

# Global Video Games Industry 2016 Market Research Report

<https://marketpublishers.com/r/GCFF979C46EEN.html>

Date: March 2016

Pages: 159

Price: US\$ 2,800.00 (Single User License)

ID: GCFF979C46EEN

## Abstracts

The Global Video Games Industry 2016 Market Research Report is a professional and in-depth study on the current state of the Video Games industry.

Firstly, the report provides a basic overview of the industry including definitions, classifications, applications and industry chain structure. The Video Games market analysis is provided for the international market including development history, competitive landscape analysis, and major regions' development status.

Secondly, development policies and plans are discussed as well as manufacturing processes and cost structures. This report also states import/export, supply and consumption figures as well as cost, price, revenue and gross margin by regions (United States, EU, China and Japan), and other regions can be added.

Then, the report focuses on global major leading industry players with information such as company profiles, product picture and specification, capacity, production, price, cost, revenue and contact information. Upstream raw materials, equipment and downstream consumers analysis is also carried out. What's more, the Video Games industry development trends and marketing channels are analyzed.

Finally, the feasibility of new investment projects is assessed, and overall research conclusions are offered.

In a word, the report provides major statistics on the state of the industry and is a valuable source of guidance and direction for companies and individuals interested in the market.

## Contents

### **1 INDUSTRY OVERVIEW OF VIDEO GAMES**

- 1.1 Definition and Specifications of Video Games
  - 1.1.1 Definition of Video Games
  - 1.1.2 Specifications of Video Games
- 1.2 Classification of Video Games
  - 1.2.1 Cellular
  - 1.2.2 GPS
  - 1.2.3 Radio
  - 1.2.4 Satellite
  - 1.2.5 Television
  - 1.2.6 Wi-Fi
- 1.3 Applications of Video Games
  - 1.3.1 Amplified
  - 1.3.2 Digital
  - 1.3.3 HD
  - 1.3.4 Portable
- 1.4 Industry Chain Structure of Video Games
- 1.5 Industry Overview and Major Regions Status of Video Games
  - 1.5.1 Industry Overview of Video Games
  - 1.5.2 Global Major Regions Status of Video Games
- 1.6 Industry Policy Analysis of Video Games
- 1.7 Industry News Analysis of Video Games

### **2 MANUFACTURING COST STRUCTURE ANALYSIS OF VIDEO GAMES**

- 2.1 Raw Material Suppliers and Price Analysis of Video Games
- 2.2 Equipment Suppliers and Price Analysis of Video Games
- 2.3 Labor Cost Analysis of Video Games
- 2.4 Other Costs Analysis of Video Games
- 2.5 Manufacturing Cost Structure Analysis of Video Games
- 2.6 Manufacturing Process Analysis of Video Games

### **3 TECHNICAL DATA AND MANUFACTURING PLANTS ANALYSIS OF VIDEO GAMES**

- 3.1 Capacity and Commercial Production Date of Global Video Games Major

Manufacturers in 2015

3.2 Manufacturing Plants Distribution of Global Video Games Major Manufacturers in 2015

3.3 R&D Status and Technology Source of Global Video Games Major Manufacturers in 2015

3.4 Raw Materials Sources Analysis of Global Video Games Major Manufacturers in 2015

## **4 CAPACITY, PRODUCTION AND REVENUE ANALYSIS OF VIDEO GAMES BY REGIONS, TYPES AND MANUFACTURERS**

4.1 Global Capacity, Production and Revenue of Video Games by Regions 2011-2016

4.2 Global and Major Regions Capacity, Production, Revenue and Growth Rate of Video Games 2011-2016

4.3 Global Capacity, Production and Revenue of Video Games by Types 2011-2016

4.4 Global Capacity, Production and Revenue of Video Games by Manufacturers 2011-2016

## **5 PRICE, COST, GROSS AND GROSS MARGIN ANALYSIS OF VIDEO GAMES BY REGIONS, TYPES AND MANUFACTURERS**

5.1 Price, Cost, Gross and Gross Margin Analysis of Video Games by Regions 2011-2016

5.2 Price, Cost, Gross and Gross Margin Analysis of Video Games by Types 2011-2016

5.3 Price, Cost, Gross and Gross Margin Analysis of Video Games by Manufacturers 2011-2016

## **6 CONSUMPTION VOLUME, CONSUMPTION VALUE AND SALE PRICE ANALYSIS OF VIDEO GAMES BY REGIONS, TYPES AND APPLICATIONS**

6.1 Global Consumption Volume and Consumption Value of Video Games by Regions 2011-2016

6.2 Global and Major Regions Consumption Volume, Consumption Value and Growth Rate of Video Games 2011-2016

6.3 Global Consumption Volume and Consumption Value of Video Games by Types 2011-2016

6.4 Global Consumption Volume and Consumption Value of Video Games by Applications 2011-2016

6.5 Sale Price of Video Games by Regions 2011-2016

- 6.6 Sale Price of Video Games by Types 2011-2016
- 6.7 Sale Price of Video Games by Applications 2011-2016
- 6.8 Market Share Analysis of Video Games by Different Sale Price Levels

