

# Europe Somatosensory Game Market Research Report Forecast 2017 to 2022

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## Abstracts

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The Europe Somatosensory Game Market Research Report Forecast 2017-2022 is a valuable source of insightful data for business strategists. It provides the Somatosensory Game industry overview with growth analysis and historical & futuristic cost, revenue, demand and supply data (as applicable). The research analysts provide an elaborate description of the value chain and its distributor analysis. This Somatosensory Game market study provides comprehensive data which enhances the understanding, scope and application of this report.

This report provides comprehensive analysis of

- Key market segments and sub-segments

- Evolving market trends and dynamics

- Changing supply and demand scenarios

- Quantifying market opportunities through market sizing and market forecasting

- Tracking current trends/opportunities/challenges

- Competitive insights

- Opportunity mapping in terms of technological breakthroughs

### Europe Somatosensory Game Market Analysis by Countries:

Germany  
France  
UK  
Russia  
Italy  
Spain  
Benelux

### The Major players reported in the market include:

SONY  
Xbox  
Nintendo  
Subor  
i-dong  
Timetop  
TCL  
Zhongshan Waixing Technology  
GEEYA

### Europe Somatosensory Game Market Analysis by Product:

Type 1  
Type 2  
Type 3

### Europe Somatosensory Game Market Analysis by Application:

Application 1  
Application 2  
Application 3

## **Reasons for Buying this Report**

This report provides pin-point analysis for changing competitive dynamics

It provides a forward looking perspective on different factors driving or restraining market growth

It provides a six-year forecast assessed on the basis of how the market is predicted to grow

It helps in understanding the key product segments and their future

It provides pin point analysis of changing competition dynamics and keeps you ahead of competitors

It helps in making informed business decisions by having complete insights of market and by making in-depth analysis of market segments

## Contents

### **1 SOMATOSENSORY GAME MARKET OVERVIEW**

- 1.1 Product Overview and Scope of Somatosensory Game
- 1.2 Classification of Somatosensory Game
  - 1.2.1 Type
  - 1.2.2 Type
  - 1.2.3 Type
- 1.3 Application of Somatosensory Game
  - 1.3.2 Application
  - 1.3.3 Application
  - 1.3.4 Application
- 1.4 Somatosensory Game Market States Status and Prospect (2012-2022) by Countries
  - 1.4.1 Germany
  - 1.4.2 France
  - 1.4.3 UK
  - 1.4.4 Russia
  - 1.4.5 Italy
  - 1.4.6 Spain
  - 1.4.7 Benelux
- 1.5 Europe Market Size (Value and Volume) of Somatosensory Game (2012-2022)
  - 1.5.1 Europe Somatosensory Game Sales and Growth Rate (2012-2022)
  - 1.5.2 Europe Somatosensory Game Revenue and Growth Rate (2012-2022)

### **2 EUROPE ECONOMIC IMPACT ON SOMATOSENSORY GAME INDUSTRY**

- 2.1 Europe Macroeconomic Analysis
- 2.2 Europe Macroeconomic Environment Development Trend

### **3 SOMATOSENSORY GAME MANUFACTURING COST ANALYSIS**

- 3.1 Somatosensory Game Key Raw Materials Analysis
  - 3.1.1 Key Raw Materials
  - 3.1.2 Price Trend of Key Raw Materials
  - 3.1.3 Key Suppliers of Raw Materials
  - 3.1.4 Market Concentration Rate of Raw Materials
- 3.2 Proportion of Manufacturing Cost Structure
  - 3.2.1 Raw Materials

