

United States Game Consoles Market Report 2018

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Abstracts

In this report, the United States Game Consoles market is valued at USD XX million in 2017 and is expected to reach USD XX million by the end of 2025, growing at a CAGR of XX% between 2017 and 2025.

Geographically, this report splits the United States market into seven regions:

The West

Southwest

The Middle Atlantic

New England

The South

The Midwest

with sales (volume), revenue (value), market share and growth rate of Game Consoles in these regions, from 2013 to 2025 (forecast).

United States Game Consoles market competition by top manufacturers/players, with Game Consoles sales volume, price, revenue (Million USD) and market share for each manufacturer/player; the top players including

Atari

Hyperkin

LeapFrog

Microsoft

Nintendo

Sega

Sony

VTech

On the basis of product, this report displays the production, revenue, price, market share and growth rate of each type, primarily split into

Home Game Consoles

Handheld Game Consoles

Others

On the basis on the end users/applications, this report focuses on the status and outlook for major applications/end users, sales volume, market share and growth rate for each application, including

Household Use

Commercial Use

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Contents

United States Game Consoles Market Report 2018

1 GAME CONSOLES OVERVIEW

- 1.1 Product Overview and Scope of Game Consoles
- 1.2 Classification of Game Consoles by Product Category
 - 1.2.1 United States Game Consoles Market Size (Sales Volume) Comparison by Type (2013-2025)
 - 1.2.2 United States Game Consoles Market Size (Sales Volume) Market Share by Type (Product Category) in 2017
 - 1.2.3 Home Game Consoles
 - 1.2.4 Handheld Game Consoles
 - 1.2.5 Others
- 1.3 United States Game Consoles Market by Application/End Users
 - 1.3.1 United States Game Consoles Market Size (Consumption) and Market Share Comparison by Application (2013-2025)
 - 1.3.2 Household Use
 - 1.3.3 Commercial Use
- 1.4 United States Game Consoles Market by Region
 - 1.4.1 United States Game Consoles Market Size (Value) Comparison by Region (2013-2025)
 - 1.4.2 The West Game Consoles Status and Prospect (2013-2025)
 - 1.4.3 Southwest Game Consoles Status and Prospect (2013-2025)
 - 1.4.4 The Middle Atlantic Game Consoles Status and Prospect (2013-2025)
 - 1.4.5 New England Game Consoles Status and Prospect (2013-2025)
 - 1.4.6 The South Game Consoles Status and Prospect (2013-2025)
 - 1.4.7 The Midwest Game Consoles Status and Prospect (2013-2025)
- 1.5 United States Market Size (Value and Volume) of Game Consoles (2013-2025)
 - 1.5.1 United States Game Consoles Sales and Growth Rate (2013-2025)
 - 1.5.2 United States Game Consoles Revenue and Growth Rate (2013-2025)

2 UNITED STATES GAME CONSOLES MARKET COMPETITION BY PLAYERS/SUPPLIERS

- 2.1 United States Game Consoles Sales and Market Share of Key Players/Suppliers (2013-2018)
- 2.2 United States Game Consoles Revenue and Share by Players/Suppliers

(2013-2018)

