

Central and Eastern Europe: video game consoles market

<https://marketpublishers.com/r/CD5E6FC5514EN.html>

Date: April 2024

Pages: 150

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

ID: CD5E6FC5514EN

Abstracts

This report presents a strategic analysis of the video game consoles market in Central and Eastern Europe and a forecast for its development in the medium term. 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 video game consoles market in Central and Eastern Europe, 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. 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 video game consoles market in Central and Eastern Europe covers the following countries: Austria, Bosnia and Herzegovina, Bulgaria, Croatia, Czech Republic, Estonia, Germany, Hungary, Latvia, Lithuania, Poland, Romania, Serbia, Slovakia, and Slovenia.

The report on the video game consoles market in Central and Eastern Europe includes:

Analysis and forecast for the economy of Central and Eastern Europe;

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 (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 (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 video game consoles market in Central and Eastern Europe, 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 VIDEO GAME CONSOLES

4. CHARACTERISTICS AND ANALYSIS OF RAW MATERIALS BASE

5. STATE OF THE ECONOMY OF CENTRAL AND EASTERN EUROPE

- 5.1. Characteristics of the economy of Central and Eastern Europe in 2014-2018
- 5.2. Forecast for the development of the economy of Central and Eastern Europe for 2019-2021

6. OVERVIEW AND ANALYSIS OF THE VIDEO GAME CONSOLES MARKET IN CENTRAL AND EASTERN EUROPE

- 6.1. Volume, value and dynamics of the video game consoles market in Central and Eastern Europe in 2014-2018
- 6.2. Structure of the video game consoles market in Central and Eastern Europe in 2014-2018: production, imports, exports, consumption
- 6.3. Structure of the video game consoles market in Central and Eastern Europe by origin
- 6.4. Structure of the video game consoles market in Central and Eastern Europe by country
- 6.5. Key recent trends on the video game consoles market in Central and Eastern Europe
- 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 video game consoles market in Central and Eastern Europe for 2019-2024

7. OVERVIEW AND ANALYSIS OF THE DOMESTIC PRODUCTION OF VIDEO

GAME CONSOLES IN CENTRAL AND EASTERN EUROPE

- 7.1. Volume, value and dynamics of the domestic production of video game consoles in Central and Eastern Europe in 2014-2018
- 7.2. Structure of the CEE production of video game consoles by countries
- 7.3. Characteristics of the main companies, producers of video game consoles in Central and Eastern Europe

8. CHARACTERISTICS AND ANALYSIS OF THE PRICES OF VIDEO GAME CONSOLES IN CENTRAL AND EASTERN EUROPE

- 8.1. Value chain analysis
- 8.2. Structure of price formation
- 8.3. Characteristics of the producer prices of video game consoles in Central and Eastern Europe in 2014-2018
- 8.4. Characteristics of other prices of video game consoles

9. FOREIGN TRADE OPERATIONS OF VIDEO GAME CONSOLES IN CENTRAL AND EASTERN EUROPE

- 9.1. Foreign trade operations of video game consoles in Central and Eastern Europe in 2014-2018

10. OVERVIEW AND ANALYSIS OF THE IMPORTS OF VIDEO GAME CONSOLES TO THE CEE MARKET

- 10.1. Volume, value and dynamics of the imports of video game consoles to Central and Eastern Europe in 2014-2018
- 10.2. Major trade inflows of video game consoles imports to Central and Eastern Europe
- 10.3. Structure of the imports of video game consoles by types of products
- 10.4. Prices of imported video game consoles in Central and Eastern Europe

11. OVERVIEW AND ANALYSIS OF THE CEE EXPORTS OF VIDEO GAME CONSOLES

- 11.1. Volume, value and dynamics of the CEE exports of video game consoles in 2014-2018
- 11.2. Major trade outflows of video game consoles exports from Central and Eastern

Europe

11.3. Structure of the CEE exports of video game consoles by types of products

11.4. Prices of CEE exports of video game consoles

12. CHARACTERISTICS OF THE CONSUMPTION OF VIDEO GAME CONSOLES IN CENTRAL AND EASTERN EUROPE

12.1. Volume, value and dynamics of the consumption of video game consoles in Central and Eastern Europe in 2014-2018

12.2. Structure of the consumption of video game consoles in Central and Eastern Europe in 2014-2018 (by origin, by channel)

12.3. Structure of the consumption of video game consoles in Central and Eastern Europe by country

12.4. Volume, value and dynamics of the per capita consumption of video game consoles in Central and Eastern Europe in 2014-2018

12.5. Balance between supply and demand on the video game consoles market in Central and Eastern Europe in 2014-2018 and forecast for 2019-2024

