

Africa Animation, VFX & Video Games: Strategies, Trends & Opportunities (2022-26) (Includes Covid-19 impact & projections)

<https://marketpublishers.com/r/A03906F69E61EN.html>

Date: January 2022

Pages: 413

Price: US\$ 7,000.00 (Single User License)

ID: A03906F69E61EN

Abstracts

EXECUTIVE SUMMARY

The African Animation, VFX and Video Games industry has the potential to emerge as an engine of growth for the continent. The industry is in a phase where we are seeing the emergence of several African animation companies and animators working on attractive stories and content leveraging the continent's large potential for stories. Several animation studios in Africa release their content through online channels such as YouTube, which is attracting millions of subscribers both from the continent as well as worldwide. African studios are making new inroads by launching original locally produced content on Netflix. Several local content productions have been nominated for several global awards including the Oscars. The Annecy Festival in 2020 will be focusing on animation from Africa.

There are a handful of globally renowned animation studios as well as several hundreds of small and medium sized studios producing content tailored to local tastes. Supply of animation talent, which has historically been limited, is emerging with support and intervention of several government and industry initiatives to develop and support African animation through university courses and vocational training courses which provide theoretical and practical hands-on learning on Animation, VFX and Video Games. There are vast sections of the African continent where the potential for Animation, VFX & Video games has not yet been realized and calls for closer participation between government, industry and academia to catalyse the industry growth. The industry needs support in the form of training, funding, tax incentives, market reach, access to hardware and software, legal support to protect the content IP. access to global distribution and collaboration networks etc. Countries such as South

Africa, Nigeria, Egypt, Kenya, Tanzania, Uganda, Ghana, Zimbabwe and Ethiopia are emerging as the leaders from Africa through content productions as well as collaborations. This includes content for movies, television, games, augmented reality, virtual reality, advertising, web designs and industrial applications such as architecture, engineering, industrial design, healthcare, education, medicine, and the motor industry.

The demand for animation, VFX and video gaming has expanded with the increase in targeted broadcasting hours by cable and satellite TV, availability of low-cost internet access, penetration of mobile devices along with the growing popularity of streaming video. In addition, the demand for Animation and VFX content to power immersive experiences such as Augmented Reality and Virtual Reality is growing exponentially. The rapid advancement of technology has made animation, VFX & games available to the masses, and this industry has become one of the fastest growing segments in the global media and entertainment market. We are increasingly seeing more of animation, VFX and games production taking place in a globally distributed mode. Production work is becoming global with countries as well as regions offering tax incentives, subsidies, financial support, regional low labor costs etc. and companies are cutting costs by setting up facilities in such regions. Cloud computing is playing a key role in character rendering and modeling processes as cloud based rendering of animation films is more effective and efficient as it reduces the time and cost compared to traditional rendering.

EMERGING TRENDS IN ANIMATION, VFX & VIDEO GAMES INDUSTRY

The combination of live action and animation will alter the form, as well as the content, of film animation.

Animation is no longer a profession limited to animators with increasing participation from computer professionals, programmers, technicians etc.

The evolution of visual effects (VFX), augmented reality (AR) and virtual reality (VR) technologies is dramatically changing both the creation and consumption of films, videos, games, and more.

Augmented Reality and Virtual Reality adoption will drive the demand for animation content.

Production work is moving around the world – tax incentives, regional low labor costs and subsidies put pressure on existing companies to reduce costs and set up facilities in tax advantaged or low cost regions.

Media consumption habits are changing rapidly, windows for film releases are narrowing, and follow-on markets are shifting from television, cable, DVD and rentals to streaming and digital downloads.

The international film market in several emerging markets is growing quickly and creating new opportunities. Regulations in several countries limit imported animation content without a certain amount of local participation and studios are collaborating with local partners to produce content.

Although 2D animation will survive, it will be largely in the form of hybrid 2D/3D animation. As well as reducing costs, using CGI for backgrounds allows for a more dynamic camera. The training offered to animators are biased in favor of CGI and so artists with traditional 2D skills are becoming harder to find.

The changing viewing habits favour short productions as a form of entertainment. The viewing habits generally favor short-form content that can be turned out quickly and cheaply.

Merchandise is already a major form of revenue generation for animated films and in future it could form a much larger share of revenues.

Artificial Intelligence, machine learning & deep learning are being leveraged to drive hyper-personalisation for video games.

Artificial Intelligence and Machine Learning based techniques are being used for in-game analytics, customer acquisition, retention, cross sell, churn, classify player behavior etc.

