Share by Application

(2024-2029)

Table 64. Global Handheld Video Game Console Revenue (US\$ Million) by Application

(2018-2023)

Table 65. Global Handheld Video Game Console Revenue (US\$ Million) by Application

(2024-2029)

Table 66. Global Handheld Video Game Console Revenue Market Share by Application

(2018-2023)

Table 67. Global Handheld Video Game Console Revenue Market Share by Application

(2024-2029)

Table 68. Global Handheld Video Game Console Price (US\$/Unit) by Application

(2018-2023)

Table 69. Global Handheld Video Game Console Price (US\$/Unit) by Application

(2024-2029)

Table 70. ASUS Corporation Information

Table 71. ASUS Description and Business Overview

Table 72. ASUS Handheld Video Game Console Sales (K Units), Revenue (US\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)

Table 73. ASUS Handheld Video Game Console Product

Table 74. ASUS Recent Developments/Updates

Table 75. Sony Corporation Information

Table 76. Sony Description and Business Overview

Table 77. Sony Handheld Video Game Console Sales (K Units), Revenue (US\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)

Table 78. Sony Handheld Video Game Console Product

Table 79. Sony Recent Developments/Updates

Table 80. NVIDIA Corporation Information

Table 81. NVIDIA Description and Business Overview

Table 82. NVIDIA Handheld Video Game Console Sales (K Units), Revenue (US\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)

Table 83. NVIDIA Handheld Video Game Console Product

Table 84. NVIDIA Recent Developments/Updates

Table 85. GPD Corporation Information

Table 86. GPD Description and Business Overview

Table 87. GPD Handheld Video Game Console Sales (K Units), Revenue (US\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)

Table 88. GPD Handheld Video Game Console Product

Table 89. GPD Recent Developments/Updates

Table 90. Anbernic Corporation Information

Table 91. Anbernic Description and Business Overview

Table 92. Anbernic Handheld Video Game Console Sales (K Units), Revenue (US\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)

Table 93. Anbernic Handheld Video Game Console Product

Table 94. Anbernic Recent Developments/Updates

Table 95. Steam Corporation Information

Table 96. Steam Description and Business Overview

Table 97. Steam Handheld Video Game Console Sales (K Units), Revenue (US\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)

Table 98. Steam Handheld Video Game Console Product

Table 99. Steam Recent Developments/Updates

Table 100. AYN Corporation Information

Table 101. AYN Description and Business Overview

Table 102. AYN Handheld Video Game Console Sales (K Units), Revenue (US\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)

Table 103. AYN Handheld Video Game Console Product

Table 104. AYN Recent Developments/Updates

Table 105. Nintendo Corporation Information

Table 106. Nintendo Description and Business Overview

Table 107. Nintendo Handheld Video Game Console Sales (K Units), Revenue (US\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)

Table 108. Nintendo Handheld Video Game Console Product

Table 109. Nintendo Recent Developments/Updates

Table 110. ONEXPlayer Corporation Information

Table 111. ONEXPlayer Description and Business Overview

Table 112. ONEXPlayer Handheld Video Game Console Sales (K Units), Revenue (US\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)

Table 113. ONEXPlayer Handheld Video Game Console Product

Table 114. ONEXPlayer Recent Developments/Updates

Table 115. AYANEO Corporation Information

Table 116. AYANEO Description and Business Overview

Table 117. AYANEO Handheld Video Game Console Sales (K Units), Revenue (US\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)

Table 118. AYANEO Handheld Video Game Console Product

Table 119. AYANEO Recent Developments/Updates

Table 120. Wikipad Corporation Information

Table 121. Wikipad Description and Business Overview

Table 122. Wikipad Handheld Video Game Console Sales (K Units), Revenue (US\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)

Table 123. Wikipad Handheld Video Game Console Product

Table 124. Wikipad Recent Developments/Updates

Table 125. Razer Edge Corporation Information

Table 126. Razer Edge Description and Business Overview

Table 127. Razer Edge Handheld Video Game Console Sales (K Units), Revenue (US\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)