## **7 SUPPLY, IMPORT, EXPORT AND CONSUMPTION ANALYSIS OF VIDEO GAMES**

- 7.1 Supply, Consumption and Gap of Video Games 2011-2016
- 7.2 Global Capacity, Production, Price, Cost, Revenue, Supply, Import, Export and Consumption of Video Games 2011-2016
- 7.3 United States Capacity, Production, Price, Cost, Revenue, Supply, Import, Export and Consumption of Video Games 2011-2016
- 7.4 Europe Capacity, Production, Price, Cost, Revenue, Supply, Import, Export and Consumption of Video Games 2011-2016
- 7.5 China Capacity, Production, Price, Cost, Revenue, Supply, Import, Export and Consumption of Video Games 2011-2016
- 7.6 Japan Capacity, Production, Price, Cost, Revenue, Supply, Import, Export and Consumption of Video Games 2011-2016

## **8 MAJOR MANUFACTURERS ANALYSIS OF VIDEO GAMES**

- 8.1 Activision
  - 8.1.1 Company Profile
  - 8.1.2 Product Picture and Specifications
    - 8.1.2.1 Type I
    - 8.1.2.2 Type II
    - 8.1.2.3 Type III
  - 8.1.3 Capacity, Production, Price, Cost, Gross and Revenue
  - 8.1.4 Contact Information
- 8.2 Bandai Namco
  - 8.2.1 Company Profile
  - 8.2.2 Product Picture and Specifications
    - 8.2.2.1 Type I
    - 8.2.2.2 Type II
    - 8.2.2.3 Type III
  - 8.2.3 Capacity, Production, Price, Cost, Gross and Revenue
  - 8.2.4 Contact Information
- 8.3 Bethesda
  - 8.3.1 Company Profile
  - 8.3.2 Product Picture and Specifications

- 8.3.2.1 Type I
- 8.3.2.2 Type II
- 8.3.2.3 Type III
- 8.3.3 Capacity, Production, Price, Cost, Gross and Revenue
- 8.3.4 Contact Information
- 8.4 Blizzard Entertainment
  - 8.4.1 Company Profile
  - 8.4.2 Product Picture and Specifications
    - 8.4.2.1 Type I
    - 8.4.2.2 Type II
    - 8.4.2.3 Type III
  - 8.4.3 Capacity, Production, Price, Cost, Gross and Revenue
  - 8.4.4 Contact Information
- 8.5 Capcom
  - 8.5.1 Company Profile
  - 8.5.2 Product Picture and Specifications
    - 8.5.2.1 Type I
    - 8.5.2.2 Type II
    - 8.5.2.3 Type III
  - 8.5.3 Capacity, Production, Price, Cost, Gross and Revenue
  - 8.5.4 Contact Information
- 8.6 Disney Interactive
  - 8.6.1 Company Profile
  - 8.6.2 Product Picture and Specifications
    - 8.6.2.1 Type I
    - 8.6.2.2 Type II
    - 8.6.2.3 Type III
  - 8.6.3 Capacity, Production, Price, Cost, Gross and Revenue
  - 8.6.4 Contact Information
- 8.7 Electronic Arts
  - 8.7.1 Company Profile
  - 8.7.2 Product Picture and Specifications
    - 8.7.2.1 Type I
    - 8.7.2.2 Type II
    - 8.7.2.3 Type III
  - 8.7.3 Capacity, Production, Price, Cost, Gross and Revenue
  - 8.7.4 Contact Information
- 8.8 Konami
  - 8.8.1 Company Profile

- 8.8.2 Product Picture and Specifications
  - 8.8.2.1 Type I
  - 8.8.2.2 Type II
  - 8.8.2.3 Type III
- 8.8.3 Capacity, Production, Price, Cost, Gross and Revenue
- 8.8.4 Contact Information
- 8.9 Marvelous Entertainment
  - 8.9.1 Company Profile
  - 8.9.2 Product Picture and Specifications
    - 8.9.2.1 Type I
    - 8.9.2.2 Type II
    - 8.9.2.3 Type III
  - 8.9.3 Capacity, Production, Price, Cost, Gross and Revenue
  - 8.9.4 Contact Information
- 8.10 Nintendo EAD
  - 8.10.1 Company Profile
  - 8.10.2 Product Picture and Specifications
    - 8.10.2.1 Type I
    - 8.10.2.2 Type II
    - 8.10.2.3 Type III
  - 8.10.3 Capacity, Production, Price, Cost, Gross and Revenue
  - 8.10.4 Contact Information
- 8.11 Sony Computer Entertainment
  - 8.11.1 Company Profile
  - 8.11.2 Product Picture and Specifications
    - 8.11.2.1 Type I
    - 8.11.2.2 Type II
    - 8.11.2.3 Type III
  - 8.11.3 Capacity, Production, Price, Cost, Gross and Revenue
  - 8.11.4 Contact Information
- 8.12 Square Enix
  - 8.12.1 Company Profile
  - 8.12.2 Product Picture and Specifications
    - 8.12.2.1 Type I
    - 8.12.2.2 Type II
    - 8.12.2.3 Type III
  - 8.12.3 Capacity, Production, Price, Cost, Gross and Revenue
  - 8.12.4 Contact Information
- 8.13 Take-Two Interactive