3.2.2 Labor Cost

3.2.3 Manufacturing Process Analysis of Somatosensory Game

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

4.1 Somatosensory Game Industrial Chain Analysis

4.2 Upstream Raw Materials Sourcing

4.3 Raw Materials Sources of Somatosensory Game Major Manufacturers in 2016

4.4 Downstream Buyers

## **5 EUROPE SOMATOSENSORY GAME MARKET ANALYSIS BY MANUFACTURERS, TYPE AND APPLICATION**

5.1 Europe Somatosensory Game Market Competition by Manufacturers

5.1.1 Europe Somatosensory Game Sales and Market Share of Key Manufacturers (2015 and 2016)

5.1.2 Europe Somatosensory Game Revenue and Share by Manufacturers (2015 and 2016)

5.2 Europe Somatosensory Game (Volume and Value) by Type

5.2.1 Europe Somatosensory Game Sales and Market Share by Type (2012-2017)

5.2.2 Europe Somatosensory Game Revenue and Market Share by Type (2012-2017)

5.3 Europe Somatosensory Game (Volume and Value) by Countries

5.3.1 Europe Somatosensory Game Sales and Market Share by Countries (2012-2017)

5.3.2 Europe Somatosensory Game Revenue and Market Share by Countries (2012-2017)

5.4 Europe Somatosensory Game (Volume) by Application

## **6 GERMANY SOMATOSENSORY GAME (VOLUME, VALUE AND SALES PRICE)**

6.1 Germany Somatosensory Game Sales and Value (2012-2017)

6.1.1 Germany Somatosensory Game Sales and Growth Rate (2012-2017)

6.1.2 Germany Somatosensory Game Revenue and Growth Rate (2012-2017)

6.1.3 Germany Somatosensory Game Sales Price Trend (2012-2017)

6.2 Germany Somatosensory Game Sales and Market Share by Manufacturers

6.3 Germany Somatosensory Game Sales and Market Share by Type

6.4 Germany Somatosensory Game Sales and Market Share by Application

## **7 FRANCE SOMATOSENSORY GAME (VOLUME, VALUE AND SALES PRICE)**

- 7.1 France Somatosensory Game Sales and Value (2012-2017)
  - 7.1.1 France Somatosensory Game Sales and Growth Rate (2012-2017)
  - 7.1.2 France Somatosensory Game Revenue and Growth Rate (2012-2017)
  - 7.1.3 France Somatosensory Game Sales Price Trend (2012-2017)
- 7.2 France Somatosensory Game Sales and Market Share by Manufacturers
- 7.3 France Somatosensory Game Sales and Market Share by Type
- 7.4 France Somatosensory Game Sales and Market Share by Application

## **8 UK SOMATOSENSORY GAME (VOLUME, VALUE AND SALES PRICE)**

- 8.1 UK Somatosensory Game Sales and Value (2012-2017)
  - 8.1.1 UK Somatosensory Game Sales and Growth Rate (2012-2017)
  - 8.1.2 UK Somatosensory Game Revenue and Growth Rate (2012-2017)
  - 8.1.3 UK Somatosensory Game Sales Price Trend (2012-2017)
- 8.2 UK Somatosensory Game Sales and Market Share by Manufacturers
- 8.3 UK Somatosensory Game Sales and Market Share by Type
- 8.4 UK Somatosensory Game Sales and Market Share by Application

## **9 RUSSIA SOMATOSENSORY GAME (VOLUME, VALUE AND SALES PRICE)**

- 9.1 Russia Somatosensory Game Sales and Value (2012-2017)
  - 9.1.1 Russia Somatosensory Game Sales and Growth Rate (2012-2017)
  - 9.1.2 Russia Somatosensory Game Revenue and Growth Rate (2012-2017)
  - 9.1.3 Russia Somatosensory Game Sales Price Trend (2012-2017)
- 9.2 Russia Somatosensory Game Sales and Market Share by Manufacturers
- 9.3 Russia Somatosensory Game Sales and Market Share by Type
- 9.4 Russia Somatosensory Game Sales and Market Share by Application

## **10 ITALY SOMATOSENSORY GAME (VOLUME, VALUE AND SALES PRICE)**

- 10.1 Italy Somatosensory Game Sales and Value (2012-2017)
  - 10.1.1 Italy Somatosensory Game Sales and Growth Rate (2012-2017)
  - 10.1.2 Italy Somatosensory Game Revenue and Growth Rate (2012-2017)
  - 10.1.3 Italy Somatosensory Game Sales Price Trend (2012-2017)
- 10.2 Italy Somatosensory Game Sales and Market Share by Manufacturers
- 10.3 Italy Somatosensory Game Sales and Market Share by Type
- 10.4 Italy Somatosensory Game Sales and Market Share by Application