Micro-segmentation of fans is emerging as eSports leagues and tournament are consolidating various genres, platforms and viewing experiences by careful customer segmentation, targeting and positioning.

In video games, predictive analytics can be used to forecast when a player will stop playing, if a player will convert from a non-paying to a paying user, what types of items players will purchase, classify player behavior, etc.

Cloud Gaming services which are growing at an exponential pace would need the right pricing model to both drive adoption and generate sufficient returns for

platforms and publishers.

The availability of low cost micro-payment systems is allowing users to pay for access or download small quantities of digital content and is the key for online games market to grow.

ANIMATION, VFX & VIDEO GAMES INDUSTRY RESEARCH

Digital Vector is the world's most authoritative source for Animation, VFX & Video Games Industry research. The industry research, in publication since the year 2003 is the primary source of reference for leading global business executives, government leaders, product managers, researchers, analysts, academia and consultants. The report is the result of hundreds of man years of effort involving leading industry analysts with expertise across various aspects of the Animation, VFX & Games industry value chain. Digital Vector is the source for objective and actionable research to more than 700 plus global Fortune 1000 organizations in more than 40 countries across various value chain and industry functions.

Our research provides insights, information, advice and tools to achieve key priorities and enable the next wave of industry growth by enabling the key decision makers to take the right decisions. The research covers Animation, VFX and Video Games market across 60 plus countries, 6,000 plus Animation, VFX and Games studios and services companies as well as 200 plus animation and games software product companies. It is based on rigorous research methodology, which includes extensive Primary Research supported by in-depth Secondary Research using advanced quantitative and qualitative analysis.

Inputs and insights from our extensive network of Animation, VFX and Video Games industry service provider and consumer stakeholders gives clients a holistic picture of supply and demand they can only get from Digital Vector. Our research offers insights, expert analysis and forecasts about the Animation, VFX & Games industry including value chain analysis, market sizing and forecasting, industry challenges, opportunities, strengths, business models, content demand market size, commercial models, cost structure analysis, talent supply and cost analysis, industry trend, segmentation, government policy analysis, competitive benchmarking, animation software product market analysis, industry eco-system analysis, company profiles, supplier analysis, distributor analysis and product launch strategies.

Clients use Digital Vector's industry research to find answers to questions such as:

What are the emerging market opportunities, market growth factors, annual growth numbers, market size, growth forecasts, content volumes, demand and supply volumes?

Understand the fast-emerging market opportunities and segments and differentiate between them based on size and annual growth.

What are the geography specific industry challenges, characteristics, opportunities and strengths?

What are the risks of entering a new market and how to manage them? How is the market expected to evolve and what could be the future options?

Industry demography of key geographies and their animation landscape

Early identification of changing market conditions and their impact on key industry factors

Benchmark key government policy frameworks across various global markets and make the right partnership choices to make best use of support, subsidies and incentives.

What strategies to adopt for multi-country content collaborations?

Create, formulate and validate business plans towards making a product/service launch or make a buy decision?

What are the key attributes of specific geographical markets and how are the expected to evolve?

Key metrics to measure the differentiators of the industry to succeed at local, regional and global scale

What technology and business model disruptions will impact the Animation, VFX and video games industry in the next 2-5 years? What kind of impact will they have?

METHODOLOGY

Our methodologies and analysis techniques process large volumes of structured and unstructured data into actionable insights and recommendations which empower our clients to take effective business decisions. Our global network of industry experts have deep expertise across various aspects of the Animation, VFX and Video Games industry value chain such as production, pre and post production, technology, machine learning, outsourcing, software products, financial modelling, content marketing, sales, merchandising, content supply chain, distribution channels, risk analysis, studio management, human resource, finance, legal and policy.

PRIMARY AND SECONDARY DATA

Primary data about the animation, VFX and video games industry are collected from animation and game studio managers, software product managers, directors, technology vendors, animators, game designers and developers, end users, academics, government officials, festival organisers, eSports organisers etc. Data is collected through periodic surveys and in-depth interviews (in-person, telephonic, email, video as well as chat based), with government officials, academics, and animation companies' managers. These are structured, unstructured and focused interviews conducted in formal, informal as well as open ended settings. Other sources of data and information include focus group discussions, trade visits, webinars, product demonstrations, as well as direct observation.

Secondary market research data sources include books and journals, annual reports, investment analyst reports, government policy notes, labour statistics, newspaper articles, census and statistical data, databases, trade, marketing and promotional literature, articles, surveys and other publications. The secondary market data is aided by Digital Vector's sophisticated market analysis tools, real-time data collection and aggregation software, proprietary databases and framework.