13. FORECAST FOR DEVELOPMENT OF THE VIDEO GAME CONSOLES MARKET IN CENTRAL AND EASTERN EUROPE FOR 2019-2024

13.1. Factors, influencing the development of the video game consoles market in Central and Eastern Europe in the medium term

13.2. Forecast for market development in the medium term under three possible scenarios

LIST OF FIGURES

Volume and dynamics of the video game consoles market in Central and Eastern Europe in 2014-2018

Value and dynamics of the video game consoles market in Central and Eastern Europe in 2014-2018

Structure of the video game consoles market in Central and Eastern Europe in 2014-2018, in volume terms

Structure of the video game consoles market in Central and Eastern Europe in 2014-2018, in value terms

Structure of the video game consoles market in Central and Eastern Europe by origin in volume terms in 2014-2018

Structure of the video game consoles market in Central and Eastern Europe by origin in

value terms in 2014-2018

Structure of the video game consoles market in Central and Eastern Europe by country in 2014-2018, in volume terms

Structure of the video game consoles market in Central and Eastern Europe by country in 2014-2018, in value terms

Volume and dynamics of the domestic production of video game consoles in Central and Eastern Europe in 2014-2018

Value and dynamics of the domestic production of video game consoles in Central and Eastern Europe in 2014-2018

Structure of the domestic production of video game consoles in Central and Eastern Europe by producing countries in 2014-2018, in volume terms

Structure of the domestic production of video game consoles in Central and Eastern Europe by producing countries in 2014-2018, in value terms

Value chain analysis of the video game consoles market in Central and Eastern Europe

Structure of the video game consoles price formation in Central and Eastern Europe, in %

Deviation of the average producer prices of video game consoles in Central and Eastern Europe in 2014-2018

Trade balance of video game consoles foreign trade in Central and Eastern Europe in 2014-2018, in volume terms

Trade balance of video game consoles foreign trade in Central and Eastern Europe in 2014-2018, in value terms

Volume and dynamics of the imports of video game consoles to Central and Eastern Europe in 2014-2018

Value and dynamics of the imports of video game consoles to Central and Eastern Europe in 2014-2018

Main countries, importing video game consoles to Central and Eastern Europe in 2014-2018, in volume terms

Main countries, importing video game consoles to Central and Eastern Europe in 2014-2018, in value terms

Volume and dynamics of the imports of video game consoles by types of video game consoles in 2014-2018

Value and dynamics of the imports of video game consoles by types of video game consoles in 2014-2018

Average prices of imported video game consoles to Central and Eastern Europe in 2014-2018

Volume and dynamics of the CEE exports of video game consoles in 2014-2018

Value and dynamics of the CEE exports of video game consoles in 2014-2018

Recipient countries of the CEE exports of video game consoles in 2014-2018, in volume

terms

Recipient countries of the CEE exports of video game consoles in 2014-2018, in value terms

Structure of the CEE exports of video game consoles by types of video game consoles in 2014-2018, in volume terms

Structure of the CEE exports of video game consoles by types of video game consoles in 2014-2018, in value terms

Average prices of the CEE exports of video game consoles in 2014-2018

Volume and dynamics of the consumption of video game consoles in Central and Eastern Europe in 2014-2018

Value and dynamics of the consumption of video game consoles in Central and Eastern Europe in 2014-2018

Structure of the consumption of video game consoles in Central and Eastern Europe in 2014-2018, in volume terms

Structure of the consumption of video game consoles in Central and Eastern Europe in 2014-2018, in value terms

Structure of the consumption of video game consoles in Central and Eastern Europe by consuming countries in 2014-2018

Volume and dynamics of the per capita consumption of video game consoles in Central and Eastern Europe in 2014-2018

Value and dynamics of the per capita consumption of video game consoles in Central and Eastern Europe in 2014-2018

Balance between supply and demand on the video game consoles market in Central and Eastern Europe in 2014-2018 and forecast for 2019-2024, in volume terms

Balance between supply and demand on the video game consoles market in Central and Eastern Europe in 2014-2018 and forecast for 2019-2024, in value terms

Forecast for the total supply of video game consoles in Central and Eastern Europe for 2019-2024 (under the framework of the base scenario), in physical and value terms

Forecast for the total supply of video game consoles in Central and Eastern Europe for 2019-2024 (under the framework of the pessimistic scenario), in physical and value terms

Forecast for the total supply of video game consoles in Central and Eastern Europe for 2019-2024 (under the framework of the optimistic scenario), in physical and value terms

About

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 video game consoles market in Central and Eastern Europe in 2014-2018

