

# United States Video Game Music Market Report 2018

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## Abstracts

In this report, the United States Video Game Music 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 Video Game Music in these regions, from 2013 to 2025 (forecast).

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

Sony

Dynamedion

Audio Network Limited

Spotify

Moonwalk Audio

Nintendo

Ubisoft

Microsoft

EA

Tencent

NetEase

Activision Blizzard

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

Stand-Alone Game

On-line Game

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

TV Game

PC Game

Smartphone Game

Other

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## Contents

### United States Video Game Music Market Report 2018

## **1 VIDEO GAME MUSIC OVERVIEW**

### 1.1 Product Overview and Scope of Video Game Music

### 1.2 Classification of Video Game Music by Product Category

#### 1.2.1 United States Video Game Music Market Size (Sales Volume) Comparison by Type (2013-2025)

#### 1.2.2 United States Video Game Music Market Size (Sales Volume) Market Share by Type (Product Category) in 2017

##### 1.2.3 Stand-Alone Game

##### 1.2.4 On-line Game

### 1.3 United States Video Game Music Market by Application/End Users

#### 1.3.1 United States Video Game Music Market Size (Consumption) and Market Share Comparison by Application (2013-2025)

##### 1.3.2 TV Game

##### 1.3.3 PC Game

##### 1.3.4 Smartphone Game

##### 1.3.5 Other

### 1.4 United States Video Game Music Market by Region

#### 1.4.1 United States Video Game Music Market Size (Value) Comparison by Region (2013-2025)

##### 1.4.2 The West Video Game Music Status and Prospect (2013-2025)

##### 1.4.3 Southwest Video Game Music Status and Prospect (2013-2025)

##### 1.4.4 The Middle Atlantic Video Game Music Status and Prospect (2013-2025)

##### 1.4.5 New England Video Game Music Status and Prospect (2013-2025)

##### 1.4.6 The South Video Game Music Status and Prospect (2013-2025)

##### 1.4.7 The Midwest Video Game Music Status and Prospect (2013-2025)

### 1.5 United States Market Size (Value and Volume) of Video Game Music (2013-2025)

#### 1.5.1 United States Video Game Music Sales and Growth Rate (2013-2025)

#### 1.5.2 United States Video Game Music Revenue and Growth Rate (2013-2025)

## **2 UNITED STATES VIDEO GAME MUSIC MARKET COMPETITION BY PLAYERS/SUPPLIERS**

### 2.1 United States Video Game Music Sales and Market Share of Key Players/Suppliers (2013-2018)

2.2 United States Video Game Music Revenue and Share by Players/Suppliers (2013-2018)

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

2.4 United States Video Game Music Market Competitive Situation and Trends

2.4.1 United States Video Game Music Market Concentration Rate

2.4.2 United States Video Game Music 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 Video Game Music Manufacturing Base Distribution, Sales Area, Product Type