MACHINE LEARNING BASED ANALYSIS

Digital Vector employs a wide range of research methods and employs multi-method analysis including quantitative, qualitative as well as network analysis. Our proprietary methodologies and analysis frameworks are powered by machine learning, natural language processing, quantitative modelling, trend analysis etc. Pattern recognition is adopted to analyse data from multiple sources to identify emerging patterns within markets, change parameters and simulate scenarios.

Our five-year market forecasts are aimed to provide decision makers with a detailed understanding of the Animation, VFX and Video Games industry. The forecasts are based on machine learning models built on input parameters specific to the characteristics of a particular market or a segment. The industry model parameters and assumptions are powered by several data sources from primary and secondary research, our proprietary databases as well as real-time data from several industry and government sources.

Contents

EXECUTIVE SUMMARY

Impact of Covid-19 on Global Animation, VFX & Video Games

Impact of Covid-19 on Industry Value Chain

GLOBAL ANIMATION & VFX INDUSTRY

History and Evolution

Industry Differentiators

Industry Characteristics

ANIMATION INDUSTRY SUPPLY CHAIN

ROLE OF TECHNOLOGY

MERCHANDISING OPPORTUNITIES

KEY DISTRIBUTION CHANNELS FOR ANIMATION CONTENT

RISKS FACED BY ANIMATION STUDIOS

DEMAND DRIVERS OF ANIMATION INDUSTRY

DRIVERS FOR SUCCESS

ANIMATION FINANCIAL MODELS

EMERGING TECHNOLOGICAL PLATFORMS

EMERGING APPLICATION AREAS

Competitive Landscape Of Animation Studios

Global Animation & VFX Market Size & Opportunity

Market segmentation of Animation, VFX and Video Games

Global Animation Studios: Distribution and Capabilities

ANIMATION & VFX MARKET SEGMENTS

Market Segmentation

2D ANIMATION

3D ANIMATION / COMPUTER GENERATED IMAGERY (CGI)

VISUAL EFFECTS (VFX)

WEB ANIMATION

Market Opportunity for 3D Animation/Computer Generated Imagery (CGI)

PRODUCING CGI ANIMATION

ADVANTAGES OF CGI ANIMATION

DISADVANTAGES OF CGI ANIMATION

INFLUENCE OF CGI ON 2D ANIMATION

CHALLENGES FOR CGI ANIMATION

CRITICAL SUCCESS FACTORS FOR CGI PRODUCTIONS

Visual Effects (VFX)

