

# Electronic Games Market in Sweden 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. According to StrategyHelix, the electronic games market in Sweden is expected to increase by US\$ 317 million during 2021-2027, expanding at a CAGR of 5.1% during the forecast period. 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 Sweden electronic games market is segmented on the basis of product. Based on product, the electronic games market in Sweden is categorized into games hardware, games software. The games hardware segment held the largest share of the Sweden electronic games market in 2020 and is anticipated to hold its share during the forecast period.

The Sweden 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, Square Enix Holdings Co. Ltd., 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 Sweden 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  
Square Enix Holdings Co., Ltd.  
Tencent Holdings Ltd.  
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