- 8.13.1 Company Profile
- 8.13.2 Product Picture and Specifications
  - 8.13.2.1 Type I
  - 8.13.2.2 Type II
  - 8.13.2.3 Type III
- 8.13.3 Capacity, Production, Price, Cost, Gross and Revenue
- 8.13.4 Contact Information
- 8.14 Treyarch
  - 8.14.1 Company Profile
  - 8.14.2 Product Picture and Specifications
    - 8.14.2.1 Type I
    - 8.14.2.2 Type II
    - 8.14.2.3 Type III
  - 8.14.3 Capacity, Production, Price, Cost, Gross and Revenue
  - 8.14.4 Contact Information
- 8.15 Ubisoft
  - 8.15.1 Company Profile
  - 8.15.2 Product Picture and Specifications
    - 8.15.2.1 Type I
    - 8.15.2.2 Type II
    - 8.15.2.3 Type III
  - 8.15.3 Capacity, Production, Price, Cost, Gross and Revenue
  - 8.15.4 Contact Information

## **9 MARKETING TRADER OR DISTRIBUTOR ANALYSIS OF VIDEO GAMES**

- 9.1 Marketing Channels Status of Video Games
- 9.2 Traders or Distributors with Contact Information of Video Games by Regions
- 9.3 Ex-work Price, Channel Price and End Buyer Price Analysis of Video Games
- 9.4 Regional Import, Export and Trade Analysis of Video Games

## **10 INDUSTRY CHAIN ANALYSIS OF VIDEO GAMES**

- 10.1 Upstream Major Raw Materials Suppliers Analysis of Video Games
  - 10.1.1 Major Raw Materials Suppliers with Contact Information Analysis of Video Games
  - 10.1.2 Major Raw Materials Suppliers with Supply Volume Analysis of Video Games by Regions
- 10.2 Upstream Major Equipment Suppliers Analysis of Video Games

- 10.2.1 Major Equipment Suppliers with Contact Information Analysis of Video Games
- 10.2.2 Major Equipment Suppliers with Product Pictures Analysis of Video Games by Regions
- 10.3 Downstream Major Consumers Analysis of Video Games
  - 10.3.1 Major Consumers with Contact Information Analysis of Video Games
  - 10.3.2 Major Consumers with Consumption Volume Analysis of Video Games by Regions
- 10.4 Supply Chain Relationship Analysis of Video Games

## **11 DEVELOPMENT TREND OF ANALYSIS OF VIDEO GAMES**

- 11.1 Capacity, Production and Revenue Forecast of Video Games by Regions and Types
  - 11.1.1 Global Capacity, Production and Revenue of Video Games by Regions 2016-2021
  - 11.1.2 Global and Major Regions Capacity, Production, Revenue and Growth Rate of Video Games 2016-2021
  - 11.1.3 Global Capacity, Production and Revenue of Video Games by Types 2016-2021
- 11.2 Consumption Volume and Consumption Value Forecast of Video Games by Regions, Types and Applications
  - 11.2.1 Global Consumption Volume and Consumption Value of Video Games by Regions 2016-2021
  - 11.2.2 Global and Major Regions Consumption Volume, Consumption Value and Growth Rate of Video Games 2016-2021
  - 11.2.3 Global Consumption Volume and Consumption Value of Video Games by Types 2016-2021
  - 11.2.4 Global Consumption Volume and Consumption Value of Video Games by Applications 2016-2021
- 11.3 Supply, Import, Export and Consumption Forecast of Video Games
  - 11.3.1 Supply, Consumption and Gap of Video Games 2016-2021
  - 11.3.2 Global Capacity, Production, Price, Cost, Revenue, Supply, Import, Export and Consumption of Video Games 2016-2021
  - 11.3.3 United States Capacity, Production, Price, Cost, Revenue, Supply, Import, Export and Consumption of Video Games 2016-2021
  - 11.3.4 Europe Capacity, Production, Price, Cost, Revenue, Supply, Import, Export and Consumption of Video Games 2016-2021
  - 11.3.5 China Capacity, Production, Price, Cost, Revenue, Supply, Import, Export and Consumption of Video Games 2016-2021



11.3.6 Japan Capacity, Production, Price, Cost, Revenue, Supply, Import, Export and Consumption of Video Games 2016-2021

## **12 NEW PROJECT INVESTMENT FEASIBILITY ANALYSIS OF VIDEO GAMES**

12.1 New Project SWOT Analysis of Video Games

12.2 New Project Investment Feasibility Analysis of Video Games

## **13 CONCLUSION OF THE GLOBAL VIDEO GAMES INDUSTRY 2016 MARKET RESEARCH REPORT**

## List Of Tables

### LIST OF TABLES AND FIGURES

Figure Picture of Video Games  
Table Product Specifications of Video Games  
Table Classification of Video Games  
Figure Global Production Market Share of Video Games by Types in 2015  
Figure Cellular Picture  
Table Major Manufacturers of Cellular  
Figure GPS Picture  
Table Major Manufacturers of GPS  
Figure Radio Picture  
Table Major Manufacturers of Radio  
Figure Satellite Picture  
Table Major Manufacturers of Satellite  
Figure Television Picture  
Table Major Manufacturers of Television  
Figure Wi-Fi Picture  
Table Major Manufacturers of Wi-Fi  
Table Applications of Video Games  
Figure Global Consumption Volume Market Share of Video Games by Applications in 2015  
Figure Amplified Examples  
Table Major Consumers from Amplified  
Figure Digital Examples  
Table Major Consumers from Digital  
Figure HD Examples  
Table Major Consumers from HD  
Figure Portable Examples  
Table Major Consumers from Portable  
Figure Industry Chain Structure of Video Games  
Table Global Video Games Major Manufacturers  
Table Global Major Regions Video Games Development Status  
Table Industry Policy of Video Games  
Table Industry News List of Video Games  
Table Raw Material Suppliers and Price Analysis  
Table Equipment Suppliers and Price Analysis  
Table Manufacturing Cost Structure Analysis of Video Games in 2015