VFX INDUSTRY CHALLENGES & OPPORTUNITIES

Stop Motion Animation

Motion Capture

3D Animation Movies

KEY TRENDS, OPPORTUNITIES, FORECASTS

EMERGING TRENDS & FUTURE OF ANIMATION & VFX

Key predictions for the future

GLOBAL TELEVISION ANIMATION CONTENT DEMAND

Global Television Animation Content demand

ANIMATION & VFX CONTENT CREATION

Content Creation Workflow in 2D Animation

CONCEPTUALIZATION

PRE-PRODUCTION

PRODUCTION

POST-PRODUCTION

Content Creation Lead Time Calculation in 2D Animation

SCANNING AND FILTERING

INK AND PAINT

COMPOSITING AND DOPESHEET PREPARATION

Digital processing in 2D Animation

WORKFLOW PRECEEDING DIGITAL PROCESSING

Content Creation Workflow in 3D Animation

CONCEPTUALIZATION

PRE-PRODUCTION

PRODUCTION

POST-PRODUCTION

PARALLEL ACTIVITIES

Timeline of a 3D production workflow

ANIMATION SOFTWARE USAGE IN 3D PRODUCTION WORKFLOW

Animation Production Management

GOVERNANCE

TASK DIVISION AND PEOPLE ALLOCATION

TECHNOLOGY

Cloud Computing in Animation & VFX Workflow

AUDIENCE DYNAMICS

Marketing Strategies for Animation Studios

MARKETING PROGRAM

ONLINE PRESENCE

PROFILING AND TARGETING THE RIGHT AUDIENCE

DISTRIBUTION

CONFERENCES, FESTIVALS & EVENTS

Strategies for Successful Animation Films

BEST PRACTICES IN CHARACTER DESIGN

LESSONS FROM PAST MISTAKES

ECONOMICS OF ANIMATION & VFX

Revenue break-up across distribution channels

STREAMING VIDEO

Marketing to Exhibition of Animation Content

MARKETING

LICENSING

MERCHANDISING

DISTRIBUTION

EXHIBITION

Economics of Animation Copyrights

DYNAMICS OF COPYRIGHTS

GUIDELINES FOR SETTING UP AN ANIMATION STUDIO

Investments Needed for Setting up an Animation Studio

Specialized Hardware and Software Investments

Leveraging Cloud Computing for Competitive Advantage

MANAGING AN ANIMATION & VIDEO GAMES STUDIO

Key Issues of Concern

Formulating the long-term Strategy

GLOBAL VIDEO GAMES INDUSTRY

Key Trends in the Global Video Games Industry

VIDEO GAMES INDUSTRY STRUCTURE

CHANGING VIDEO GAME BUSINESS MODELS

ONLINE VIDEO GAMING BUSINESS MODELS

VIDEO GAMES INDUSTRY VALUE CHAIN

MOBILE GAMES INDUSTRY VALUE CHAIN

GAME DISTRIBUTION MODELS

Key Opportunities & Strategies for Video Games Industry

GAMES INDUSTRY COMPETENCIES & SKILLS

GUIDELINES FOR A GAMES STUDIO STRUCTURE

Artificial Intelligence, Machine Learning & Deep Learning driven Hyper-Personalisation
For Video Games

