

# Electronic Games Market in Canada 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. The electronic games market in Canada is poised to grow by US\$ 1,621 million from 2021 to 2027, registering a CAGR of 7.5% during the forecast period, according to StrategyHelix. 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 Canada electronic games market is segmented on the basis of product. By product, the electronic games market in Canada has been segmented into games hardware, games software. In 2020, the games hardware segment made up the largest share of revenue generated by the electronic games market.

The Canada electronic games market is highly competitive. Top players covered in Canada Electronic Games Market Study are Activision Blizzard Inc., Electronic Arts Inc. (EA), Microsoft Corporation, Nintendo Co. Ltd., Sony Corporation, Supercell Oy, Take-Two Interactive Software Inc., Ubisoft Entertainment SA.

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 Canada 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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### **PART 1. INTRODUCTION**

Study period  
Geographical scope  
Research methodology

### **PART 2. ELECTRONIC GAMES MARKET OVERVIEW**

### **PART 3. MARKET BREAKDOWN BY PRODUCT**

Games hardware  
Games software

### **PART 4. KEY COMPANIES**

Activision Blizzard, Inc.  
Electronic Arts Inc. (EA)  
Microsoft Corporation  
Nintendo Co., Ltd.  
Sony Corporation  
Supercell Oy  
Take-Two Interactive Software, Inc.  
Ubisoft Entertainment SA  
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