2.3 United States Game Consoles Average Price by Players/Suppliers (2013-2018)

2.4 United States Game Consoles Market Competitive Situation and Trends

2.4.1 United States Game Consoles Market Concentration Rate

2.4.2 United States Game Consoles Market Share of Top 3 and Top 5

Players/Suppliers

2.4.3 Mergers & Acquisitions, Expansion in United States Market

2.5 United States Players/Suppliers Game Consoles Manufacturing Base Distribution, Sales Area, Product Type

3 UNITED STATES GAME CONSOLES SALES (VOLUME) AND REVENUE (VALUE) BY REGION (2013-2018)

3.1 United States Game Consoles Sales and Market Share by Region (2013-2018)

3.2 United States Game Consoles Revenue and Market Share by Region (2013-2018)

3.3 United States Game Consoles Price by Region (2013-2018)

4 UNITED STATES GAME CONSOLES SALES (VOLUME) AND REVENUE (VALUE) BY TYPE (PRODUCT CATEGORY) (2013-2018)

4.1 United States Game Consoles Sales and Market Share by Type (Product Category) (2013-2018)

4.2 United States Game Consoles Revenue and Market Share by Type (2013-2018)

4.3 United States Game Consoles Price by Type (2013-2018)

4.4 United States Game Consoles Sales Growth Rate by Type (2013-2018)

5 UNITED STATES GAME CONSOLES SALES (VOLUME) BY APPLICATION (2013-2018)

5.1 United States Game Consoles Sales and Market Share by Application (2013-2018)

5.2 United States Game Consoles Sales Growth Rate by Application (2013-2018)

5.3 Market Drivers and Opportunities

6 UNITED STATES GAME CONSOLES PLAYERS/SUPPLIERS PROFILES AND SALES DATA

6.1 Atari

6.1.1 Company Basic Information, Manufacturing Base and Competitors

6.1.2 Game Consoles Product Category, Application and Specification

- 6.1.2.1 Product A
- 6.1.2.2 Product B
- 6.1.3 Atari Game Consoles Sales, Revenue, Price and Gross Margin (2013-2018)
- 6.1.4 Main Business/Business Overview
- 6.2 Hyperkin
 - 6.2.2 Game Consoles Product Category, Application and Specification
 - 6.2.2.1 Product A
 - 6.2.2.2 Product B
 - 6.2.3 Hyperkin Game Consoles Sales, Revenue, Price and Gross Margin (2013-2018)
 - 6.2.4 Main Business/Business Overview
- 6.3 LeapFrog
 - 6.3.2 Game Consoles Product Category, Application and Specification
 - 6.3.2.1 Product A
 - 6.3.2.2 Product B
 - 6.3.3 LeapFrog Game Consoles Sales, Revenue, Price and Gross Margin (2013-2018)
 - 6.3.4 Main Business/Business Overview
- 6.4 Microsoft
 - 6.4.2 Game Consoles Product Category, Application and Specification
 - 6.4.2.1 Product A
 - 6.4.2.2 Product B
 - 6.4.3 Microsoft Game Consoles Sales, Revenue, Price and Gross Margin (2013-2018)
 - 6.4.4 Main Business/Business Overview
- 6.5 Nintendo
 - 6.5.2 Game Consoles Product Category, Application and Specification
 - 6.5.2.1 Product A
 - 6.5.2.2 Product B
 - 6.5.3 Nintendo Game Consoles Sales, Revenue, Price and Gross Margin (2013-2018)
 - 6.5.4 Main Business/Business Overview
- 6.6 Sega
 - 6.6.2 Game Consoles Product Category, Application and Specification
 - 6.6.2.1 Product A
 - 6.6.2.2 Product B
 - 6.6.3 Sega Game Consoles Sales, Revenue, Price and Gross Margin (2013-2018)
 - 6.6.4 Main Business/Business Overview
- 6.7 Sony
 - 6.7.2 Game Consoles Product Category, Application and Specification
 - 6.7.2.1 Product A
 - 6.7.2.2 Product B
 - 6.7.3 Sony Game Consoles Sales, Revenue, Price and Gross Margin (2013-2018)