MACHINE LEARNING FOR IN-GAME ANALYTICS, USER ACQUISITION &
RETENTION

Video Games Market Segments

MOBILE VIDEO GAMES SEGMENTS & GENRES

Global Video Games Market Size & Opportunity

CROSS OVER BETWEEN GAMES AND MOVIES

Cloud Gaming Market & Opportunities

MARKET SIZE, USER BASE, ADVANTAGES & CHALLENGES

KEY CLOUD GAMING SERVICE PROVIDERS

CLOUD GAMING MARKET OPPORTUNITIES AND PREDICTIONS

AFRICA ANIMATION, VFX & VIDEO GAMES

AFRICA ANIMATION & VFX

Key Trends in African Animation

KEY ANIMATION PRODUCTIONS FROM AFRICA

ANIMATION FESTIVALS IN AFRICA

SOUTH AFRICA ANIMATION VFX & VIDEO GAMES

South Africa Animation & VFX

IMPACT OF COVID-19 ON SOUTH AFRICAN ANIMATION, VFX & VIDEO GAMES

KEY TRENDS IN SOUTH AFRICAN ANIMATION INDUSTRY

INDUSTRY DRIVERS

CHALLENGES

INDUSTRY OPPORTUNITIES

ANIMATION STUDIOS IN SOUTH AFRICA

STRATEGIES FOR ANIMATION STUDIOS IN SOUTH AFRICA

DATA ON ANIMATION STUDIOS IN SOUTH AFRICA

South Africa Video Games Industry

ADVANTAGES OF GAME DEVELOPMENT OUTSOURCING TO SOUTH AFRICA

KEY TRENDS IN THE VIDEO GAMES INDUSTRY IN SOUTH AFRICA

South Africa's Video Games Market Size & Opportunity

NIGERIA ANIMATION VFX & VIDEO GAMES

Nigeria Animation & VFX

IMPACT OF COVID-19 ON NIGERIAN ANIMATION, VFX & VIDEO GAMES

NIGERIAN ANIMATION INDUSTRY OVERVIEW

INDUSTRY DRIVERS

CHALLENGES

INDUSTRY OPPORTUNITIES

ANIMATION STUDIOS IN NIGERIA

ANIMATION SCHOOLS NIGERIA

STRATEGIES FOR ANIMATION STUDIOS IN NIGERIA

DATA ON ANIMATION STUDIOS IN NIGERIA

Nigeria Video Games Industry

ADVANTAGES OF GAME DEVELOPMENT OUTSOURCING TO NIGERIA

KEY TRENDS IN THE VIDEO GAMES INDUSTRY IN NIGERIA

Nigeria Video Games Market Size & Opportunity

ETHIOPIA ANIMATION VFX & VIDEO GAMES

Ethiopia Animation & VFX

KEY INDUSTRY TRENDS

INDUSTRY DRIVERS

CHALLENGES

INDUSTRY OPPORTUNITIES

STRATEGIES FOR ANIMATION STUDIOS IN ETHIOPIA

Ethiopia Video Games Industry

ADVANTAGES OF GAME DEVELOPMENT OUTSOURCING TO ETHIOPIA

KEY TRENDS IN THE VIDEO GAMES INDUSTRY IN ETHIOPIA

EGYPT ANIMATION VFX & VIDEO GAMES

Egypt Animation & VFX

EGYPT'S FIRST ANIMATED FEATURE FILM

INDUSTRY DRIVERS

CHALLENGES

INDUSTRY OPPORTUNITIES

ANIMATION STUDIOS IN EGYPT

STRATEGIES FOR ANIMATION STUDIOS IN EGYPT

Egypt Video Games Industry

KEY TRENDS IN THE VIDEO GAMES INDUSTRY IN EGYPT

Egypt Video Games Market Size & Opportunity

MOROCCO ANIMATION VFX & VIDEO GAMES

Morocco Animation & VFX

ANIMATION FESTIVALS AND COMMUNITIES

INDUSTRY DRIVERS

CHALLENGES

INDUSTRY OPPORTUNITIES

Morocco Video Games Market

KEY TRENDS IN THE VIDEO GAMES INDUSTRY IN MOROCCO

Morocco Video Games Market Size & Opportunity

KENYA ANIMATION VFX & VIDEO GAMES

Kenya Animation & VFX

INDUSTRY DRIVERS

CHALLENGES

INDUSTRY OPPORTUNITIES

ANIMATION STUDIOS IN KENYA

STRATEGIES FOR ANIMATION STUDIOS IN KENYA

Kenya Video Games Market

KEY TRENDS IN THE VIDEO GAMES INDUSTRY IN KENYA

Kenya Video Games Market Size & Opportunity

ALGERIA ANIMATION VFX & VIDEO GAMES

Algeria Animation & VFX

INDUSTRY DRIVERS

CHALLENGES

INDUSTRY OPPORTUNITIES

Algeria Video Games Market

KEY TRENDS IN THE VIDEO GAMES INDUSTRY IN ALGERIA

Algeria Video Games Market Size & Opportunity

ZIMBABWE ANIMATION, VFX & VIDEO GAMES

Zimbabwe Animation & VFX

