

# Electronic Games Market in United Arab Emirates 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 a report by StrategyHelix, the electronic games market in United Arab Emirates is set to increase by US\$ 311 million during 2021-2027, growing at a CAGR of 7% 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 United Arab Emirates electronic games market is segmented on the basis of product. On the basis of product, the electronic games market in United Arab Emirates has been segmented into games hardware, games software. The games hardware segment held the largest revenue share in 2020.

The United Arab Emirates electronic games market is highly competitive. The leading players in the electronic games market include Activision Blizzard Inc., Electronic Arts Inc. (EA), Microsoft Corporation, Nintendo Co. Ltd., Sony Corporation, 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 United Arab Emirates 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  
Research methodology

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### **PART 3. MARKET BREAKDOWN BY PRODUCT**

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Games software

### **PART 4. KEY COMPANIES**

Activision Blizzard, Inc.  
Electronic Arts Inc. (EA)  
Microsoft Corporation  
Nintendo Co., Ltd.  
Sony Corporation  
Tencent Holdings Ltd.  
Valve Corporation  
About StrategyHelix  
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