6.7.4 Main Business/Business Overview

6.8 VTech

6.8.2 Game Consoles Product Category, Application and Specification

6.8.2.1 Product A

6.8.2.2 Product B

6.8.3 VTech Game Consoles Sales, Revenue, Price and Gross Margin (2013-2018)

6.8.4 Main Business/Business Overview

7 GAME CONSOLES MANUFACTURING COST ANALYSIS

7.1 Game Consoles Key Raw Materials Analysis

7.1.1 Key Raw Materials

7.1.2 Price Trend of Key Raw Materials

7.1.3 Key Suppliers of Raw Materials

7.1.4 Market Concentration Rate of Raw Materials

7.2 Proportion of Manufacturing Cost Structure

7.2.1 Raw Materials

7.2.2 Labor Cost

7.2.3 Manufacturing Expenses

7.3 Manufacturing Process Analysis of Game Consoles

8 INDUSTRIAL CHAIN, SOURCING STRATEGY AND DOWNSTREAM BUYERS

8.1 Game Consoles Industrial Chain Analysis

8.2 Upstream Raw Materials Sourcing

8.3 Raw Materials Sources of Game Consoles Major Manufacturers in 2017

8.4 Downstream Buyers

9 MARKETING STRATEGY ANALYSIS, DISTRIBUTORS/TRADERS

9.1 Marketing Channel

9.1.1 Direct Marketing

9.1.2 Indirect Marketing

9.1.3 Marketing Channel Development Trend

9.2 Market Positioning

9.2.1 Pricing Strategy

9.2.2 Brand Strategy

9.2.3 Target Client

9.3 Distributors/Traders List

10 MARKET EFFECT FACTORS ANALYSIS

10.1 Technology Progress/Risk

10.1.1 Substitutes Threat

10.1.2 Technology Progress in Related Industry

10.2 Consumer Needs/Customer Preference Change

10.3 Economic/Political Environmental Change

11 UNITED STATES GAME CONSOLES MARKET SIZE (VALUE AND VOLUME) FORECAST (2018-2025)

11.1 United States Game Consoles Sales Volume, Revenue Forecast (2018-2025)

11.2 United States Game Consoles Sales Volume Forecast by Type (2018-2025)

11.3 United States Game Consoles Sales Volume Forecast by Application (2018-2025)

11.4 United States Game Consoles Sales Volume Forecast by Region (2018-2025)

12 RESEARCH FINDINGS AND CONCLUSION

13 APPENDIX

13.1 Methodology/Research Approach

13.1.1 Research Programs/Design

13.1.2 Market Size Estimation

13.1.3 Market Breakdown and Data Triangulation

13.2 Data Source

13.2.1 Secondary Sources

13.2.2 Primary Sources

13.3 Disclaimer

The report requires updating with new data and is sent in 2-3 business days after order is placed.

List Of Tables

LIST OF TABLES AND FIGURES

Figure Product Picture of Game Consoles

Figure United States Game Consoles Market Size (K Units) by Type (2013-2025)

Figure United States Game Consoles Sales Volume Market Share by Type (Product Category) in 2017

Figure Home Game Consoles Product Picture

Figure Handheld Game Consoles Product Picture

Figure Others Product Picture

Figure United States Game Consoles Market Size (K Units) by Application (2013-2025)

Figure United States Sales Market Share of Game Consoles by Application in 2017

Figure Household Use Examples

Table Key Downstream Customer in Household Use

Figure Commercial Use Examples

Table Key Downstream Customer in Commercial Use

Figure United States Game Consoles Market Size (Million USD) by Region (2013-2025)

Figure The West Game Consoles Revenue (Million USD) and Growth Rate (2013-2025)

Figure Southwest Game Consoles Revenue (Million USD) and Growth Rate (2013-2025)

Figure The Middle Atlantic Game Consoles Revenue (Million USD) and Growth Rate (2013-2025)

Figure New England Game Consoles Revenue (Million USD) and Growth Rate (2013-2025)

Figure The South of US Game Consoles Revenue (Million USD) and Growth Rate (2013-2025)

Figure The Midwest Game Consoles Revenue (Million USD) and Growth Rate (2013-2025)

Figure United States Game Consoles Sales (K Units) and Growth Rate (2013-2025)

Figure United States Game Consoles Revenue (Million USD) and Growth Rate (2013-2025)

Figure United States Game Consoles Market Major Players Product Sales Volume (K Units) (2013-2018)

Table United States Game Consoles Sales (K Units) of Key Players/Suppliers (2013-2018)

