

Benelux Countries: Arcade Games Market and the Impact of COVID-19 in the Medium Term

<https://marketpublishers.com/r/BC124548144EEN.html>

Date: October 2024

Pages: 150

Price: US\$ 1,999.00 (Single User License)

ID: BC124548144EEN

Abstracts

This report presents a strategic analysis of the arcade games market in the Benelux countries and a forecast for its development in the medium term, taking into account the impact of COVID-19 on it. It provides a comprehensive overview of the market, its dynamics, structure, characteristics, main players, trends, growth and demand drivers, etc.

The purpose of the report is to describe the state of the arcade games market in the Benelux countries, to present actual and retrospective information about the volumes, dynamics, structure and characteristics of production, imports, exports and consumption and to build a forecast for the market in the next five years, taking into account the impact of COVID-19 on it. In addition, the report presents an elaborate analysis of the main market participants, price fluctuations, trends, growth and demand drivers of the market and all other factors, influencing its development.

This research report has been prepared using the unique WMStrategy's methodology, including a blend of qualitative and quantitative data. The information comes from official sources and insights from market experts (representatives of the main market participants), gathered by semi-structured interviews.

The report on the arcade games market in the Benelux countries covers the following countries: Belgium, the Netherlands, and Luxembourg.

The report on the arcade games market in the Benelux countries includes:

Analysis and forecast for the economy of the Benelux countries;

Analysis and forecast of the market size, value and dynamics;

Market structure (by origin, by country (includes breakdown of all indicators by all 33 analyzed countries), by types of products, etc.);

Volume, dynamics and analysis of domestic production (past, current and future);

Analysis of price levels (wholesale, retail, distributors, etc.) and their dynamics (past, current and future);

Volume, dynamics and analysis of imports (past, current and future);

Volume, dynamics and analysis of exports (past, current and future);

Volume, dynamics and analysis of consumption (past, current and future);

Characteristics of the main market participants (manufacturers, distributors, wholesalers, retailers, importers, exporters, Government structures, etc.) and the competitive landscape;

Value chain analysis;

Analysis and forecast of the trends and levels of supply and demand on the market;

Analysis of the factors, influencing the development of the market (market growth drivers, restraints, etc.);

Country opportunity analysis;

Analysis of the major trade flows;

Forecast for development of the market in the medium term, taking into account the impact of COVID-19 on it (including three possible scenarios for development).

This report will allow you to:

Quickly and cost-effectively get a strategic analysis and gain competitive intelligence about the market;

Track market data, including size, value, dynamics, structure, segmentation and forecasts: past, present and future;

Track and identify key market trends, opportunities and threats and key drivers behind recent market changes;

Strategically assess market growth potential, demand drivers and restraints on the market;

Explore and identify new market opportunities in the countries and regions within the market;

Evaluate the key macroeconomic indicators to get insight into the general trends within the economy;

See how the market performed in the past (over the last 5 years) and how it will perform in the future, taking into account the impact of COVID-19 on it (in the next 5 years);

Get acquainted with the leading companies on the market;

Evaluate how diversified the market is in terms of competitive intensity, fragmentation and environment and understand competitive threats;

Empower your marketing, branding, strategy and market development, consumption and supply functions with useful market insights;

Build your investment strategy by assessing market attractiveness or company attractiveness;

Build your own market entry or market expansion strategy or evaluate your current strategy;

Add weight to pitches and presentations by using official and accurate data and calculations.

If you are interested in the arcade games market in the Benelux countries, this research report will provide you with a strategic analysis of the market, its recent and future development. In addition, the report will save you time and money while presenting you all the necessary information, empowering you to make informed decisions and move your business forward!