Figure Manufacturing Process Analysis of Video Games  
Table Capacity (K Units) and Commercial Production Date of Global Video Games Major Manufacturers in 2015  
Table Manufacturing Plants Distribution of Global Video Games Major Manufacturers in 2015  
Table R&D Status and Technology Source of Global Video Games Major Manufacturers in 2015  
Table Raw Materials Sources Analysis of Global Video Games Major Manufacturers in 2015  
Table Global Capacity (K Units) of Video Games by Regions 2011-2016  
Figure Global Capacity Market Share of Video Games by Regions in 2011  
Figure Global Capacity Market Share of Video Games by Regions in 2015  
Table Global Production (K Units) of Video Games by Regions 2011-2016  
Figure Global Production Market Share of Video Games by Regions in 2011  
Figure Global Production Market Share of Video Games by Regions in 2015  
Table Global Revenue (M USD) of Video Games by Regions 2011-2016  
Figure Global Revenue Market Share of Video Games by Regions in 2011  
Figure Global Revenue Market Share of Video Games by Regions in 2015  
Figure Global Capacity (K Units), Production (K Units) and Growth Rate of Video Games 2011-2016  
Figure Global Capacity Utilization Rate of Video Games 2011-2016  
Figure Global Revenue (M USD) and Growth Rate of Video Games 2011-2016  
Figure United States Capacity (K Units), Production (K Units) and Growth Rate of Video Games 2011-2016  
Figure United States Capacity Utilization Rate of Video Games 2011-2016  
Figure United States Revenue (M USD) and Growth Rate of Video Games 2011-2016  
Figure Europe Capacity (K Units), Production (K Units) and Growth Rate of Video Games 2011-2016  
Figure Europe Capacity Utilization Rate of Video Games 2011-2016  
Figure Europe Revenue (M USD) and Growth Rate of Video Games 2011-2016  
Figure China Capacity (K Units), Production (K Units) and Growth Rate of Video Games 2011-2016  
Figure China Capacity Utilization Rate of Video Games 2011-2016  
Figure China Revenue (M USD) and Growth Rate of Video Games 2011-2016  
Figure Japan Capacity (K Units), Production (K Units) and Growth Rate of Video Games 2011-2016  
Figure Japan Capacity Utilization Rate of Video Games 2011-2016  
Figure Japan Revenue (M USD) and Growth Rate of Video Games 2011-2016  
Table Global Capacity (K Units) of Video Games by Types 2011-2016

Figure Global Capacity Market Share of Video Games by Types in 2011  
Figure Global Capacity Market Share of Video Games by Types in 2015  
Table Global Production (K Units) of Video Games by Types 2011-2016  
Figure Global Production Market Share of Video Games by Types in 2011  
Figure Global Production Market Share of Video Games by Types in 2015  
Table Global Revenue (M USD) of Video Games by Types 2011-2016  
Figure Global Revenue Market Share of Video Games by Types in 2011  
Figure Global Revenue Market Share of Video Games by Types in 2015  
Table Global and Major Manufacturers Capacity (K Units) of Video Games 2011-2016  
Table Global Capacity Market Share of Video Games Major Manufacturers 2011-2016  
Figure Global Capacity Market Share of Video Games Major Manufacturers in 2011  
Figure Global Capacity Market Share of Video Games Major Manufacturers in 2015  
Table Global and Major Manufacturers Production (K Units) of Video Games 2011-2016  
Table Global Production Market Share of Video Games Major Manufacturers 2011-2016  
Figure Global Production Market Share of Video Games Major Manufacturers in 2011  
Figure Global Production Market Share of Video Games Major Manufacturers in 2015  
Table Global and Major Manufacturers Revenue (M USD) of Video Games 2011-2016  
Table Global Revenue Market Share of Video Games Major Manufacturers 2011-2016  
Figure Global Revenue Market Share of Video Games Major Manufacturers in 2011  
Figure Global Revenue Market Share of Video Games Major Manufacturers in 2015  
Table Price (USD/Unit) of Video Games by Regions 2011-2016  
Figure Price (USD/Unit) of Video Games by Regions in 2015  
Table Cost (USD/Unit) of Video Games by Regions 2011-2016  
Figure Cost (USD/Unit) of Video Games by Regions in 2015  
Table Gross (USD/Unit) of Video Games by Regions 2011-2016  
Figure Gross (USD/Unit) of Video Games by Regions in 2015  
Table Gross Margin of Video Games by Regions 2011-2016  
Figure Gross Margin of Video Games by Regions in 2015  
Table Price (USD/Unit) of Video Games by Types 2011-2016  
Figure Price (USD/Unit) of Video Games by Types in 2015  
Table Cost (USD/Unit) of Video Games by Types 2011-2016  
Figure Cost (USD/Unit) of Video Games by Types in 2015  
Table Gross (USD/Unit) of Video Games by Types 2011-2016  
Figure Gross (USD/Unit) of Video Games by Types in 2015  
Table Gross Margin of Video Games by Types 2011-2016  
Figure Gross Margin of Video Games by Types in 2015  
Table Price (USD/Unit) of Video Games by Manufacturers 2011-2016  
Figure Price (USD/Unit) of Video Games by Manufacturers in 2015  
Table Cost (USD/Unit) of Video Games by Manufacturers 2011-2016

