

# Electronic Games Market in Mexico 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 Mexico is poised to grow by US\$ 1,167 million during 2021-2027, progressing at a CAGR of 9.2% during the forecast period, according to data and analytics company 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 Mexico electronic games market is segmented on the basis of product. By product, the electronic games market in Mexico has been segmented into games hardware, games software. According to the research, the games hardware segment had the largest share in the electronic games market in Mexico.

The Mexico electronic games market is highly competitive. Key companies profiled in the report include Activision Blizzard Inc., Electronic Arts Inc. (EA), Epic Games Inc., Microsoft Corporation, Nintendo Co. Ltd., Sony Corporation, Take-Two Interactive Software Inc., 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 Mexico 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)  
Epic Games, Inc.  
Microsoft Corporation  
Nintendo Co., Ltd.  
Sony Corporation  
Take-Two Interactive Software, Inc.  
Tencent Holdings Ltd.  
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