## **11 SPAIN SOMATOSENSORY GAME (VOLUME, VALUE AND SALES PRICE)**

- 11.1 Spain Somatosensory Game Sales and Value (2012-2017)
  - 11.1.1 Spain Somatosensory Game Sales and Growth Rate (2012-2017)
  - 11.1.2 Spain Somatosensory Game Revenue and Growth Rate (2012-2017)
  - 11.1.3 Spain Somatosensory Game Sales Price Trend (2012-2017)
- 11.2 Spain Somatosensory Game Sales and Market Share by Manufacturers
- 11.3 Spain Somatosensory Game Sales and Market Share by Type
- 11.4 Spain Somatosensory Game Sales and Market Share by Application

## **12 BENELUX SOMATOSENSORY GAME (VOLUME, VALUE AND SALES PRICE)**

- 12.1 Benelux Somatosensory Game Sales and Value (2012-2017)
  - 12.1.1 Benelux Somatosensory Game Sales and Growth Rate (2012-2017)
  - 12.1.2 Benelux Somatosensory Game Revenue and Growth Rate (2012-2017)
  - 12.1.3 Benelux Somatosensory Game Sales Price Trend (2012-2017)
- 12.2 Benelux Somatosensory Game Sales and Market Share by Manufacturers
- 12.3 Benelux Somatosensory Game Sales and Market Share by Type
- 12.4 Benelux Somatosensory Game Sales and Market Share by Application

## **13 EUROPE SOMATOSENSORY GAME MANUFACTURERS ANALYSIS**

- 13.1 SONY
  - 13.1.1 Company Basic Information, Manufacturing Base and Competitors
  - 13.1.2 Product Type, Application and Specification
  - 13.1.3 Production, Revenue, Price and Gross Margin (2012-2017)
  - 13.1.4 Business Overview
- 13.2 Xbox
  - 13.2.1 Company Basic Information, Manufacturing Base and Competitors
  - 13.2.2 Product Type, Application and Specification
  - 13.2.3 Production, Revenue, Price and Gross Margin (2012-2017)
  - 13.2.4 Business Overview
- 13.3 Nintendo
  - 13.3.1 Company Basic Information, Manufacturing Base and Competitors
  - 13.3.2 Product Type, Application and Specification
  - 13.3.3 Production, Revenue, Price and Gross Margin (2012-2017)
  - 13.3.4 Business Overview
- 13.4 Subor
  - 13.4.1 Company Basic Information, Manufacturing Base and Competitors

- 13.4.2 Product Type, Application and Specification
- 13.4.3 Production, Revenue, Price and Gross Margin (2012-2017)
- 13.4.4 Business Overview
- 13.5 i-dong
  - 13.5.1 Company Basic Information, Manufacturing Base and Competitors
  - 13.5.2 Product Type, Application and Specification
  - 13.5.3 Production, Revenue, Price and Gross Margin (2012-2017)
  - 13.5.4 Business Overview
- 13.6 Timetop
  - 13.6.1 Company Basic Information, Manufacturing Base and Competitors
  - 13.6.2 Product Type, Application and Specification
  - 13.6.3 Production, Revenue, Price and Gross Margin (2012-2017)
  - 13.6.4 Business Overview
- 13.7 TCL
  - 13.7.1 Company Basic Information, Manufacturing Base and Competitors
  - 13.7.2 Product Type, Application and Specification
  - 13.7.3 Production, Revenue, Price and Gross Margin (2012-2017)
  - 13.7.4 Business Overview
- 13.8 Zhongshan Waixing Technology
  - 13.8.1 Company Basic Information, Manufacturing Base and Competitors
  - 13.8.2 Product Type, Application and Specification
  - 13.8.3 Production, Revenue, Price and Gross Margin (2012-2017)
  - 13.8.4 Business Overview
- 13.9 GEEYA
  - 13.9.1 Company Basic Information, Manufacturing Base and Competitors
  - 13.9.2 Product Type, Application and Specification
  - 13.9.3 Production, Revenue, Price and Gross Margin (2012-2017)
  - 13.9.4 Business Overview

## **13 MARKETING STRATEGY ANALYSIS, DISTRIBUTORS/TRADERS**

- 13.1 Marketing Channel
  - 13.1.1 Direct Marketing
  - 13.1.2 Indirect Marketing
  - 13.1.3 Marketing Channel Development Trend
- 13.2 Market Positioning
  - 13.2.1 Pricing Strategy
  - 13.2.2 Brand Strategy
  - 13.2.3 Target Client