Contents

1. INTRODUCTION

- 1.1. Report description
- 1.2. Research methodology

2. EXECUTIVE SUMMARY

3. CHARACTERISTICS OF ARCADE GAMES

4. CHARACTERISTICS AND ANALYSIS OF RAW MATERIALS BASE

5. STATE OF THE ECONOMY OF THE BENELUX COUNTRIES

- 5.1. Characteristics of the economy of the Benelux countries in 2015-2019
- 5.2. Forecast for the development of the economy of the Benelux countries for 2020-2022

6. OVERVIEW AND ANALYSIS OF THE ARCADE GAMES MARKET IN THE BENELUX COUNTRIES

- 6.1. Volume, value and dynamics of the arcade games market in the Benelux countries in 2015-2019
- 6.2. Structure of the arcade games market in the Benelux countries in 2015-2019: production, imports, exports, consumption
- 6.3. Structure of the arcade games market in the Benelux countries by origin
- 6.4. Structure of the arcade games market in the Benelux countries by country
- 6.5. Key recent trends on the arcade games market in the Benelux countries
- 6.6. Competitive landscape of the market
- 6.7. Country opportunity analysis
- 6.8. Key drivers and restraints for the market development in the medium term
- 6.9. Forecast for development of the arcade games market in the Benelux countries for 2020-2025

7. OVERVIEW AND ANALYSIS OF THE DOMESTIC PRODUCTION OF ARCADE GAMES IN THE BENELUX COUNTRIES

- 7.1. Volume, value and dynamics of the domestic production of arcade games in the

Benelux countries in 2015-2019

7.2. Structure of the Benelux production of arcade games by countries

7.3. Characteristics of the main companies, producers of arcade games in the Benelux countries

8. CHARACTERISTICS AND ANALYSIS OF THE PRICES OF ARCADE GAMES IN THE BENELUX COUNTRIES

8.1. Value chain analysis

8.2. Structure of price formation

8.3. Characteristics of the producer prices of arcade games in the Benelux countries in 2015-2019

8.4. Characteristics of other prices of arcade games

9. FOREIGN TRADE OPERATIONS OF ARCADE GAMES IN THE BENELUX COUNTRIES

9.1. Foreign trade operations of arcade games in the Benelux countries in 2015-2019

10. OVERVIEW AND ANALYSIS OF THE IMPORTS OF ARCADE GAMES TO THE BENELUX MARKET

10.1. Volume, value and dynamics of the imports of arcade games to the Benelux countries in 2015-2019

10.2. Major trade inflows of arcade games imports to the Benelux countries

10.3. Structure of the imports of arcade games by types of products

10.4. Prices of imported arcade games in the Benelux countries

11. OVERVIEW AND ANALYSIS OF THE BENELUX EXPORTS OF ARCADE GAMES

11.1. Volume, value and dynamics of the Benelux exports of arcade games in 2015-2019

11.2. Major trade outflows of arcade games exports from the Benelux countries

11.3. Structure of the Benelux exports of arcade games by types of products

11.4. Prices of Benelux exports of arcade games

12. CHARACTERISTICS OF THE CONSUMPTION OF ARCADE GAMES IN THE BENELUX COUNTRIES

- 12.1. Volume, value and dynamics of the consumption of arcade games in the Benelux countries in 2015-2019
- 12.2. Structure of the consumption of arcade games in the Benelux countries in 2015-2019 (by origin, by channel)
- 12.3. Structure of the consumption of arcade games in the Benelux countries by country
- 12.4. Volume, value and dynamics of the per capita consumption of arcade games in the Benelux countries in 2015-2019
- 12.5. Balance between supply and demand on the arcade games market in the Benelux countries in 2015-2019 and forecast for 2020-2025

13. FORECAST FOR DEVELOPMENT OF THE ARCADE GAMES MARKET IN THE BENELUX COUNTRIES FOR 2020-2025

- 13.1. Factors, influencing the development of the arcade games market in the Benelux countries in the medium term
- 13.2. Forecast for market development in the medium term under three possible scenarios

About WMStrategy

This report is 75% ready and is in completion stage. The final version of the research report will be presented up to 5 working days after your order. If you purchase the Corporate License, you will get an Excel sheet with all the quantitative information in up to 2 working days after your purchase. Feel free to contact us for more information or to request a demo version!