Key indicators of the economy of Central and Eastern Europe in 2014-2018

Forecast for the economy of Central and Eastern Europe for 2019-2021

Volume and dynamics of the video game consoles market in Central and Eastern Europe in 2014-2018

Value and dynamics of the video game consoles market in Central and Eastern Europe in 2014-2018

Structure of the video game consoles market in Central and Eastern Europe in 2014-2018, in volume terms

Structure of the video game consoles market in Central and Eastern Europe in 2014-2018, in value terms

Structure of the video game consoles market in Central and Eastern Europe by origin in 2014-2018, in volume terms

Structure of the video game consoles market in Central and Eastern Europe by origin in 2014-2018, in value terms

Structure of the video game consoles market in Central and Eastern Europe by country in 2014-2018, in volume terms

Structure of the video game consoles market in Central and Eastern Europe by country in 2014-2018, in value terms

Country opportunity analysis

Volume and dynamics of the domestic production of video game consoles in Central and Eastern Europe in 2014-2018

Value and dynamics of the domestic production of video game consoles in Central and Eastern Europe in 2014-2018

Structure of the domestic production of video game consoles in Central and Eastern Europe by producing countries in 2014-2018, in volume terms

Structure of the domestic production of video game consoles in Central and Eastern Europe by producing countries in 2014-2018, in value terms

Value chain analysis of the video game consoles market in Central and Eastern Europe

Cost breakdown of the price formation of video game consoles in Central and Eastern Europe, in %

Volume and dynamics of the average producer prices of video game consoles in Central and Eastern Europe in 2014-2018

Volume and dynamics of other prices of video game consoles in Central and Eastern

Europe (wholesale, distributor, retail, etc.) in 2014-2018

Trade balance of video game consoles foreign trade in Central and Eastern Europe in 2014-2018, in volume terms

Trade balance of video game consoles foreign trade in Central and Eastern Europe in 2014-2018, in value terms

Volume and dynamics of the imports of video game consoles to Central and Eastern Europe in 2014-2018

Value and dynamics of the imports of video game consoles to Central and Eastern Europe in 2014-2018

Main countries, importing video game consoles to Central and Eastern Europe in 2014-2018, in volume terms

Main countries, importing video game consoles to Central and Eastern Europe in 2014-2018, in value terms

Structure of the imports of video game consoles by types of video game consoles in 2014-2018, in volume terms

Structure of the imports of video game consoles by types of video game consoles in 2014-2018, in value terms

Average prices of imported video game consoles to Central and Eastern Europe in 2014-2018

Volume and dynamics of the CEE exports of video game consoles in 2014-2018

Value and dynamics of the CEE exports of video game consoles in 2014-2018

Recipient countries of the CEE exports of video game consoles in 2014-2018, in volume terms

Recipient countries of the CEE exports of video game consoles in 2014-2018, in value terms

Structure of the CEE exports of video game consoles by types of video game consoles in 2014-2018, in volume terms

Structure of the CEE exports of video game consoles by types of video game consoles in 2014-2018, in value terms

Average prices of the CEE exports of video game consoles in 2014-2018

Volume and dynamics of the consumption of video game consoles in Central and Eastern Europe in 2014-2018

Value and dynamics of the consumption of video game consoles in Central and Eastern Europe in 2014-2018

Structure of the consumption of video game consoles in Central and Eastern Europe in 2014-2018, in volume terms

Structure of the consumption of video game consoles in Central and Eastern Europe in 2014-2018, in value terms

Structure of the consumption of video game consoles in Central and Eastern Europe by

consuming countries in 2014-2018

Volume and dynamics of the per capita consumption of video game consoles in Central and Eastern Europe in 2014-2018

Value and dynamics of the per capita consumption of video game consoles in Central and Eastern Europe in 2014-2018

Balance between supply and demand on the video game consoles market in Central and Eastern Europe in 2014-2018 and forecast for 2019-2024, in volume terms

Balance between supply and demand on the video game consoles market in Central and Eastern Europe in 2014-2018 and forecast for 2019-2024, in value terms

Forecast for the total supply of video game consoles in Central and Eastern Europe for 2019-2024 (under the framework of the base scenario), in physical and value terms

Forecast for the total supply of video game consoles in Central and Eastern Europe for 2019-2024 (under the framework of the pessimistic scenario), in physical and value terms

Forecast for the total supply of video game consoles in Central and Eastern Europe for 2019-2024 (under the framework of the optimistic scenario), in physical and value terms

I would like to order

Product name: Central and Eastern Europe: video game consoles market

Product link: <https://marketpublishers.com/r/CD5E6FC5514EN.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/CD5E6FC5514EN.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