13.3 Distributors/Traders List

## **14 MARKET EFFECT FACTORS ANALYSIS**

14.1 Technology Progress/Risk

14.1.1 Substitutes Threat

14.1.2 Technology Progress in Related Industry

14.2 Consumer Needs/Customer Preference Change

14.3 Economic/Political Environmental Change

## **15 EUROPE SOMATOSENSORY GAME MARKET FORECAST (2017-2022)**

15.1 Germany Market Forecast (2017-2022)

15.2 France Market Forecast (2017-2022)

15.3 UK Market Forecast (2017-2022)

15.4 Russia Market Forecast (2017-2022)

15.5 Italy Market Forecast (2017-2022)

15.6 Spain Market Forecast (2017-2022)

15.7 Benelux Market Forecast (2017-2022)

15.8 Europe Somatosensory Game Market Forecast by Type (2017-2022)

15.9 Europe Somatosensory Game Market Forecast by Application (2017-2022)

## **16 APPENDIX**

## List Of Tables

### LIST OF TABLES AND FIGURES

Figure Picture of Somatosensory Game

Table Classification of Somatosensory Game

Figure Europe Sales Market Share of Somatosensory Game by Type in 2016

Table Application of Somatosensory Game

Figure Europe Sales Market Share of Somatosensory Game by Application in 2016

Figure Germany Somatosensory Game Revenue and Growth Rate (2012-2022)

Figure France Somatosensory Game Revenue and Growth Rate (2012-2022)

Figure UK Somatosensory Game Revenue and Growth Rate (2012-2022)

Figure Russia Somatosensory Game Revenue and Growth Rate (2012-2022)

Figure Italy Somatosensory Game Revenue and Growth Rate (2012-2022)

Figure Spain Somatosensory Game Revenue and Growth Rate (2012-2022)

Figure Benelux Somatosensory Game Revenue and Growth Rate (2012-2022)

Figure Europe Somatosensory Game Sales and Growth Rate (2012-2022)

Figure Europe Somatosensory Game Revenue and Growth Rate (2012-2022)

Table Europe Somatosensory Game Sales of Key Manufacturers (2015 and 2016)

Table Europe Somatosensory Game Sales Share by Manufacturers (2015 and 2016)

Figure 2015 Somatosensory Game Sales Share by Manufacturers

Figure 2016 Somatosensory Game Sales Share by Manufacturers

Table Europe Somatosensory Game Revenue by Manufacturers (2015 and 2016)

Table Europe Somatosensory Game Revenue Share by Manufacturers (2015 and 2016)

Table 2015 Europe Somatosensory Game Revenue Share by Manufacturers

Table 2016 Europe Somatosensory Game Revenue Share by Manufacturers

Table Europe Somatosensory Game Sales and Market Share by Type (2012-2017)

Table Europe Somatosensory Game Sales Share by Type (2012-2017)

Figure Sales Market Share of Somatosensory Game by Type (2012-2017)

Figure Europe Somatosensory Game Sales Growth Rate by Type (2012-2017)

Table Europe Somatosensory Game Revenue and Market Share by Type (2012-2017)

Table Europe Somatosensory Game Revenue Share by Type (2012-2017)

Figure Revenue Market Share of Somatosensory Game by Type (2012-2017)

Figure Europe Somatosensory Game Revenue Growth Rate by Type (2012-2017)

Table Europe Somatosensory Game Sales and Market Share by Countries (2012-2017)

Table Europe Somatosensory Game Sales Share by Countries (2012-2017)

Figure Sales Market Share of Somatosensory Game by Countries (2012-2017)

Table Europe Somatosensory Game Revenue and Market Share by Countries

(2012-2017)

Table Europe Somatosensory Game Revenue Share by Countries (2012-2017)

Figure Revenue Market Share of Somatosensory Game by Countries (2012-2017)

Table Europe Somatosensory Game Sales and Market Share by Application (2012-2017)

Table Europe Somatosensory Game Sales Share by Application (2012-2017)

Figure Sales Market Share of Somatosensory Game by Application (2012-2017)

Figure Germany Somatosensory Game Sales and Growth Rate (2012-2017)

Figure Germany Somatosensory Game Revenue and Growth Rate (2012-2017)

Figure Germany Somatosensory Game Sales Price Trend (2012-2017)

Table Germany Somatosensory Game Sales by Manufacturers (2015 and 2016)