### **3 UNITED STATES VIDEO GAME MUSIC SALES (VOLUME) AND REVENUE (VALUE) BY REGION (2013-2018)**

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

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

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

### **4 UNITED STATES VIDEO GAME MUSIC SALES (VOLUME) AND REVENUE (VALUE) BY TYPE (PRODUCT CATEGORY) (2013-2018)**

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

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

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

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

### **5 UNITED STATES VIDEO GAME MUSIC SALES (VOLUME) BY APPLICATION (2013-2018)**

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

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

5.3 Market Drivers and Opportunities

### **6 UNITED STATES VIDEO GAME MUSIC PLAYERS/SUPPLIERS PROFILES AND SALES DATA**

## 6.1 Sony

6.1.1 Company Basic Information, Manufacturing Base and Competitors

6.1.2 Video Game Music Product Category, Application and Specification

6.1.2.1 Product A

6.1.2.2 Product B

6.1.3 Sony Video Game Music Sales, Revenue, Price and Gross Margin (2013-2018)

6.1.4 Main Business/Business Overview

## 6.2 Dynamedion

6.2.2 Video Game Music Product Category, Application and Specification

6.2.2.1 Product A

6.2.2.2 Product B

6.2.3 Dynamedion Video Game Music Sales, Revenue, Price and Gross Margin (2013-2018)

6.2.4 Main Business/Business Overview

## 6.3 Audio Network Limited

6.3.2 Video Game Music Product Category, Application and Specification

6.3.2.1 Product A

6.3.2.2 Product B

6.3.3 Audio Network Limited Video Game Music Sales, Revenue, Price and Gross Margin (2013-2018)

6.3.4 Main Business/Business Overview

## 6.4 Spotify

6.4.2 Video Game Music Product Category, Application and Specification

6.4.2.1 Product A

6.4.2.2 Product B

6.4.3 Spotify Video Game Music Sales, Revenue, Price and Gross Margin (2013-2018)

6.4.4 Main Business/Business Overview

## 6.5 Moonwalk Audio

6.5.2 Video Game Music Product Category, Application and Specification

6.5.2.1 Product A

6.5.2.2 Product B

6.5.3 Moonwalk Audio Video Game Music Sales, Revenue, Price and Gross Margin (2013-2018)

6.5.4 Main Business/Business Overview

## 6.6 Nintendo

6.6.2 Video Game Music Product Category, Application and Specification

6.6.2.1 Product A

6.6.2.2 Product B

6.6.3 Nintendo Video Game Music Sales, Revenue, Price and Gross Margin

(2013-2018)

6.6.4 Main Business/Business Overview

6.7 Ubisoft

6.7.2 Video Game Music Product Category, Application and Specification

6.7.2.1 Product A

6.7.2.2 Product B

6.7.3 Ubisoft Video Game Music Sales, Revenue, Price and Gross Margin

(2013-2018)

6.7.4 Main Business/Business Overview

6.8 Microsoft

6.8.2 Video Game Music Product Category, Application and Specification

6.8.2.1 Product A

6.8.2.2 Product B

6.8.3 Microsoft Video Game Music Sales, Revenue, Price and Gross Margin

(2013-2018)

6.8.4 Main Business/Business Overview

6.9 EA

6.9.2 Video Game Music Product Category, Application and Specification

6.9.2.1 Product A

6.9.2.2 Product B

6.9.3 EA Video Game Music Sales, Revenue, Price and Gross Margin (2013-2018)

6.9.4 Main Business/Business Overview

6.10 Tencent

6.10.2 Video Game Music Product Category, Application and Specification

6.10.2.1 Product A

6.10.2.2 Product B

6.10.3 Tencent Video Game Music Sales, Revenue, Price and Gross Margin

(2013-2018)

6.10.4 Main Business/Business Overview

6.11 NetEase

6.12 Activision Blizzard

## **7 VIDEO GAME MUSIC MANUFACTURING COST ANALYSIS**

7.1 Video Game Music 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 Video Game Music

# **8 INDUSTRIAL CHAIN, SOURCING STRATEGY AND DOWNSTREAM BUYERS**

## 8.1 Video Game Music Industrial Chain Analysis

## 8.2 Upstream Raw Materials Sourcing

## 8.3 Raw Materials Sources of Video Game Music 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 VIDEO GAME MUSIC MARKET SIZE (VALUE AND VOLUME) FORECAST (2018-2025)**

## 11.1 United States Video Game Music Sales Volume, Revenue Forecast (2018-2025)

## 11.2 United States Video Game Music Sales Volume Forecast by Type (2018-2025)

## 11.3 United States Video Game Music Sales Volume Forecast by Application



(2018-2025)

11.4 United States Video Game Music 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 Video Game Music

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

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

Figure Stand-Alone Game Product Picture

Figure On-line Game Product Picture

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

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

Figure TV Game Examples

Table Key Downstream Customer in TV Game

Figure PC Game Examples

Table Key Downstream Customer in PC Game

Figure Smartphone Game Examples

Table Key Downstream Customer in Smartphone Game

Figure Other Examples

Table Key Downstream Customer in Other

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

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

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

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

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

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

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

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

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

Figure United States Video Game Music Market Major Players Product Sales Volume

(K Units) (2013-2018)

