

Global Electronic Games Market 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. A study by StrategyHelix indicates that the global electronic games market is expected to increase by US\$ 108,658 million from 2021 to 2027, garnering a CAGR of 8.8% 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 global electronic games market is segmented on the basis of product, genre, platform, and region. Based on product, the global electronic games market is categorized into games hardware, games software. The games hardware segment held the largest share of the global electronic games market in 2020 and is anticipated to hold its share during the forecast period. On the basis of genre, the global electronic games market has been segmented into action, sports, role-playing games, adventure, others. By platform, the global electronic games market has been segmented into mobile, console, PC. In terms of geography, the global electronic games market has been segmented into North America, Asia Pacific, Europe, Middle East and Africa, Latin America.

The global electronic games market is highly competitive. As of 2020, the major players in the global electronic games market were Activision Blizzard Inc., Electronic Arts Inc. (EA), Microsoft Corporation, miHoYo Co. Ltd., Nintendo Co. Ltd., Smilegate Inc., Sony Corporation, Supercell Oy, Take-Two Interactive Software Inc., Tencent Holdings Ltd.

Report Scope

Product: games hardware, games software

Genre: action, sports, role-playing games, adventure, others

Platform: mobile, console, PC

Region: North America, Asia Pacific, Europe, Middle East and Africa, Latin America

Years considered: this report covers the period 2017 to 2027

Key Benefits for Stakeholders

Get a comprehensive picture of the global electronic games market

Pinpoint growth sectors and trends for investment

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Adventure
Others

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Mobile
Console
PC

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North America
Asia Pacific
Europe
Middle East and Africa
Latin America

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Activision Blizzard, Inc.
Electronic Arts Inc. (EA)
Microsoft Corporation
miHoYo Co., Ltd.
Nintendo Co., Ltd.
Smilegate Inc.
Sony Corporation
Supercell Oy
Take-Two Interactive Software, Inc.
Tencent Holdings Ltd.
About StrategyHelix
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