Table United States Game Consoles Sales Share by Players/Suppliers (2013-2018)

Figure 2017 United States Game Consoles Sales Share by Players/Suppliers

Figure 2017 United States Game Consoles Sales Share by Players/Suppliers

Figure United States Game Consoles Market Major Players Product Revenue (Million USD) (2013-2018)

Table United States Game Consoles Revenue (Million USD) by Players/Suppliers (2013-2018)

Table United States Game Consoles Revenue Share by Players/Suppliers (2013-2018)

Figure 2017 United States Game Consoles Revenue Share by Players/Suppliers

Figure 2017 United States Game Consoles Revenue Share by Players/Suppliers

Table United States Market Game Consoles Average Price (USD/Unit) of Key Players/Suppliers (2013-2018)

Figure United States Market Game Consoles Average Price (USD/Unit) of Key Players/Suppliers in 2017

Figure United States Game Consoles Market Share of Top 3 Players/Suppliers

Figure United States Game Consoles Market Share of Top 5 Players/Suppliers

Table United States Players/Suppliers Game Consoles Manufacturing Base Distribution and Sales Area

Table United States Players/Suppliers Game Consoles Product Category

Table United States Game Consoles Sales (K Units) by Region (2013-2018)

Table United States Game Consoles Sales Share by Region (2013-2018)

Figure United States Game Consoles Sales Share by Region (2013-2018)

Figure United States Game Consoles Sales Market Share by Region in 2017

Table United States Game Consoles Revenue (Million USD) and Market Share by Region (2013-2018)

Table United States Game Consoles Revenue Share by Region (2013-2018)

Figure United States Game Consoles Revenue Market Share by Region (2013-2018)

Figure United States Game Consoles Revenue Market Share by Region in 2017

Table United States Game Consoles Price (USD/Unit) by Region (2013-2018)

Table United States Game Consoles Sales (K Units) by Type (2013-2018)

Table United States Game Consoles Sales Share by Type (2013-2018)

Figure United States Game Consoles Sales Share by Type (2013-2018)

Figure United States Game Consoles Sales Market Share by Type in 2017

Table United States Game Consoles Revenue (Million USD) and Market Share by Type (2013-2018)

Table United States Game Consoles Revenue Share by Type (2013-2018)

Figure Revenue Market Share of Game Consoles by Type (2013-2018)

Figure Revenue Market Share of Game Consoles by Type in 2017

Table United States Game Consoles Price (USD/Unit) by Types (2013-2018)

Figure United States Game Consoles Sales Growth Rate by Type (2013-2018)

Table United States Game Consoles Sales (K Units) by Application (2013-2018)

Table United States Game Consoles Sales Market Share by Application (2013-2018)

Figure United States Game Consoles Sales Market Share by Application (2013-2018)

Figure United States Game Consoles Sales Market Share by Application in 2017

Table United States Game Consoles Sales Growth Rate by Application (2013-2018)

Figure United States Game Consoles Sales Growth Rate by Application (2013-2018)

Table Atari Basic Information List

Table Atari Game Consoles Sales (K Units), Revenue (Million USD), Price (USD/Unit) and Gross Margin (2013-2018)

Figure Atari Game Consoles Sales Growth Rate (2013-2018)

Figure Atari Game Consoles Sales Market Share in United States (2013-2018)

Figure Atari Game Consoles Revenue Market Share in United States (2013-2018)

Table Hyperkin Basic Information List

Table Hyperkin Game Consoles Sales (K Units), Revenue (Million USD), Price (USD/Unit) and Gross Margin (2013-2018)

Figure Hyperkin Game Consoles Sales Growth Rate (2013-2018)

Figure Hyperkin Game Consoles Sales Market Share in United States (2013-2018)

Figure Hyperkin Game Consoles Revenue Market Share in United States (2013-2018)

Table LeapFrog Basic Information List

Table LeapFrog Game Consoles Sales (K Units), Revenue (Million USD), Price (USD/Unit) and Gross Margin (2013-2018)