Table Germany Somatosensory Game Market Share by Manufacturers (2015 and 2016)

Table Germany Somatosensory Game Sales by Type (2015 and 2016)

Table Germany Somatosensory Game Market Share by Type (2015 and 2016)

Table Germany Somatosensory Game Sales by Application (2015 and 2016)

Table Germany Somatosensory Game Market Share by Application (2015 and 2016)

Figure France Somatosensory Game Sales and Growth Rate (2012-2017)

Figure France Somatosensory Game Revenue and Growth Rate (2012-2017)

Figure France Somatosensory Game Sales Price Trend (2012-2017)

Table France Somatosensory Game Sales by Manufacturers (2015 and 2016)

Table France Somatosensory Game Market Share by Manufacturers (2015 and 2016)

Table France Somatosensory Game Sales by Type (2015 and 2016)

Table France Somatosensory Game Market Share by Type (2015 and 2016)

Table France Somatosensory Game Sales by Application (2015 and 2016)

Table France Somatosensory Game Market Share by Application (2015 and 2016)

Figure UK Somatosensory Game Sales and Growth Rate (2012-2017)

Figure UK Somatosensory Game Revenue and Growth Rate (2012-2017)

Figure UK Somatosensory Game Sales Price Trend (2012-2017)

Table UK Somatosensory Game Sales by Manufacturers (2015 and 2016)

Table UK Somatosensory Game Market Share by Manufacturers (2015 and 2016)

Table UK Somatosensory Game Sales by Type (2015 and 2016)

Table UK Somatosensory Game Market Share by Type (2015 and 2016)

Table UK Somatosensory Game Sales by Application (2015 and 2016)

Table UK Somatosensory Game Market Share by Application (2015 and 2016)

Figure Russia Somatosensory Game Sales and Growth Rate (2012-2017)

Figure Russia Somatosensory Game Revenue and Growth Rate (2012-2017)

Figure Russia Somatosensory Game Sales Price Trend (2012-2017)

Table Russia Somatosensory Game Sales by Manufacturers (2015 and 2016)

Table Russia Somatosensory Game Market Share by Manufacturers (2015 and 2016)  
Table Russia Somatosensory Game Sales by Type (2015 and 2016)  
Table Russia Somatosensory Game Market Share by Type (2015 and 2016)  
Table Russia Somatosensory Game Sales by Application (2015 and 2016)  
Table Russia Somatosensory Game Market Share by Application (2015 and 2016)  
Figure Italy Somatosensory Game Sales and Growth Rate (2012-2017)  
Figure Italy Somatosensory Game Revenue and Growth Rate (2012-2017)  
Figure Italy Somatosensory Game Sales Price Trend (2012-2017)  
Table Italy Somatosensory Game Sales by Manufacturers (2015 and 2016)  
Table Italy Somatosensory Game Market Share by Manufacturers (2015 and 2016)  
Table Italy Somatosensory Game Sales by Type (2015 and 2016)  
Table Italy Somatosensory Game Market Share by Type (2015 and 2016)  
Table Italy Somatosensory Game Sales by Application (2015 and 2016)  
Table Italy Somatosensory Game Market Share by Application (2015 and 2016)  
Figure Spain Somatosensory Game Sales and Growth Rate (2012-2017)  
Figure Spain Somatosensory Game Revenue and Growth Rate (2012-2017)  
Figure Spain Somatosensory Game Sales Price Trend (2012-2017)  
Table Spain Somatosensory Game Sales by Manufacturers (2015 and 2016)  
Table Spain Somatosensory Game Market Share by Manufacturers (2015 and 2016)  
Table Spain Somatosensory Game Sales by Type (2015 and 2016)  
Table Spain Somatosensory Game Market Share by Type (2015 and 2016)  
Table Spain Somatosensory Game Sales by Application (2015 and 2016)  
Table Spain Somatosensory Game Market Share by Application (2015 and 2016)  
Figure Benelux Somatosensory Game Sales and Growth Rate (2012-2017)  
Figure Benelux Somatosensory Game Revenue and Growth Rate (2012-2017)  
Figure Benelux Somatosensory Game Sales Price Trend (2012-2017)  
Table Benelux Somatosensory Game Sales by Manufacturers (2015 and 2016)  
Table Benelux Somatosensory Game Market Share by Manufacturers (2015 and 2016)  
Table Benelux Somatosensory Game Sales by Type (2015 and 2016)  
Table Benelux Somatosensory Game Market Share by Type (2015 and 2016)  
Table Benelux Somatosensory Game Sales by Application (2015 and 2016)  
Table Benelux Somatosensory Game Market Share by Application (2015 and 2016)  
Table SONY Basic Information List  
Table SONY Somatosensory Game Sales, Revenue, Price and Gross Margin (2012-2017)  
Figure SONY Somatosensory Game Sales Market Share (2012-2017)  
Table Xbox Basic Information List  
Table Xbox Somatosensory Game Sales, Revenue, Price and Gross Margin (2012-2017)