Table 128. Razer Edge Handheld Video Game Console Product

Table 129. Razer Edge Recent Developments/Updates

Table 130. LeapFrog Corporation Information

Table 131. LeapFrog Description and Business Overview

Table 132. LeapFrog Handheld Video Game Console Sales (K Units), Revenue (US\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)

Table 133. LeapFrog Handheld Video Game Console Product

Table 134. LeapFrog Recent Developments/Updates

Table 135. Mad Catz Corporation Information

Table 136. Mad Catz Description and Business Overview

Table 137. Mad Catz Handheld Video Game Console Sales (K Units), Revenue (US\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)

Table 138. Mad Catz Handheld Video Game Console Product

Table 139. Mad Catz Recent Developments/Updates

Table 140. Vtech Corporation Information

Table 141. Vtech Description and Business Overview

Table 142. Vtech Handheld Video Game Console Sales (K Units), Revenue (US\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)

Table 143. Vtech Handheld Video Game Console Product

Table 144. Vtech Recent Developments/Updates

Table 145. Key Raw Materials Lists

Table 146. Raw Materials Key Suppliers Lists

Table 147. Handheld Video Game Console Distributors List

Table 148. Handheld Video Game Console Customers List

Table 149. Handheld Video Game Console Market Trends

Table 150. Handheld Video Game Console Market Drivers

Table 151. Handheld Video Game Console Market Challenges

Table 152. Handheld Video Game Console Market Restraints

Table 153. Research Programs/Design for This Report

Table 154. Key Data Information from Secondary Sources

Table 155. Key Data Information from Primary Sources

List Of Figures

LIST OF FIGURES

- Figure 1. Product Picture of Handheld Video Game Console
- Figure 2. Global Handheld Video Game Console Market Value Comparison by Type (2023-2029) & (US\$ Million)
- Figure 3. Global Handheld Video Game Console Market Share by Type in 2022 & 2029
- Figure 4. Single Function Gaming Consoles Product Picture
- Figure 5. Multifunction Gaming Consoles Product Picture
- Figure 6. Global Handheld Video Game Console Market Value Comparison by Application (2023-2029) & (US\$ Million)
- Figure 7. Global Handheld Video Game Console Market Share by Application in 2022 & 2029
- Figure 8. Online Sales
- Figure 9. Offline Sales
- Figure 10. Global Handheld Video Game Console Revenue, (US\$ Million), 2018 VS 2022 VS 2029
- Figure 11. Global Handheld Video Game Console Market Size (2018-2029) & (US\$ Million)
- Figure 12. Global Handheld Video Game Console Sales (2018-2029) & (K Units)
- Figure 13. Global Handheld Video Game Console Average Price (US\$/Unit) & (2018-2029)
- Figure 14. Handheld Video Game Console Report Years Considered
- Figure 15. Handheld Video Game Console Sales Share by Manufacturers in 2022
- Figure 16. Global Handheld Video Game Console Revenue Share by Manufacturers in 2022
- Figure 17. The Global 5 and 10 Largest Handheld Video Game Console Players: Market Share by Revenue in 2022
- Figure 18. Handheld Video Game Console Market Share by Company Type (Tier 1, Tier 2 and Tier 3): 2018 VS 2022
- Figure 19. Global Handheld Video Game Console Market Size by Region (US\$ Million): 2018 VS 2022 VS 2029
- Figure 20. North America Handheld Video Game Console Sales Market Share by Country (2018-2029)
- Figure 21. North America Handheld Video Game Console Revenue Market Share by Country (2018-2029)
- Figure 22. United States Handheld Video Game Console Revenue Growth Rate (2018-2029) & (US\$ Million)

Figure 23. Canada Handheld Video Game Console Revenue Growth Rate (2018-2029) & (US\$ Million)