Figure Cost (USD/Unit) of Video Games by Manufacturers in 2015

Table Gross (USD/Unit) of Video Games by Manufacturers 2011-2016

Figure Gross (USD/Unit) of Video Games by Manufacturers in 2015

Table Gross Margin of Video Games by Manufacturers 2011-2016

Figure Gross Margin of Video Games by Manufacturers in 2015

Table Global Consumption Volume (K Units) of Video Games by Regions 2011-2016

Figure Global Consumption Volume Market Share of Video Games by Regions in 2011

Figure Global Consumption Volume Market Share of Video Games by Regions in 2015

Table Global Consumption Value (M USD) of Video Games by Regions 2011-2016

Figure Global Consumption Value Market Share of Video Games by Regions in 2011

Figure Global Consumption Value Market Share of Video Games by Regions in 2015

Figure Global Consumption Volume (K Units) and Growth Rate of Video Games  
2011-2016

Figure Global Consumption Value (M USD) and Growth Rate of Video Games  
2011-2016

Figure United States Consumption Volume (K Units) and Growth Rate of Video Games  
2011-2016

Figure United States Consumption Value (M USD) and Growth Rate of Video Games  
2011-2016

Figure Europe Consumption Volume (K Units) and Growth Rate of Video Games  
2011-2016

Figure Europe Consumption Value (M USD) and Growth Rate of Video Games  
2011-2016

Figure China Consumption Volume (K Units) and Growth Rate of Video Games  
2011-2016

Figure China Consumption Value (M USD) and Growth Rate of Video Games  
2011-2016

Figure Japan Consumption Volume (K Units) and Growth Rate of Video Games  
2011-2016

Figure Japan Consumption Value (M USD) and Growth Rate of Video Games  
2011-2016

Table Global Consumption Volume (K Units) of Video Games by Types 2011-2016

Figure Global Consumption Volume Market Share of Video Games by Types in 2011

Figure Global Consumption Volume Market Share of Video Games by Types in 2015

Table Global Consumption Value (M USD) of Video Games by Types 2011-2016

Figure Global Consumption Value Market Share of Video Games by Types in 2011

Figure Global Consumption Value Market Share of Video Games by Types in 2015

Table Global Consumption Volume (K Units) of Video Games by Applications  
2011-2016

Figure Global Consumption Volume Market Share of Video Games by Applications in 2011

Figure Global Consumption Volume Market Share of Video Games by Applications in 2015

Table Global Consumption Value (M USD) of Video Games by Applications 2011-2016

Figure Global Consumption Value Market Share of Video Games by Applications in 2011

Figure Global Consumption Value Market Share of Video Games by Applications in 2015

Table Sale Price (USD/Unit) of Video Games by Regions 2011-2016

Figure Sale Price (USD/Unit) of Video Games by Regions in 2015

Table Sale Price (USD/Unit) of Video Games by Types 2011-2016

Figure Sale Price (USD/Unit) of Video Games by Types in 2015

Table Sale Price (USD/Unit) of Video Games by Applications 2011-2016

Figure Sale Price (USD/Unit) of Video Games by Applications in 2015

Table Market Share of Video Games by Different Sale Price Levels

Table Global Supply, Consumption and Gap of Video Games 2011-2016 (K Units)

Table United States Supply, Consumption and Gap of Video Games 2011-2016 (K Units)

Table Europe Supply, Consumption and Gap of Video Games 2011-2016 (K Units)

Table China Supply, Consumption and Gap of Video Games 2011-2016 (K Units)

Table Japan Supply, Consumption and Gap of Video Games 2011-2016 (K Units)

Table Global Capacity (K Units), Production (K Units), Price (USD/Unit), Cost (USD/Unit), Revenue (M USD) and Gross Margin of Video Games 2011-2016

Table United States Capacity (K Units), Production (K Units), Price (USD/Unit), Cost (USD/Unit), Revenue (M USD) and Gross Margin of Video Games 2011-2016

Table United States Supply, Import, Export and Consumption of Video Games 2011-2016 (K Units)

Table Europe Capacity (K Units), Production (K Units), Price (USD/Unit), Cost (USD/Unit), Revenue (M USD) and Gross Margin of Video Games 2011-2016

Table Europe Supply, Import, Export and Consumption of Video Games 2011-2016 (K Units)

Table China Capacity (K Units), Production (K Units), Price (USD/Unit), Cost (USD/Unit), Revenue (M USD) and Gross Margin of Video Games 2011-2016

