

# Electronic Games Market in Europe 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 Europe is poised to grow by US\$ 15,474 million from 2021 to 2027, registering a CAGR of 7% 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 Europe electronic games market is segmented on the basis of product, genre, platform, and country. By product, the electronic games market in Europe has been segmented into games hardware, games software. The games hardware segment was the largest contributor to the Europe electronic games market in 2020. Based upon genre, the electronic games market in Europe is categorized into action, sports, role-playing games, adventure, others. On the basis of platform, the electronic games market in Europe has been segmented into mobile, console, PC. In terms of geography, the electronic games market in Europe has been segmented into France, Germany, Italy, Netherlands, Poland, Russia, Spain, Sweden, Switzerland, United Kingdom.

The Europe electronic games market is highly competitive. Some of the leading companies operating in the market are Activision Blizzard Inc., Electronic Arts Inc. (EA), Epic Games Inc., Microsoft Corporation, Nintendo Co. Ltd., Sony Corporation, Supercell Oy, Tencent Holdings Ltd., Ubisoft Entertainment SA, Valve Corporation.

### Report Scope

Product: games hardware, games software

Genre: action, sports, role-playing games, adventure, others

Platform: mobile, console, PC

Country: France, Germany, Italy, Netherlands, Poland, Russia, Spain, Sweden, Switzerland, United Kingdom

Years considered: this report covers the period 2017 to 2027

### Key Benefits for Stakeholders

Get a comprehensive picture of the Europe 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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Others

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Poland  
Russia  
Spain

Sweden  
Switzerland  
United Kingdom

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Activision Blizzard, Inc.  
Electronic Arts Inc. (EA)  
Epic Games, Inc.  
Microsoft Corporation  
Nintendo Co., Ltd.  
Sony Corporation  
Supercell Oy  
Tencent Holdings Ltd.  
Ubisoft Entertainment SA  
Valve Corporation  
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