

Europe: Gaming Equipment Industry - Analysis, Size, Trends, Consumption, and Forecast

<https://marketpublishers.com/r/E0F08FBE2FFAEN.html>

Date: July 2026

Pages: 200

Price: US\$ 2,999.00 (Single User License)

ID: E0F08FBE2FFAEN

Abstracts

The European Gaming Equipment Industry Report Description

This report presents an overview of the European gaming equipment industry for the period 2020-2024, the effect of recent high-impact world events on it, and a forecast for the industry development in the medium term (2025F-2030F). It is a comprehensive industry report, analyzing multiple products within the beer industry, segmented into several main categories.

This research report provides a strategic analysis of the European gaming equipment industry and describes the industry size, main market participants, growth and demand drivers, challenges, and other factors that influence the development of the industry.

This analysis includes information about the market volume and value, import, export, foreign trade, and pricing of the main product groups within the industry.

This report covers gaming equipment - including game consoles (home consoles, hybrid consoles, or handheld consoles) and virtual reality headsets (stand-alone VR headsets, tethered/PC VR headsets, smartphone VR devices), and is broken down by:

Product groups: Game consoles; VR headsets

Price segments: Mass; Mid-priced; Premium

Distribution channels (online vs. offline): Online; Offline

Retail distribution channels: Mobile network providers; Electronics specialist retailers;

Independent retailers; Supermarkets and hypermarkets

The report on the European gaming equipment industry covers the following countries:

Austria, Belgium, Bosnia and Herzegovina, Bulgaria, Croatia, Cyprus, Czech Republic, Denmark, Estonia, Finland, France, Germany, Greece, Hungary, Iceland, Ireland, Italy, Latvia, Lithuania, Luxembourg, Malta, Montenegro, Netherlands, Norway, Poland,

Portugal, Romania, Serbia, Slovakia, Slovenia, Spain, Sweden, United Kingdom

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We also offer similar market research reports and special terms for bundle purchases. Within the same industry, we also provide feasibility studies, business plans, due diligence reports, market entry, market development, product launch and product development studies, direct access to millions of potential new consumers, partner search and selection, and more. Contact us for more information.

State of the Global Demographics and Economy

This section of the report presents you with historical and forecast data about key macroeconomic indicators of the global demographics and economy:

What are the values of key global economic indicators (GDP, inflation, unemployment, government debt, etc.)?

What are the values of key global demographic indicators (population, growth rate, life expectancy, age and gender, etc.)?

Analysis of the European Gaming Equipment Industry

This section of the report provides an overview of the market size and dynamics of the gaming equipment industry in Europe, segmented by the main product groups in volume and value terms for the period 2020-2024. It answers the following questions:

What are the size and dynamics of the European gaming equipment industry in volume and value terms?

How has the European gaming equipment industry been segmented by country in volume and value terms over the past five years?

How has the European gaming equipment industry been segmented by product groups in volume and value terms over the past five years?

How is the industry broken down by segments?

What are the major trends affecting the industry?

Which are the major companies on the European gaming equipment industry and what are their main characteristics?

How fragmented is the competitive landscape?

What is the degree of competition, based on Porter's five forces?

What are the drivers and challenges affecting the industry development?

European Gaming Equipment Prices

The price section of the industry research report answers:

How is the industry value chain formed?

What is the structure of price formation?

What are the average retail prices of gaming equipment in Europe and how have they changed over the last five years?

What are the average retail prices of the main product groups within the industry?

How have the gaming equipment retail prices in Europe developed in each of the analyzed countries over the last five years?

Foreign Trade Operations of Gaming Equipment in Europe

The foreign trade operations section of the industry report answers:

How has the trade balance developed over the last five years?

Does Europe import more gaming equipment than it exports within each of the main product groups in the industry?

Which European countries are net importers and which - net exporters of gaming equipment?