Table China Supply, Import, Export and Consumption of Video Games 2011-2016 (K Units)

Table Japan Capacity (K Units), Production (K Units), Price (USD/Unit), Cost (USD/Unit), Revenue (M USD) and Gross Margin of Video Games 2011-2016

Table Japan Supply, Import, Export and Consumption of Video Games 2011-2016 (K Units)

Units)

Table Activision Information List

Figure Video Games Picture and Specifications of Activision

Table Video Games Capacity (K Units), Production (K Units), Price (USD/Unit), Cost (USD/Unit), Gross (USD/Unit), Revenue (M USD) and Gross Margin of Activision 2011-2016

Figure Video Games Capacity (K Units), Production (K Units) and Growth Rate of Activision 2011-2016

Figure Video Games Production (K Units) and Global Market Share of Activision 2011-2016

Table Bandai Namco Information List

Figure Video Games Picture and Specifications of Bandai Namco

Table Video Games Capacity (K Units), Production (K Units), Price (USD/Unit), Cost (USD/Unit), Gross (USD/Unit), Revenue (M USD) and Gross Margin of Bandai Namco 2011-2016

Figure Video Games Capacity (K Units), Production (K Units) and Growth Rate of Bandai Namco 2011-2016

Figure Video Games Production (K Units) and Global Market Share of Bandai Namco 2011-2016

Table Bethesda Information List

Figure Video Games Picture and Specifications of Bethesda

Table Video Games Capacity (K Units), Production (K Units), Price (USD/Unit), Cost (USD/Unit), Gross (USD/Unit), Revenue (M USD) and Gross Margin of Bethesda 2011-2016

Figure Video Games Capacity (K Units), Production (K Units) and Growth Rate of Bethesda 2011-2016

Figure Video Games Production (K Units) and Global Market Share of Bethesda 2011-2016

Table Blizzard Entertainment Information List

Figure Video Games Picture and Specifications of Blizzard Entertainment

Table Video Games Capacity (K Units), Production (K Units), Price (USD/Unit), Cost (USD/Unit), Gross (USD/Unit), Revenue (M USD) and Gross Margin of Blizzard Entertainment 2011-2016

Figure Video Games Capacity (K Units), Production (K Units) and Growth Rate of Blizzard Entertainment 2011-2016

Figure Video Games Production (K Units) and Global Market Share of Blizzard Entertainment 2011-2016

Table Capcom Information List

Figure Video Games Picture and Specifications of Capcom

Table Video Games Capacity (K Units), Production (K Units), Price (USD/Unit), Cost (USD/Unit), Gross (USD/Unit), Revenue (M USD) and Gross Margin of Capcom 2011-2016

Figure Video Games Capacity (K Units), Production (K Units) and Growth Rate of Capcom 2011-2016

Figure Video Games Production (K Units) and Global Market Share of Capcom 2011-2016

Table Disney Interactive Information List

Figure Video Games Picture and Specifications of Disney Interactive

Table Video Games Capacity (K Units), Production (K Units), Price (USD/Unit), Cost (USD/Unit), Gross (USD/Unit), Revenue (M USD) and Gross Margin of Disney Interactive 2011-2016

Figure Video Games Capacity (K Units), Production (K Units) and Growth Rate of Disney Interactive 2011-2016

Figure Video Games Production (K Units) and Global Market Share of Disney Interactive 2011-2016

Table Electronic Arts Information List

Figure Video Games Picture and Specifications of Electronic Arts

Table Video Games Capacity (K Units), Production (K Units), Price (USD/Unit), Cost (USD/Unit), Gross (USD/Unit), Revenue (M USD) and Gross Margin of Electronic Arts 2011-2016

Figure Video Games Capacity (K Units), Production (K Units) and Growth Rate of Electronic Arts 2011-2016

Figure Video Games Production (K Units) and Global Market Share of Electronic Arts 2011-2016

Table Konami Information List

Figure Video Games Picture and Specifications of Konami

Table Video Games Capacity (K Units), Production (K Units), Price (USD/Unit), Cost (USD/Unit), Gross (USD/Unit), Revenue (M USD) and Gross Margin of Konami 2011-2016

Figure Video Games Capacity (K Units), Production (K Units) and Growth Rate of Konami 2011-2016

Figure Video Games Production (K Units) and Global Market Share of Konami 2011-2016

Table Marvelous Entertainment Information List

Figure Video Games Picture and Specifications of Marvelous Entertainment

Table Video Games Capacity (K Units), Production (K Units), Price (USD/Unit), Cost (USD/Unit), Gross (USD/Unit), Revenue (M USD) and Gross Margin of Marvelous Entertainment 2011-2016



Figure Video Games Capacity (K Units), Production (K Units) and Growth Rate of Marvelous Entertainment 2011-2016

Figure Video Games Production (K Units) and Global Market Share of Marvelous Entertainment 2011-2016

Table Nintendo EAD Information List

Figure Video Games Picture and Specifications of Nintendo EAD

Table Video Games Capacity (K Units), Production (K Units), Price (USD/Unit), Cost (USD/Unit), Gross (USD/Unit), Revenue (M USD) and Gross Margin of Nintendo EAD 2011-2016