List Of Tables

LIST OF TABLES

Key indicators on the arcade games market in the Benelux countries in 2015-2019

Key indicators of the economy of the Benelux countries in 2015-2019

Forecast for the economy of the Benelux countries for 2020-2022

Volume and dynamics of the arcade games market in the Benelux countries in 2015-2019

Value and dynamics of the arcade games market in the Benelux countries in 2015-2019

Structure of the arcade games market in the Benelux countries in 2015-2019, in volume terms

Structure of the arcade games market in the Benelux countries in 2015-2019, in value terms

Structure of the arcade games market in the Benelux countries by origin in 2015-2019, in volume terms

Structure of the arcade games market in the Benelux countries by origin in 2015-2019, in value terms

Structure of the arcade games market in the Benelux countries by country in 2015-2019, in volume terms

Structure of the arcade games market in the Benelux countries by country in 2015-2019, in value terms

Country opportunity analysis

Volume and dynamics of the domestic production of arcade games in the Benelux countries in 2015-2019

Value and dynamics of the domestic production of arcade games in the Benelux countries in 2015-2019

Structure of the domestic production of arcade games in the Benelux countries by producing countries in 2015-2019, in volume terms

Structure of the domestic production of arcade games in the Benelux countries by producing countries in 2015-2019, in value terms

Value chain analysis of the arcade games market in the Benelux countries

Cost breakdown of the price formation of arcade games in the Benelux countries, in %

Volume and dynamics of the average producer prices of arcade games in the Benelux countries in 2015-2019

Volume and dynamics of other prices of arcade games in the Benelux countries (wholesale, distributor, retail, etc.) in 2015-2019

Trade balance of arcade games foreign trade in the Benelux countries in 2015-2019, in volume terms

Trade balance of arcade games foreign trade in the Benelux countries in 2015-2019, in value terms

Volume and dynamics of the imports of arcade games to the Benelux countries in 2015-2019

Value and dynamics of the imports of arcade games to the Benelux countries in 2015-2019

Main countries, importing arcade games to the Benelux countries in 2015-2019, in volume terms

Main countries, importing arcade games to the Benelux countries in 2015-2019, in value terms

Structure of the imports of arcade games by types of arcade games in 2015-2019, in volume terms

Structure of the imports of arcade games by types of arcade games in 2015-2019, in value terms

Average prices of imported arcade games to the Benelux countries in 2015-2019

Volume and dynamics of the Benelux exports of arcade games in 2015-2019

Value and dynamics of the Benelux exports of arcade games in 2015-2019

Recipient countries of the Benelux exports of arcade games in 2015-2019, in volume terms

Recipient countries of the Benelux exports of arcade games in 2015-2019, in value terms

Structure of the Benelux exports of arcade games by types of arcade games in 2015-2019, in volume terms

Structure of the Benelux exports of arcade games by types of arcade games in 2015-2019, in value terms

Average prices of the Benelux exports of arcade games in 2015-2019

Volume and dynamics of the consumption of arcade games in the Benelux countries in 2015-2019

Value and dynamics of the consumption of arcade games in the Benelux countries in 2015-2019

Structure of the consumption of arcade games in the Benelux countries in 2015-2019, in volume terms

Structure of the consumption of arcade games in the Benelux countries in 2015-2019, in value terms

Structure of the consumption of arcade games in the Benelux countries by consuming countries in 2015-2019

Volume and dynamics of the per capita consumption of arcade games in the Benelux countries in 2015-2019

Value and dynamics of the per capita consumption of arcade games in the Benelux

countries in 2015-2019

Balance between supply and demand on the arcade games market in the Benelux countries in 2015-2019 and forecast for 2020-2025, in volume terms

Balance between supply and demand on the arcade games market in the Benelux countries in 2015-2019 and forecast for 2020-2025, in value terms

Forecast for the total supply of arcade games in the Benelux countries for 2020-2025 (under the framework of the base scenario), in physical and value terms

Forecast for the total supply of arcade games in the Benelux countries for 2020-2025 (under the framework of the pessimistic scenario), in physical and value terms

Forecast for the total supply of arcade games in the Benelux countries for 2020-2025 (under the framework of the optimistic scenario), in physical and value terms