Table Xbox Somatosensory Game Sales Market Share (2012-2017)

Table Nintendo Basic Information List

Table Nintendo Somatosensory Game Sales, Revenue, Price and Gross Margin (2012-2017)

Figure Nintendo Somatosensory Game Sales Market Share (2012-2017)

Table Subor Basic Information List

Table Subor Somatosensory Game Sales, Revenue, Price and Gross Margin (2012-2017)

Table Subor Somatosensory Game Sales Market Share (2012-2017)

Table i-dong Basic Information List

Table i-dong Somatosensory Game Sales, Revenue, Price and Gross Margin (2012-2017)

Figure i-dong Somatosensory Game Sales Market Share (2012-2017)

Table Timetop Basic Information List

Table Timetop Somatosensory Game Sales, Revenue, Price and Gross Margin (2012-2017)

Table Timetop Somatosensory Game Sales Market Share (2012-2017)

Table TCL Basic Information List

Table TCL Somatosensory Game Sales, Revenue, Price and Gross Margin (2012-2017)

Figure TCL Somatosensory Game Sales Market Share (2012-2017)

Table Zhongshan Waixing Technology Basic Information List

Table Zhongshan Waixing Technology Somatosensory Game Sales, Revenue, Price and Gross Margin (2012-2017)

Table Zhongshan Waixing Technology Somatosensory Game Sales Market Share (2012-2017)

Table GEEYA Basic Information List

Table GEEYA Somatosensory Game Sales, Revenue, Price and Gross Margin (2012-2017)

Figure GEEYA Somatosensory Game Sales Market Share (2012-2017).

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 Somatosensory Game

Figure Manufacturing Process Analysis of Somatosensory Game

Figure Somatosensory Game Industrial Chain Analysis

Table Raw Materials Sources of Somatosensory Game Major Manufacturers in 2016

Table Major Buyers of Somatosensory Game

Table Distributors/Traders List

Figure Germany Somatosensory Game Sales and Growth Rate Forecast (2017-2022)

Figure Germany Somatosensory Game Revenue and Growth Rate Forecast  
(2017-2022)

Figure France Somatosensory Game Sales and Growth Rate Forecast (2017-2022)

Figure France Somatosensory Game Revenue and Growth Rate Forecast (2017-2022)

Figure UK Somatosensory Game Sales and Growth Rate Forecast (2017-2022)

Figure UK Somatosensory Game Revenue and Growth Rate Forecast (2017-2022)

Figure Russia Somatosensory Game Sales and Growth Rate Forecast (2017-2022)

Figure Russia Somatosensory Game Revenue and Growth Rate Forecast (2017-2022)

Figure Italy Somatosensory Game Sales and Growth Rate Forecast (2017-2022)

Figure Italy Somatosensory Game Revenue and Growth Rate Forecast (2017-2022)

Figure Spain Somatosensory Game Sales and Growth Rate Forecast (2017-2022)

Figure Spain Somatosensory Game Revenue and Growth Rate Forecast (2017-2022)

Figure Benelux Somatosensory Game Sales and Growth Rate Forecast (2017-2022)

Figure Benelux Somatosensory Game Revenue and Growth Rate Forecast (2017-2022)

Table Europe Somatosensory Game Sales Forecast by Type (2017-2022)

Table Europe Somatosensory Game Sales Forecast by Application (2017-2022)

## **COMPANIES MENTIONED**

SONY

Xbox

Nintendo

Subor

i-dong

Timetop

TCL

Zhongshan Waixing Technology

GEEYA

XIAOCONG

Funbox

TIMEBOX

Wii

Xbox360

PS3

Kinect

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