KEY CHALLENGES FACED BY THE INDUSTRY IN ZIMBABWE

KEY RECOMMENDATIONS FOR THE ANIMATION INDUSTRY IN ZIMBABWE

Zimbabwe Video Games Market

KEY TRENDS IN THE VIDEO GAMES INDUSTRY IN ZIMBABWE

Zimbabwe Video Games Market Size & Opportunity

SENEGAL ANIMATION & VFX

NIGER ANIMATION & VFX

IVORY COAST ANIMATION & VFX

GHANA ANIMATION & VFX

CONGO ANIMATION & VFX

BURKINA FASO ANIMATION & VFX

Figures & Tables

FIGURES AND TABLES

TABLE: IMPACT OF COVID-19 ON GLOBAL ANIMATION, VFX & VIDEO GAMES

FIGURE: EARLY ANIMATIONS

TABLE: ANIMATION MOVIES ADAPTED FROM TELEVISION

FIGURE: ANIMATION INDUSTRY ACTIVITY FLOW

FIGURE: ANIMATION & VFX INDUSTRY SUPPLY CHAIN

FIGURE: EARLY CGI BASED ANIMATIONS

TABLE: LIVE ACTION MOVIES FEATURING CGI CHARACTERS

TABLE: TOP GROSSING ANIMATION MOVIES

FIGURE: MARKET SIZE OF GLOBAL ANIMATION, VFX AND VIDEO GAMES

FIGURE: BREAK-UP OF GLOBAL ANIMATION, VFX AND VIDEO GAMES INDUSTRY

FIGURE: MARKET SIZE OF GLOBAL ANIMATION & VFX INDUSTRY

FIGURE: MARKET SIZE OF GLOBAL VIDEO GAMES INDUSTRY

FIGURE: GEOGRAPHICAL BREAK-UP OF GLOBAL ANIMATION, VFX & VIDEO GAMES INDUSTRY

FIGURE: GEOGRAPHICAL BREAK-UP OF GLOBAL ANIMATION & VFX INDUSTRY

FIGURE: MARKET SEGMENTS OF ANIMATION, VFX & VIDEO GAMES INDUSTRY

FIGURE: GLOBAL ANIMATION, VFX & VIDEO GAMING INDUSTRY SEGMENTS

FIGURE: MARKET SIZE OF ANIMATION & VFX IN MOVIES & TELEVISION

FIGURE: MARKET SIZE OF ANIMATION & VFX IN MANUFACTURING

FIGURE: MARKET SIZE OF ANIMATION & VFX IN ARCHITECTURE & ENGINEERING

FIGURE: MARKET SIZE OF ANIMATION & VFX IN EDUCATION

FIGURE: MARKET SIZE OF ANIMATION IN MEDICAL, HEALTHCARE & SCIENTIFIC

FIGURE: MARKET SIZE OF ANIMATION & VFX IN GOVERNMENT & DEFENCE

FIGURE: MARKET SIZE OF ANIMATION & VFX IN MARKETING & ADVERTISING

FIGURE: GEOGRAPHIC DISTRIBUTION OF ANIMATION STUDIOS IN THE WORLD

FIGURE: BREAK-UP OF ANIMATION STUDIOS BASED ON CAPABILITIES

TABLE: MOST INFLUENTIAL ANIMATION STUDIOS OF ALL TIME

TABLE: ANIMATED FEATURE FILMS FROM PROMINENT STUDIOS

FIGURE: BREAK-UP OF GLOBAL ANIMATION & VFX MARKET BY PRODUCTION TECHNIQUES

TABLE: TOP ANIMATION MOVIE FRANCHISES

TABLE: TOP GROSSING CGI ANIMATION MOVIES OF ALL TIME

TABLE: 3D ANIMATION / CGI FEATURE FILMS

TABLE: LIVE ACTION MOVIES WITH CGI MAIN CHARACTERS

TABLE: PROMINENT STOP MOTION ANIMATION MOVIES

TABLE: PROMINENT MOTION CAPTURE MOVIES

FIGURE: GLOBAL BOX OFFICE REVENUES OF 3D MOVIES

FIGURE: BOX OFFICE REVENUES OF 3D MOVIES IN NORTH AMERICA

FIGURE: GROWTH OF GLOBAL 3D SCREENS

FIGURE: NUMBER OF 3D MOVIES RELEASED GLOBALLY

TABLE: PROMINENT 3D MOVIES

TABLE: TOP GROSSING 3D ANIMATION MOVIES OF ALL TIMES

TABLE: 3D ANIMATION MOVIES IN THE TOP 20 GROSSING MOVIES

TABLE: MINUTES OF TELEVISION ANIMATION CONTENT DEMAND WORLDWIDE

FIGURE: MINUTES OF 2D/3D TELEVISION ANIMATION CONTENT DEMAND GLOBALLY

FIGURE: 2D ANIMATION PRODUCTION WORKFLOW

FIGURE: 3D ANIMATION PRODUCTION WORKFLOW

FIGURE: 3D ANIMATION WORKFLOW

FIGURE: KEY GLOBAL ANIMATION EVENTS

FIGURE: GLOBAL STREAMING VIDEO MARKET SIZE

FIGURE: GLOBAL ANIMATION & VFX STREAMING VIDEO MARKET SIZE

FIGURE: ANIMATION MOVIE MARKETING COST BREAK-UP

TABLE: LEADING GLOBAL ANIMATION LICENSORS AND LICENSED PROPERTIES

TABLE: COST BREAK-UPS OF LEADING ANIMATION MOVIES