Figure LeapFrog Game Consoles Sales Growth Rate (2013-2018)

Figure LeapFrog Game Consoles Sales Market Share in United States (2013-2018)

Figure LeapFrog Game Consoles Revenue Market Share in United States (2013-2018)

Table Microsoft Basic Information List

Table Microsoft Game Consoles Sales (K Units), Revenue (Million USD), Price (USD/Unit) and Gross Margin (2013-2018)

Figure Microsoft Game Consoles Sales Growth Rate (2013-2018)

Figure Microsoft Game Consoles Sales Market Share in United States (2013-2018)

Figure Microsoft Game Consoles Revenue Market Share in United States (2013-2018)

Table Nintendo Basic Information List

Table Nintendo Game Consoles Sales (K Units), Revenue (Million USD), Price (USD/Unit) and Gross Margin (2013-2018)

Figure Nintendo Game Consoles Sales Growth Rate (2013-2018)

Figure Nintendo Game Consoles Sales Market Share in United States (2013-2018)

Figure Nintendo Game Consoles Revenue Market Share in United States (2013-2018)

Table Sega Basic Information List

Table Sega Game Consoles Sales (K Units), Revenue (Million USD), Price (USD/Unit) and Gross Margin (2013-2018)

Figure Sega Game Consoles Sales Growth Rate (2013-2018)

Figure Sega Game Consoles Sales Market Share in United States (2013-2018)

Figure Sega Game Consoles Revenue Market Share in United States (2013-2018)

Table Sony Basic Information List

Table Sony Game Consoles Sales (K Units), Revenue (Million USD), Price (USD/Unit) and Gross Margin (2013-2018)

Figure Sony Game Consoles Sales Growth Rate (2013-2018)

Figure Sony Game Consoles Sales Market Share in United States (2013-2018)

Figure Sony Game Consoles Revenue Market Share in United States (2013-2018)

Table VTech Basic Information List

Table VTech Game Consoles Sales (K Units), Revenue (Million USD), Price (USD/Unit) and Gross Margin (2013-2018)

Figure VTech Game Consoles Sales Growth Rate (2013-2018)

Figure VTech Game Consoles Sales Market Share in United States (2013-2018)

Figure VTech Game Consoles Revenue Market Share in United States (2013-2018)

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 Consoles

Figure Manufacturing Process Analysis of Game Consoles

Figure Game Consoles Industrial Chain Analysis

Table Raw Materials Sources of Game Consoles Major Players/Suppliers in 2017

Table Major Buyers of Game Consoles

Table Distributors/Traders List

Figure United States Game Consoles Sales Volume (K Units) and Growth Rate Forecast (2018-2025)

Figure United States Game Consoles Revenue (Million USD) and Growth Rate Forecast (2018-2025)

Figure United States Game Consoles Price (USD/Unit) Trend Forecast (2018-2025)

Table United States Game Consoles Sales Volume (K Units) Forecast by Type (2018-2025)

Figure United States Game Consoles Sales Volume (K Units) Forecast by Type (2018-2025)

Figure United States Game Consoles Sales Volume (K Units) Forecast by Type in 2025

Table United States Game Consoles Sales Volume (K Units) Forecast by Application (2018-2025)

Figure United States Game Consoles Sales Volume (K Units) Forecast by Application (2018-2025)

Figure United States Game Consoles Sales Volume (K Units) Forecast by Application in 2025

Table United States Game Consoles Sales Volume (K Units) Forecast by Region

(2018-2025)

Table United States Game Consoles Sales Volume Share Forecast by Region

(2018-2025)

Figure United States Game Consoles Sales Volume Share Forecast by Region

(2018-2025)

Figure United States Game Consoles Sales Volume Share Forecast by Region in 2025

Table Research Programs/Design for This Report

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

Figure Data Triangulation

Table Key Data Information from Secondary Sources

Table Key Data Information from Primary Sources

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