Imports of Gaming Equipment to Europe

The import section of the industry research report answers:

How has the volume and value of gaming equipment imports to Europe changed over the past five years?

How are the European gaming equipment imports segmented by main product groups?

Which are the major European countries importing gaming equipment?

Which are the major countries that export gaming equipment to Europe?

What are the average prices of gaming equipment imported to each European country and how have they changed over the last five years?

Exports of Gaming Equipment from Europe

The export section of the industry report answers:

How has the volume and value of gaming equipment exports from Europe changed over the past five years?

How are the European gaming equipment exports segmented by main product groups?

Which are the major European countries exporting gaming equipment?

Which are the main recipient countries of the European exports of gaming equipment?

What are the average prices of gaming equipment exported from each European country and how have they changed over the last five years?

Consumption of Gaming Equipment in Europe

This section of the report answers:

What is the per capita consumption of gaming equipment in each European country in volume and value terms? How has it changed over the past five years?

European Gaming Equipment Industry Forecast

The final section of the industry report presents a forecast for the industry development in the medium term, based on three scenarios - base, pessimistic, and optimistic. The forecast section answers:

How will the gaming equipment industry in Europe develop over the next six years for each scenario?

What are the forecasted market dynamics of the main product groups within the industry under the base scenario?

Short Methodology

The industry research report is prepared using WMStrategy's proven research methodology. It includes a blend of qualitative and quantitative data. The information comes from official sources and includes insights from market experts (representatives of the main market participants), gathered through semi-structured interviews. For this particular industry report, at least 20 interviews have been conducted with market experts from the leading companies (producers, distributors, retailers, suppliers, etc.). A detailed methodology is available upon request.

Customization

The report will be updated as of the current month of purchase and will be dispatched within five working days after order confirmation. It can be amended to fit your specific data needs and preferences to cover your individual goals. Contact us to share your particular requirements!

Report Benefits

Discover how the gaming equipment industry in Europe performed in the past (in the last five years) and how it will perform in the future (in the next six years);

Track and identify key industry trends and insights behind recent industry changes;

Understand the overall local demand for the main gaming equipment product groups;

Discover which are the most promising markets and segments;

Strategically assess the competitive position of the main industry players;
Evaluate how diversified the industry is in terms of competitive intensity, fragmentation, and environment in order to understand competitive threats;
Assess growth potential, opportunities, demand drivers, and challenges in the industry;
Quickly and cost-effectively receive a complete strategic analysis of the industry;
Improve your pitches and presentations by using verified industry data and expert insights;
Make important strategic decisions safely and with confidence;
Receive professional expertise on the industry and its development;
Empower your marketing, branding, strategy, product and business development with valuable industry insights;
Build your investment strategy by assessing industry attractiveness or company attractiveness;
Evaluate the key macroeconomic indicators to get insight into the general trends within the economy and demographics;
Acquire data your competitors might already have and be acting upon.

Report Users

This industry research report is ideal for people who want to gain a comprehensive understanding of the gaming equipment industry in Europe. It is also tailored to help people who need a clear and fact-based analysis of the market size and dynamics, import, export, foreign trade, and pricing of the main product groups and country markets within the industry. Most often, these people are professionals actively working in the industry as:

C-suite executives;
Directors;
Industry strategists;
Marketing professionals;
Business development professionals;
Product developers;
Product marketers and strategists;
Product managers;
Project managers;
Suppliers;
Traders.

This report can also bring value to professionals, not actively involved in the industry, such as:

Management consultants;
Investment managers;
Financial professionals;
Bank managers;
M&A managers;
Auditors.

Report Data - Unlock Strategic Decisions

The industry research report presents reliable and verified market data. It provides valuable support to make important strategic decisions regarding:

Strategic planning;
Marketing and sales;
Market and industry evaluation;
Evaluation of market opportunities, risks, and challenges;
Regional evaluation and opportunity analysis;
Market entry;
Market growth;
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