

3D Gaming Consoles - Global Market Outlook (2017-2026)

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Abstracts

According to Statistics MRC, the Global 3D Gaming Consoles Market is expected to grow at a CAGR of 15.8% during the forecast period. Increasing purchasing power, rise in the average spending by gamers and aggressive marketing strategies adopted by developers across the globe are the key driving factors for the market growth. However, introduction of advanced 3D smartphones and high price are some of the factors hindering the market growth.

3D gaming consoles are video game consoles, which can hold stereoscopic game plays on integrated displays. The video game industry can develop from usual 2D gaming to 3D gaming because of digital 3D display technologies, sophisticated gaming software tools and applications and gaming console accessories. The stereoscopic images extend the experience of the game play and give practicality to it by creating the illusion of depth, and providing accurate structural localization, and offer a improved feeling of surface materials in the gaming environment. 3D graphics games have commercialized the video games industry. 3D technology has effectively entered into home entertainment through 3D tv and personal computers. With manufacturers willing to offer more realistic and immersive experience to gamers, the interest in 3D gaming consoles is expected to grow in the forecast period.

Based on Type, the Sony Play station segment accounted for considerable market share during the forecast period. It has managed to dominate the video game industry making novel product launches and establishing strategic alliances with other hardware and software developers. It newly made collaborative agreements with developers such as YoYo Games and Unity Technologies enabling PlayStation game developers to get more access to Unity's game engine tools at no additional costs. By geography, Asia-Pacific is the most massive revenue generating economy for the entire gaming industry.

Countries, like China, Japan, Australia and South Korea are the prime gaming hot spots of the world, which are estimated to generate more than 40% of the gaming industry's revenues annually. The region is estimated to have more than 1.5 billion active gamers creating a vast market for 3D gaming consoles in the region.

Some of the key players profiled in the 3D Gaming Consoles Market include A4Tech Co Ltd, Activision Publishing Inc, Apple Inc, Avatar Reality Inc, Electronic Arts Inc, Guillemot Corporation S.A. (Thrustmaster), Kaneva LLC, Linden Lab Inc, Logitech Inc, Microsoft Corporation, Nintendo Co, Oculus VR, Saitek Industries Ltd and Sony Computer Entertainment Inc.

Components Covered:

Hardware

Software

Consoles Covered:

Home Consoles

Hand Held Consoles

Micro Consoles

Dedicated Consoles

Type Covered:

Microsoft Xbox

Sony Play station

Nintendo Wii

Other Types

Technologies Covered:

KINECT-Compatible 3D glasses

Oculus rift

XBOX illumiroom

Project Holodeck

Leap Motion

Autostereoscopy

Polarized Shutter Technology

Active shutter technology

Other Technologies

Regions Covered:

North America

US

Canada

Mexico

Europe

Germany

UK

Italy

France

Spain

Rest of Europe

Asia Pacific

Japan

China

India

Australia

New Zealand

South Korea

Rest of Asia Pacific

South America

Argentina

Brazil

Chile

Rest of South America

Middle East & Africa

Saudi Arabia

UAE

Qatar

South Africa

Rest of Middle East & Africa

What our report offers:

Market share assessments for the regional and country level segments

Market share analysis of the top industry players

Strategic recommendations for the new entrants

Market forecasts for a minimum of 9 years of all the mentioned segments, sub segments and the regional markets

Market Trends (Drivers, Constraints, Opportunities, Threats, Challenges, Investment Opportunities, and recommendations)

Strategic recommendations in key business segments based on the market estimations

Competitive landscaping mapping the key common trends

Company profiling with detailed strategies, financials, and recent developments

Supply chain trends mapping the latest technological advancements

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