List Of Figures

LIST OF FIGURES

Volume and dynamics of the arcade games market in the Benelux countries in 2015-2019

Value and dynamics of the arcade games market in the Benelux countries in 2015-2019

Structure of the arcade games market in the Benelux countries in 2015-2019, in volume terms

Structure of the arcade games market in the Benelux countries in 2015-2019, in value terms

Structure of the arcade games market in the Benelux countries by origin in volume terms in 2015-2019

Structure of the arcade games market in the Benelux countries by origin in value terms in 2015-2019

Structure of the arcade games market in the Benelux countries by country in 2015-2019, in volume terms

Structure of the arcade games market in the Benelux countries by country in 2015-2019, in value terms

Volume and dynamics of the domestic production of arcade games in the Benelux countries in 2015-2019

Value and dynamics of the domestic production of arcade games in the Benelux countries in 2015-2019

Structure of the domestic production of arcade games in the Benelux countries by producing countries in 2015-2019, in volume terms

Structure of the domestic production of arcade games in the Benelux countries by producing countries in 2015-2019, in value terms

Value chain analysis of the arcade games market in the Benelux countries

Structure of the arcade games price formation in the Benelux countries, in %

Deviation of the average producer prices of arcade games in the Benelux countries in 2015-2019

Trade balance of arcade games foreign trade in the Benelux countries in 2015-2019, in volume terms

Trade balance of arcade games foreign trade in the Benelux countries in 2015-2019, in value terms

Volume and dynamics of the imports of arcade games to the Benelux countries in 2015-2019

Value and dynamics of the imports of arcade games to the Benelux countries in 2015-2019

Main countries, importing arcade games to the Benelux countries in 2015-2019, in volume terms

Main countries, importing arcade games to the Benelux countries in 2015-2019, in value terms

Volume and dynamics of the imports of arcade games by types of arcade games in 2015-2019

Value and dynamics of the imports of arcade games by types of arcade games in 2015-2019

Average prices of imported arcade games to the Benelux countries in 2015-2019

Volume and dynamics of the Benelux exports of arcade games in 2015-2019

Value and dynamics of the Benelux exports of arcade games in 2015-2019

Recipient countries of the Benelux exports of arcade games in 2015-2019, in volume terms

Recipient countries of the Benelux exports of arcade games in 2015-2019, in value terms

Structure of the Benelux exports of arcade games by types of arcade games in 2015-2019, in volume terms

Structure of the Benelux exports of arcade games by types of arcade games in 2015-2019, in value terms

Average prices of the Benelux exports of arcade games in 2015-2019

Volume and dynamics of the consumption of arcade games in the Benelux countries in 2015-2019

Value and dynamics of the consumption of arcade games in the Benelux countries in 2015-2019

Structure of the consumption of arcade games in the Benelux countries in 2015-2019, in volume terms

Structure of the consumption of arcade games in the Benelux countries in 2015-2019, in value terms

Structure of the consumption of arcade games in the Benelux countries by consuming countries in 2015-2019

Volume and dynamics of the per capita consumption of arcade games in the Benelux countries in 2015-2019

Value and dynamics of the per capita consumption of arcade games in the Benelux countries in 2015-2019

Balance between supply and demand on the arcade games market in the Benelux countries in 2015-2019 and forecast for 2020-2025, in volume terms

Balance between supply and demand on the arcade games market in the Benelux countries in 2015-2019 and forecast for 2020-2025, in value terms

Forecast for the total supply of arcade games in the Benelux countries for 2020-2025

(under the framework of the base scenario), in physical and value terms

Forecast for the total supply of arcade games in the Benelux countries for 2020-2025

(under the framework of the pessimistic scenario), in physical and value terms

Forecast for the total supply of arcade games in the Benelux countries for 2020-2025

(under the framework of the optimistic scenario), in physical and value terms

I would like to order

Product name: Benelux Countries: Arcade Games Market and the Impact of COVID-19 in the Medium Term

Product link: <https://marketpublishers.com/r/BC124548144EEN.html>

Price: US\$ 1,999.00 (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/BC124548144EEN.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