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

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

Figure 2017 United States Video Game Music Sales Share by Players/Suppliers

Figure 2017 United States Video Game Music Sales Share by Players/Suppliers

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

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

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

Figure 2017 United States Video Game Music Revenue Share by Players/Suppliers

Figure 2017 United States Video Game Music Revenue Share by Players/Suppliers

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

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

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

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

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

Table United States Players/Suppliers Video Game Music Product Category

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

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

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

Figure United States Video Game Music Sales Market Share by Region in 2017

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

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

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

Figure United States Video Game Music Revenue Market Share by Region in 2017

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

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

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

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

Figure United States Video Game Music Sales Market Share by Type in 2017

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

Table United States Video Game Music Revenue Share by Type (2013-2018)  
Figure Revenue Market Share of Video Game Music by Type (2013-2018)  
Figure Revenue Market Share of Video Game Music by Type in 2017  
Table United States Video Game Music Price (USD/Unit) by Types (2013-2018)  
Figure United States Video Game Music Sales Growth Rate by Type (2013-2018)  
Table United States Video Game Music Sales (K Units) by Application (2013-2018)  
Table United States Video Game Music Sales Market Share by Application (2013-2018)  
Figure United States Video Game Music Sales Market Share by Application (2013-2018)  
Figure United States Video Game Music Sales Market Share by Application in 2017  
Table United States Video Game Music Sales Growth Rate by Application (2013-2018)  
Figure United States Video Game Music Sales Growth Rate by Application (2013-2018)  
Table Sony Basic Information List  
Table Sony Video Game Music Sales (K Units), Revenue (Million USD), Price (USD/Unit) and Gross Margin (2013-2018)  
Figure Sony Video Game Music Sales Growth Rate (2013-2018)  
Figure Sony Video Game Music Sales Market Share in United States (2013-2018)  
Figure Sony Video Game Music Revenue Market Share in United States (2013-2018)  
Table Dynamedion Basic Information List  
Table Dynamedion Video Game Music Sales (K Units), Revenue (Million USD), Price (USD/Unit) and Gross Margin (2013-2018)  
Figure Dynamedion Video Game Music Sales Growth Rate (2013-2018)  
Figure Dynamedion Video Game Music Sales Market Share in United States (2013-2018)  
Figure Dynamedion Video Game Music Revenue Market Share in United States (2013-2018)  
Table Audio Network Limited Basic Information List  
Table Audio Network Limited Video Game Music Sales (K Units), Revenue (Million USD), Price (USD/Unit) and Gross Margin (2013-2018)  
Figure Audio Network Limited Video Game Music Sales Growth Rate (2013-2018)  
Figure Audio Network Limited Video Game Music Sales Market Share in United States (2013-2018)  
Figure Audio Network Limited Video Game Music Revenue Market Share in United States (2013-2018)  
Table Spotify Basic Information List  
Table Spotify Video Game Music Sales (K Units), Revenue (Million USD), Price (USD/Unit) and Gross Margin (2013-2018)  
Figure Spotify Video Game Music Sales Growth Rate (2013-2018)  
Figure Spotify Video Game Music Sales Market Share in United States (2013-2018)

Figure Spotify Video Game Music Revenue Market Share in United States (2013-2018)

Table Moonwalk Audio Basic Information List

Table Moonwalk Audio Video Game Music Sales (K Units), Revenue (Million USD), Price (USD/Unit) and Gross Margin (2013-2018)

Figure Moonwalk Audio Video Game Music Sales Growth Rate (2013-2018)

Figure Moonwalk Audio Video Game Music Sales Market Share in United States (2013-2018)

Figure Moonwalk Audio Video Game Music Revenue Market Share in United States (2013-2018)

Table Nintendo Basic Information List

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

Figure Nintendo Video Game Music Sales Growth Rate (2013-2018)

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

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

Table Ubisoft Basic Information List

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

Figure Ubisoft Video Game Music Sales Growth Rate (2013-2018)

Figure Ubisoft Video Game Music Sales Market Share in United States (2013-2018)

Figure Ubisoft Video Game Music Revenue Market Share in United States (2013-2018)

Table Microsoft Basic Information List

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

Figure Microsoft Video Game Music Sales Growth Rate (2013-2018)

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

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

Table EA Basic Information List

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

Figure EA Video Game Music Sales Growth Rate (2013-2018)

Figure EA Video Game Music Sales Market Share in United States (2013-2018)

Figure EA Video Game Music Revenue Market Share in United States (2013-2018)

Table Tencent Basic Information List

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

Figure Tencent Video Game Music Sales Growth Rate (2013-2018)

Figure Tencent Video Game Music Sales Market Share in United States (2013-2018)

Figure Tencent Video Game Music Revenue Market Share in United States (2013-2018)

Table NetEase Basic Information List

Table Activision Blizzard Basic Information List

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 Video Game Music

Figure Manufacturing Process Analysis of Video Game Music

Figure Video Game Music Industrial Chain Analysis

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

Table Major Buyers of Video Game Music

Table Distributors/Traders List

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

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

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

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

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

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

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

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

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

Table United States Video Game Music Sales Volume (K Units) Forecast by Region (2018-2025)

Table United States Video Game Music Sales Volume Share Forecast by Region (2018-2025)

Figure United States Video Game Music Sales Volume Share Forecast by Region (2018-2025)

Figure United States Video Game Music 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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