Figure 24. Europe Handheld Video Game Console Sales Market Share by Country (2018-2029)

Figure 25. Europe Handheld Video Game Console Revenue Market Share by Country (2018-2029)

Figure 26. Germany Handheld Video Game Console Revenue Growth Rate (2018-2029) & (US\$ Million)

Figure 27. France Handheld Video Game Console Revenue Growth Rate (2018-2029) & (US\$ Million)

Figure 28. U.K. Handheld Video Game Console Revenue Growth Rate (2018-2029) & (US\$ Million)

Figure 29. Italy Handheld Video Game Console Revenue Growth Rate (2018-2029) & (US\$ Million)

Figure 30. Russia Handheld Video Game Console Revenue Growth Rate (2018-2029) & (US\$ Million)

Figure 31. Asia Pacific Handheld Video Game Console Sales Market Share by Region (2018-2029)

Figure 32. Asia Pacific Handheld Video Game Console Revenue Market Share by Region (2018-2029)

Figure 33. China Handheld Video Game Console Revenue Growth Rate (2018-2029) & (US\$ Million)

Figure 34. Japan Handheld Video Game Console Revenue Growth Rate (2018-2029) & (US\$ Million)

Figure 35. South Korea Handheld Video Game Console Revenue Growth Rate (2018-2029) & (US\$ Million)

Figure 36. India Handheld Video Game Console Revenue Growth Rate (2018-2029) & (US\$ Million)

Figure 37. Australia Handheld Video Game Console Revenue Growth Rate (2018-2029) & (US\$ Million)

Figure 38. China Taiwan Handheld Video Game Console Revenue Growth Rate (2018-2029) & (US\$ Million)

Figure 39. Southeast Asia Handheld Video Game Console Revenue Growth Rate (2018-2029) & (US\$ Million)

Figure 40. Latin America Handheld Video Game Console Sales Market Share by Country (2018-2029)

Figure 41. Latin America Handheld Video Game Console Revenue Market Share by Country (2018-2029)

Figure 42. Mexico Handheld Video Game Console Revenue Growth Rate (2018-2029)

& (US\$ Million)

Figure 43. Brazil Handheld Video Game Console Revenue Growth Rate (2018-2029) & (US\$ Million)

Figure 44. Argentina Handheld Video Game Console Revenue Growth Rate (2018-2029) & (US\$ Million)

Figure 45. Middle East & Africa Handheld Video Game Console Sales Market Share by Country (2018-2029)

Figure 46. Middle East & Africa Handheld Video Game Console Revenue Market Share by Country (2018-2029)

Figure 47. Turkey Handheld Video Game Console Revenue Growth Rate (2018-2029) & (US\$ Million)

Figure 48. Saudi Arabia Handheld Video Game Console Revenue Growth Rate (2018-2029) & (US\$ Million)

Figure 49. UAE Handheld Video Game Console Revenue Growth Rate (2018-2029) & (US\$ Million)

Figure 50. Global Sales Market Share of Handheld Video Game Console by Type (2018-2029)

Figure 51. Global Revenue Market Share of Handheld Video Game Console by Type (2018-2029)

Figure 52. Global Handheld Video Game Console Price (US\$/Unit) by Type (2018-2029)

Figure 53. Global Sales Market Share of Handheld Video Game Console by Application (2018-2029)

Figure 54. Global Revenue Market Share of Handheld Video Game Console by Application (2018-2029)

Figure 55. Global Handheld Video Game Console Price (US\$/Unit) by Application (2018-2029)

Figure 56. Handheld Video Game Console Value Chain

Figure 57. Handheld Video Game Console Production Process

Figure 58. Channels of Distribution (Direct Vs Distribution)

Figure 59. Distributors Profiles

Figure 60. Bottom-up and Top-down Approaches for This Report

Figure 61. Data Triangulation

Figure 62. Key Executives Interviewed

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