TABLE: CAPITAL EXPENDITURE FOR SETTING UP AN ANIMATION STUDIO

TABLE: PROFILE OF EMPLOYEES REQUIRED TO MANAGE THE STUDIO

TABLE: LEADING GLOBAL VIDEO GAMES STUDIOS

FIGURE: COST STRUCTURE OF VIDEO GAMES

TABLE: TOP VIDEO GAMES BY COST OF DEVELOPMENT

TABLE: TOP GROSSING VIDEO GAMES

TABLE: TOP GROSSING VIDEO GAMES FRANCHISES

TABLE: COMPETENCIES AND PROFILE OF EMPLOYEES FOR GAME DEVELOPMENT ACROSS DIFFERENT FORMATS

FIGURE: GAME DEVELOPMENT VALUE CHAIN

TABLE: KEY IN-GAME METRICS FOR BIG DATA ANALYTICS

FIGURE: GAMES INDUSTRY REVENUES BY DEVICE TYPES

FIGURE: MARKET SIZE OF GLOBAL VIDEO GAMES INDUSTRY

FIGURE: GEOGRAPHICAL BREAK-UP OF GLOBAL VIDEO GAMES INDUSTRY

FIGURE: MARKET SIZE OF VIDEO GAMES INDUSTRY IN THE US

FIGURE: MARKET SIZE OF VIDEO GAMES INDUSTRY IN EUROPE

FIGURE: MARKET SIZE OF VIDEO GAMES INDUSTRY IN ASIA

FIGURE: MARKET SIZE OF VIDEO GAMES INDUSTRY IN REST OF THE WORLD

FIGURE: REVENUE BREAK-DOWN BY VIDEO GAME INDUSTRY GENRES

FIGURE: GEOGRAPHICAL MARKET SIZE BREAK-UP OF MOBILE VIDEO GAMES

FIGURE: MARKET SIZE OF MOBILE VIDEO GAMES INDUSTRY IN THE US

FIGURE: MARKET SIZE OF MOBILE GAMES INDUSTRY IN EUROPE

FIGURE: MARKET SIZE OF MOBILE GAMES INDUSTRY IN ASIA

FIGURE: MARKET SIZE OF MOBILE GAMES INDUSTRY IN REST OF THE WORLD

TABLE: LEADING GLOBAL GAMING ECO-SYSTEM PLAYERS BY COUNTRY

TABLE: GAMES BASED ON ANIMATION MOVIES

TABLE: MOVIES BASED ON VIDEO GAMES

FIGURE: GLOBAL CLOUD GAMING MARKET SIZE

FIGURE: GLOBAL CLOUD GAMING USER BASE

FIGURE: GEOGRAPHICAL BREAK-UP OF GLOBAL CLOUD GAMING MARKET

FIGURE: GEOGRAPHICAL BREAK-UP OF GLOBAL CLOUD GAMING USER BASE

FIGURE: CLOUD STREAMING SERVICES

TABLE: IMPACT OF COVID-19 ON SOUTH AFRICAN ANIMATION, VFX & VIDEO GAMES

TABLE: ANIMATION & VFX STUDIOS IN SOUTH AFRICA

FIGURE: SOUTH AFRICA'S FIRST ANIMATED FEATURE FILM

FIGURE: SOUTH AFRICA'S 3D FEATURE FILM

FIGURE: NUMBER OF ANIMATION & VFX STUDIOS IN SOUTH AFRICA

FIGURE: BREAK-UP OF ANIMATION STUDIOS IN SOUTH AFRICA BASED ON SIZE

FIGURE: BREAK-UP OF ANIMATION STUDIOS IN SOUTH AFRICA BASED ON CAPABILITIES

FIGURE: CLASSIFICATION OF ANIMATION STUDIOS IN SOUTH AFRICA BASED ON APPLICATIONS

FIGURE: NUMBER OF PEOPLE EMPLOYED IN THE SOUTH AFRICAN ANIMATION INDUSTRY

FIGURE: COST PROJECTIONS OF PRODUCING ONE EPISODE OF ANIMATION IN SOUTH AFRICA

FIGURE: MINUTES OF ANIMATION CONTENT PRODUCED IN SOUTH AFRICA

FIGURE: BREAK-UP OF ANIMATION CONTENT OUTPUT OF SOUTH AFRICA

FIGURE: 3D ANIMATION SALARIES IN SOUTH AFRICA

FIGURE: 2D ANIMATION SALARIES IN SOUTH AFRICA

FIGURE: WEB & MOBILE ANIMATION SALARIES IN SOUTH AFRICA

FIGURE: GAMING SALARIES IN SOUTH AFRICA

TABLE: TOP GROSSING PLAY STORE VIDEO GAMING APPLICATIONS IN SOUTH AFRICA

TABLE: TOP GROSSING APPLE STORE VIDEO GAMING APPLICATIONS IN SOUTH AFRICA

FIGURE: MARKET SIZE OF VIDEO GAMES INDUSTRY IN SOUTH AFRICA
FIGURE: MARKET SIZE OF MOBILE VIDEO GAMES INDUSTRY IN SOUTH AFRICA
FIGURE: REVENUE BREAK-DOWN BY MOBILE GAME GENRES IN SOUTH AFRICA
TABLE: IMPACT OF COVID-19 ON NIGERIAN ANIMATION, VFX & VIDEO GAMES
FIGURE: NIGERIA'S DAWN OF THUNDER
FIGURE: NIGERIA ANIMATION PRODUCTIONS
TABLE: ANIMATION & VFX STUDIOS IN NIGERIA
TABLE: ANIMATION & VFX SCHOOLS IN NIGERIA
FIGURE: NUMBER OF ANIMATION & VFX STUDIOS IN NIGERIA
