

Electronic Games Market in Argentina 2021

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Abstracts

Electronic game, also called computer game or video game, is any game where players interact with objects displayed on a screen for the sake of entertainment. Electronic game can be played on a computing device, such as a personal computer, gaming console or mobile phone. According to StrategyHelix, the electronic games market in Argentina is expected to increase by US\$ 5,023 million during 2021-2027, expanding at a CAGR of 42.6% during the forecast period. Awareness of the cognitive and intellectual benefits of video games, steady increase in the number of gamers, influence of technology in promoting video games, development of augmented reality (AR) and virtual reality (VR), continuously rising personnel disposable income levels are expected to boost the market growth in the coming years.

The report provides up-to-date market size data for period 2017-2020 and forecast to 2027 covering key market aspects like sales value for electronic games. The Argentina electronic games market is segmented on the basis of product. Based on product, the electronic games market in Argentina is categorized into games hardware, games software. The games hardware segment captured the largest share of the market in 2020.

The Argentina electronic games market is highly competitive. The report also includes the profiles of leading companies such as Electronic Arts Inc. (EA), Epic Games Inc., KRAFTON Inc., Microsoft Corporation, Niantic Inc., Sony Corporation, Supercell Oy, Tencent Holdings Ltd.

The report is an invaluable resource for companies and organizations active in this industry. It provides a cohesive picture of the electronic games market to help drive informed decision making for industry executives, policy makers, academic, and analysts.

Report Scope

Product: games hardware, games software

Years considered: this report covers the period 2017 to 2027

Key Benefits for Stakeholders

Get a comprehensive picture of the Argentina electronic games market

Identify regional strategies and strategic priorities on the basis of local data

Pinpoint growth sectors and trends for investment

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Study period
Geographical scope
Research methodology

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Games hardware
Games software

PART 4. KEY COMPANIES

Electronic Arts Inc. (EA)
Epic Games, Inc.
KRAFTON, Inc.
Microsoft Corporation
Niantic, Inc.
Sony Corporation
Supercell Oy
Tencent Holdings Ltd.
About StrategyHelix
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