

# Electronic Games Market in Indonesia 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 Indonesia is poised to grow by US\$ 2,805 million from 2021 to 2027, registering a CAGR of 19.9% 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 Indonesia electronic games market is segmented on the basis of product. By product, the electronic games market in Indonesia 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 Indonesia electronic games market is highly competitive. Some of the leading companies operating in the market are Garena Interactive Holding Limited, Netmarble Corporation, Nintendo Co. Ltd., PT Megaxus Infotech (Megaxus), Shanghai Moonton Technology Co. Ltd., Tencent Holdings Ltd., Valve Corporation.

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 Indonesia electronic games market

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

Pinpoint growth sectors and trends for investment

## Contents

### **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**

Garena Interactive Holding Limited  
Netmarble Corporation  
Nintendo Co., Ltd.  
PT Megaxus Infotech (Megaxus)  
Shanghai Moonton Technology Co., Ltd.  
Tencent Holdings Ltd.  
Valve Corporation  
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