FIGURE: NUMBER OF PEOPLE EMPLOYED IN THE NIGERIAN ANIMATION
INDUSTRY
FIGURE: COST PROJECTIONS OF PRODUCING ONE EPISODE OF ANIMATION IN
NIGERIA
TABLE: TOP GROSSING PLAY STORE VIDEO GAMING APPLICATIONS IN NIGERIA
TABLE: TOP GROSSING APPLE STORE VIDEO GAMING APPLICATIONS IN
NIGERIA
FIGURE: MARKET SIZE OF VIDEO GAMES INDUSTRY IN NIGERIA
FIGURE: MARKET SIZE OF MOBILE VIDEO GAMES INDUSTRY IN NIGERIA
FIGURE: ETHIOPIA'S ANIMATION PRODUCTIONS
FIGURE: EARLIEST EGYPTIAN ANIMATION PRODUCTION
FIGURE: EGYPTIAN ANIMATION PRODUCTIONS
TABLE: ANIMATION & VFX STUDIOS IN EGYPT
TABLE: TOP GROSSING PLAY STORE VIDEO GAMING APPLICATIONS IN EGYPT
TABLE: TOP GROSSING APPLE STORE VIDEO GAMING APPLICATIONS IN EGYPT
FIGURE: MARKET SIZE OF VIDEO GAMES INDUSTRY IN EGYPT
FIGURE: MARKET SIZE OF MOBILE VIDEO GAMES INDUSTRY IN EGYPT
TABLE: TOP GROSSING PLAY STORE VIDEO GAMING APPLICATIONS IN
MOROCCO
TABLE: TOP GROSSING APPLE STORE VIDEO GAMING APPLICATIONS IN
MOROCCO
FIGURE: MARKET SIZE OF VIDEO GAMES INDUSTRY IN MOROCCO
FIGURE: MARKET SIZE OF MOBILE VIDEO GAMES INDUSTRY IN MOROCCO
FIGURE: KENYAN ANIMATION PRODUCTIONS
TABLE: ANIMATION & VFX STUDIOS IN KENYA
TABLE: TOP GROSSING PLAY STORE VIDEO GAMING APPLICATIONS IN KENYA
TABLE: TOP GROSSING APPLE STORE VIDEO GAMING APPLICATIONS IN KENYA
FIGURE: MARKET SIZE OF VIDEO GAMES INDUSTRY IN KENYA
FIGURE: MARKET SIZE OF MOBILE VIDEO GAMES INDUSTRY IN KENYA
TABLE: TOP GROSSING PLAY STORE VIDEO GAMING APPLICATIONS IN

ALGERIA

TABLE: TOP GROSSING APPLE STORE VIDEO GAMING APPLICATIONS IN ALGERIA

FIGURE: MARKET SIZE OF VIDEO GAMES INDUSTRY IN ALGERIA

FIGURE: MARKET SIZE OF MOBILE VIDEO GAMES INDUSTRY IN ALGERIA

FIGURE: AFRICA'S FIRST ANIMATED FEATURE FILM

FIGURE: ZIMBABWEAN ANIMATION PRODUCTIONS

TABLE: TOP GROSSING APPLE STORE VIDEO GAMING APPLICATIONS IN ZIMBABWE

FIGURE: MARKET SIZE OF VIDEO GAMES INDUSTRY IN ZIMBABWE

FIGURE: MARKET SIZE OF MOBILE VIDEO GAMES INDUSTRY IN ZIMBABWE

FIGURE: SENEGALESE ANIMATION PRODUCTIONS

FIGURE: EARLY NIGER ANIMATION PRODUCTIONS

FIGURE: EARLY IVORY COAST ANIMATION PRODUCTIONS

FIGURE: GHANA'S ANIMATION PRODUCTIONS

FIGURE: CONGO ANIMATION PRODUCTIONS

FIGURE: EARLY BURKINA FASO ANIMATION PRODUCTIONS

I would like to order

Product name: Africa Animation, VFX & Video Games: Strategies, Trends & Opportunities (2022-26)
(Includes Covid-19 impact & projections)

Product link: <https://marketpublishers.com/r/A03906F69E61EN.html>

Price: US\$ 7,000.00 (Single User License / Electronic Delivery)

If you want to order Corporate License or Hard Copy, please, contact our Customer Service:

info@marketpublishers.com

Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/A03906F69E61EN.html>

To pay by Wire Transfer, please, fill in your contact details in the form below:

First name:
Last name:
Email:
Company:
Address:
City:
Zip code:
Country:
Tel:
Fax:
Your message:

****All fields are required**

Customer signature _____

Please, note that by ordering from marketpublishers.com you are agreeing to our Terms & Conditions at <https://marketpublishers.com/docs/terms.html>

To place an order via fax simply print this form, fill in the information below and fax the completed form to +44 20 7900 3970