Figure Video Games Capacity (K Units), Production (K Units) and Growth Rate of Nintendo EAD 2011-2016

Figure Video Games Production (K Units) and Global Market Share of Nintendo EAD 2011-2016

Table Sony Computer Entertainment Information List

Figure Video Games Picture and Specifications of Sony Computer Entertainment

Table Video Games Capacity (K Units), Production (K Units), Price (USD/Unit), Cost (USD/Unit), Gross (USD/Unit), Revenue (M USD) and Gross Margin of Sony Computer Entertainment 2011-2016

Figure Video Games Capacity (K Units), Production (K Units) and Growth Rate of Sony Computer Entertainment 2011-2016

Figure Video Games Production (K Units) and Global Market Share of Sony Computer Entertainment 2011-2016

Table Square Enix Information List

Figure Video Games Picture and Specifications of Square Enix

Table Video Games Capacity (K Units), Production (K Units), Price (USD/Unit), Cost (USD/Unit), Gross (USD/Unit), Revenue (M USD) and Gross Margin of Square Enix 2011-2016

Figure Video Games Capacity (K Units), Production (K Units) and Growth Rate of Square Enix 2011-2016

Figure Video Games Production (K Units) and Global Market Share of Square Enix 2011-2016

Table Take-Two Interactive Information List

Figure Video Games Picture and Specifications of Take-Two Interactive

Table Video Games Capacity (K Units), Production (K Units), Price (USD/Unit), Cost (USD/Unit), Gross (USD/Unit), Revenue (M USD) and Gross Margin of Take-Two Interactive 2011-2016

Figure Video Games Capacity (K Units), Production (K Units) and Growth Rate of Take-Two Interactive 2011-2016

Figure Video Games Production (K Units) and Global Market Share of Take-Two

Interactive 2011-2016

Table Treyarch Information List

Figure Video Games Picture and Specifications of Treyarch

Table Video Games Capacity (K Units), Production (K Units), Price (USD/Unit), Cost (USD/Unit), Gross (USD/Unit), Revenue (M USD) and Gross Margin of Treyarch 2011-2016

Figure Video Games Capacity (K Units), Production (K Units) and Growth Rate of Treyarch 2011-2016

Figure Video Games Production (K Units) and Global Market Share of Treyarch 2011-2016

Table Ubisoft Information List

Figure Video Games Picture and Specifications of Ubisoft

Table Video Games Capacity (K Units), Production (K Units), Price (USD/Unit), Cost (USD/Unit), Gross (USD/Unit), Revenue (M USD) and Gross Margin of Ubisoft 2011-2016

Figure Video Games Capacity (K Units), Production (K Units) and Growth Rate of Ubisoft 2011-2016

Figure Video Games Production (K Units) and Global Market Share of Ubisoft 2011-2016

Figure Marketing Channels of Video Games

Table Traders or Distributors with Contact Information of Video Games by Regions

Table Ex-work Price, Channel Price and End Buyer Price of Video Games (USD/Unit)

Table Regional Import, Export, and Trade of Video Games (K Units)

Table Flow of International Trade in 2015

Table Major Raw Materials Suppliers with Contact Information of Video Games

Table Major Raw Materials Suppliers with Supply Volume of Video Games by Regions

Table Major Equipment Suppliers with Contact Information of Video Games

Table Major Equipment Suppliers with Product Pictures of Video Games by Regions

Table Major Consumers with Contact Information of Video Games

Table Major Consumers with Consumption Volume of Video Games by Regions

Figure Supply Chain Relationship Analysis of Video Games

Table Global Capacity (K Units) of Video Games by Regions 2016-2021

Figure Global Capacity Market Share of Video Games by Regions in 2016

Figure Global Capacity Market Share of Video Games by Regions in 2021

Table Global Production (K Units) of Video Games by Regions 2016-2021

Figure Global Production Market Share of Video Games by Regions in 2016

Figure Global Production Market Share of Video Games by Regions in 2021

Table Global Revenue (M USD) of Video Games by Regions 2016-2021

Figure Global Revenue Market Share of Video Games by Regions in 2016

Figure Global Revenue Market Share of Video Games by Regions in 2021

Figure Global Capacity (K Units), Production (K Units) and Growth Rate of Video Games 2016-2021

Figure Global Capacity Utilization Rate of Video Games 2016-2021

Figure Global Revenue (M USD) and Growth Rate of Video Games 2016-2021

Figure United States Capacity (K Units), Production (K Units) and Growth Rate of Video Games 2016-2021

Figure United States Capacity Utilization Rate of Video Games 2016-2021

Figure United States Revenue (M USD) and Growth Rate of Video Games 2016-2021

Figure Europe Capacity (K Units), Production (K Units) and Growth Rate of Video Games 2016-2021

Figure Europe Capacity Utilization Rate of Video Games 2016-2021

Figure Europe Revenue (M USD) and Growth Rate of Video Games 2016-2021

Figure China Capacity (K Units), Production (K Units) and Growth Rate of Video Games 2016-2021

Figure China Capacity Utilization Rate of Video Games 2016-2021

Figure China Revenue (M USD) and Growth Rate of Video Games 2016-2021

Figure Japan Capacity (K Units), Production (K Units) and Growth Rate of Video Games 2016-2021

