

Electronic Games Market in Spain 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 Spain is poised to grow by US\$ 772 million from 2021 to 2027, registering a CAGR of 5.3% 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 Spain electronic games market is segmented on the basis of product. By product, the electronic games market in Spain 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 Spain.

The Spain electronic games market is highly competitive. As of 2020, the major players in the Spain electronic games market were Activision Blizzard Inc., Electronic Arts Inc. (EA), Epic Games Inc., Nintendo Co. Ltd., Sony Corporation, Take-Two Interactive Software Inc., 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 Spain 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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Geographical scope
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Activision Blizzard, Inc.
Electronic Arts Inc. (EA)
Epic Games, Inc.
Nintendo Co., Ltd.
Sony Corporation
Take-Two Interactive Software, Inc.
Valve Corporation
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