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Japan Game Console Market Report 2016

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Abstracts

Notes:

Sales, means the sales volume of Game Console

Revenue, means the sales value of Game Console

This report studies sales (consumption) of Game Console in Japan market, focuses on the top players, with sales, price, revenue and market share for each player, covering

Subor

SONY

Microsoft

Nintendo

Timetop

Idong

FunBox

TCL

Waixing

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

Somatic Game

Video Game

Type III

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

Gaming City

Home Entertainment

Others

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