Figure Japan Capacity Utilization Rate of Video Games 2016-2021

Figure Japan Revenue (M USD) and Growth Rate of Video Games 2016-2021

Table Global Capacity (K Units) of Video Games by Types 2016-2021

Figure Global Capacity Market Share of Video Games by Types in 2016

Figure Global Capacity Market Share of Video Games by Types in 2021

Table Global Production (K Units) of Video Games by Types 2016-2021

Figure Global Production Market Share of Video Games by Types in 2016

Figure Global Production Market Share of Video Games by Types in 2021

Table Global Revenue (M USD) of Video Games by Types 2016-2021

Figure Global Revenue Market Share of Video Games by Types in 2016

Figure Global Revenue Market Share of Video Games by Types in 2021

Table Global Consumption Volume (K Units) of Video Games by Regions 2016-2021

Figure Global Consumption Volume Market Share of Video Games by Regions in 2016

Figure Global Consumption Volume Market Share of Video Games by Regions in 2021

Table Global Consumption Value (M USD) of Video Games by Regions 2016-2021

Figure Global Consumption Value Market Share of Video Games by Regions in 2016

Figure Global Consumption Value Market Share of Video Games by Regions in 2021

Figure Global Consumption Volume (K Units) and Growth Rate of Video Games 2016-2021

Figure Global Consumption Value (M USD) and Growth Rate of Video Games

2016-2021

Figure United States Consumption Volume (K Units) and Growth Rate of Video Games  
2016-2021

Figure United States Consumption Value (M USD) and Growth Rate of Video Games  
2016-2021

Figure Europe Consumption Volume (K Units) and Growth Rate of Video Games  
2016-2021

Figure Europe Consumption Value (M USD) and Growth Rate of Video Games  
2016-2021

Figure China Consumption Volume (K Units) and Growth Rate of Video Games  
2016-2021

Figure China Consumption Value (M USD) and Growth Rate of Video Games  
2016-2021

Figure Japan Consumption Volume (K Units) and Growth Rate of Video Games  
2016-2021

Figure Japan Consumption Value (M USD) and Growth Rate of Video Games  
2016-2021

Table Global Consumption Volume (K Units) of Video Games by Types 2016-2021

Figure Global Consumption Volume Market Share of Video Games by Types in 2016

Figure Global Consumption Volume Market Share of Video Games by Types in 2021

Table Global Consumption Value (M USD) of Video Games by Types 2016-2021

Figure Global Consumption Value Market Share of Video Games by Types in 2016

Figure Global Consumption Value Market Share of Video Games by Types in 2021

Table Global Consumption Volume (K Units) of Video Games by Applications  
2016-2021

Figure Global Consumption Volume Market Share of Video Games by Applications in  
2016

Figure Global Consumption Volume Market Share of Video Games by Applications in  
2021

Table Global Consumption Value (M USD) of Video Games by Applications 2016-2021

Figure Global Consumption Value Market Share of Video Games by Applications in  
2016

Figure Global Consumption Value Market Share of Video Games by Applications in  
2021

Table Global Supply, Consumption and Gap of Video Games 2016-2021 (K Units)

Table United States Supply, Consumption and Gap of Video Games 2016-2021 (K  
Units)

Table Europe Supply, Consumption and Gap of Video Games 2016-2021 (K Units)

Table China Supply, Consumption and Gap of Video Games 2016-2021 (K Units)

Table Japan Supply, Consumption and Gap of Video Games 2016-2021 (K Units)

Table Global Capacity (K Units), Production (K Units), Price (USD/Unit), Cost (USD/Unit), Revenue (M USD) and Gross Margin of Video Games 2016-2021

Table United States Capacity (K Units), Production (K Units), Price (USD/Unit), Cost (USD/Unit), Revenue (M USD) and Gross Margin of Video Games 2016-2021

Table United States Supply, Import, Export and Consumption of Video Games 2016-2021 (K Units)

Table Europe Capacity (K Units), Production (K Units), Price (USD/Unit), Cost (USD/Unit), Revenue (M USD) and Gross Margin of Video Games 2016-2021

Table Europe Supply, Import, Export and Consumption of Video Games 2016-2021 (K Units)

Table China Capacity (K Units), Production (K Units), Price (USD/Unit), Cost (USD/Unit), Revenue (M USD) and Gross Margin of Video Games 2016-2021

Table China Supply, Import, Export and Consumption of Video Games 2016-2021 (K Units)

Table Japan Capacity (K Units), Production (K Units), Price (USD/Unit), Cost (USD/Unit), Revenue (M USD) and Gross Margin of Video Games 2016-2021

Table Japan Supply, Import, Export and Consumption of Video Games 2016-2021 (K Units)

Table New Project SWOT Analysis of Video Games

Table New Project Investment Feasibility Analysis of Video Games

Table Part of Interviewees Record List

## I would like to order

Product name: Global Video Games Industry 2016 Market Research Report

Product link: <https://marketpublishers.com/r/GCFF979C46EEN.html>

Price: US\$ 2,800.00 (Single User License / Electronic Delivery)

If you want to order Corporate License or Hard Copy, please, contact our Customer Service:

[info@marketpublishers.com](mailto:info@marketpublishers.com)

## Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/GCFF979C46EEN.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