

# Electronic Games Market in Taiwan 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 Taiwan is poised to grow by US\$ 615 million from 2021 to 2027, registering a CAGR of 6.5% 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 Taiwan electronic games market is segmented on the basis of product. By product, the electronic games market in Taiwan 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 Taiwan.

The Taiwan electronic games market is highly competitive. The competitive landscape of the industry has also been examined along with the profiles of the key players Activision Blizzard Inc., Electronic Arts Inc. (EA), Epic Games Inc., Mad Head Limited, Nintendo Co. Ltd., Sony Corporation, Take-Two Interactive Software Inc.

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 Taiwan 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**

Activision Blizzard, Inc.  
Electronic Arts Inc. (EA)  
Epic Games, Inc.  
Mad Head Limited  
Nintendo Co., Ltd.  
Sony Corporation  
Take-Two Interactive Software, Inc.  
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