

Serbia: Video Game Consoles Market and the Impact of COVID-19 in the Medium Term

<https://marketpublishers.com/r/SA37C58F2008EN.html>

Date: July 2024

Pages: 100

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

ID: SA37C58F2008EN

Abstracts

This report presents a comprehensive overview of the video game consoles market in Serbia and a forecast for its development in the next five years, taking into account the impact of COVID-19 on it. It provides a detailed analysis of the market, its dynamics, structure, characteristics, main players, growth and demand drivers, etc.

The purpose of the report is to describe the state of the video game consoles market in Serbia, 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 medium term, taking into account the impact of COVID-19 on it. In addition, the report presents an elaborate analysis of the main market participants, the price fluctuations, 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 Serbia includes:

Analysis and forecast for the economy of Serbia;

Analysis and forecast for development of the market volume (market size), value and dynamics;

Market structure (by origin, 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 of the factors, influencing the development of the market (market growth drivers, restraints, recent state programs, etc.);

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

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 gain competitive intelligence about the market;

Track market data, including size, value, segmentation, forecasts, dynamics and structure – 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;

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 (manufacturers, distributors, wholesalers, retailers, importers, exporters, Governmental structures, etc.);

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 Serbia, this research report will provide you with invaluable 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

(The contents are just preliminary - contact us for a demo version, including the full Table of contents)

1. INTRODUCTION

- 1.1. Report description
- 1.2. Research methodology

2. EXECUTIVE SUMMARY

3. CHARACTERISTICS OF VIDEO GAME CONSOLES

4. CHARACTERISTICS OF RAW MATERIALS

5. STATE OF THE ECONOMY OF SERBIA

- 5.1. Characteristics of the economy of Serbia in the last 5 years
- 5.2. Forecast for the development of the economy of Serbia for the next 3 years

6. OVERVIEW AND ANALYSIS OF THE VIDEO GAME CONSOLES MARKET IN SERBIA

- 6.1. Volume, value and dynamics of the video game consoles market in Serbia in the last 5 years
- 6.2. Structure of the video game consoles market in Serbia in the last 5 years: production, imports, exports, consumption
- 6.3. Structure of the video game consoles market in Serbia by origin
- 6.4. Key recent trends on the video game consoles market in Serbia
- 6.5. Competitive landscape of the market
- 6.6. Key drivers and restraints for the market development in the medium term
- 6.7. Forecast for development of the video game consoles market in Serbia for the next 5 years

7. OVERVIEW AND ANALYSIS OF THE DOMESTIC PRODUCTION OF VIDEO GAME CONSOLES IN SERBIA

- 7.1. Business tendencies in the industrial production in Serbia in the last 5 years

- 7.2. Volume, value and dynamics of the domestic production of video game consoles in Serbia in the last 5 years
- 7.3. Share of Serbia in the European production of video game consoles
- 7.4. Characteristics of the main producers of video game consoles in Serbia

8. CHARACTERISTICS AND ANALYSIS OF THE PRICES OF VIDEO GAME CONSOLES IN SERBIA

- 8.1. Value chain analysis
- 8.2. Structure of price formation
- 8.3. Characteristics of the producer prices of video game consoles in Serbia in the last 5 years
- 8.4. Characteristics of other prices of video game consoles

9. FOREIGN TRADE OPERATIONS OF VIDEO GAME CONSOLES IN SERBIA

- 9.1. General foreign trade operations of Serbia
- 9.2. Foreign trade operations of video game consoles in Serbia in the last 5 years

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

- 10.1. Volume, value and dynamics of the imports of video game consoles to Serbia in the last 5 years
- 10.2. Main countries, importing video game consoles to Serbia
- 10.3. Structure of the imports of video game consoles by types of products
- 10.4. Share of Serbia in the European imports of video game consoles
- 10.5. Domestic companies, main importers of video game consoles to the Serbian market

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

- 11.1. Volume, value and dynamics of the Serbian exports of video game consoles in the last 5 years
- 11.2. Recipient countries of the Serbian exports of video game consoles
- 11.3. Structure of the Serbian exports of video game consoles by types of products
- 11.4. Share of Serbia in the European exports of video game consoles
- 11.5. Domestic companies, main exporters of video game consoles from the territory of

Serbia

12. CHARACTERISTICS OF THE CONSUMPTION OF VIDEO GAME CONSOLES IN SERBIA

12.1. Volume, value and dynamics of the consumption of video game consoles in Serbia in the last 5 years

12.2. Structure of the consumption of video game consoles in Serbia in the last 5 years (by origin, by channel, etc.)

12.3. Volume, value and dynamics of the per capita consumption of video game consoles in Serbia in the last 5 years

12.4. Balance between supply and demand on the video game consoles market in Serbia in the last 5 years and forecast for the next 5 years

13. FORECAST FOR DEVELOPMENT OF THE VIDEO GAME CONSOLES MARKET IN SERBIA FOR THE NEXT 5 YEARS

13.1. Factors, influencing the development of the video game consoles market in Serbia in the medium term

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

About WMStrategy

By purchasing this report, you get 15% free customization - its structure and contents can be amended based on your specific requirements and goals. The report will be updated as of the current month of purchase.

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. Feel free to contact us for more information or to request a demo version, including the full Table of contents!

List Of Tables

LIST OF TABLES

Key indicators on the video game consoles market in Serbia in the last 5 years

Key indicators of the economy of Serbia in the last 5 years

Forecast for the economy of Serbia for the next 3 years

Volume and dynamics of the video game consoles market in Serbia in the last 5 years

Value and dynamics of the video game consoles market in Serbia in the last 5 years

Structure of the video game consoles market in Serbia in the last 5 years, in physical terms

Structure of the video game consoles market in Serbia in the last 5 years, in value terms

Structure of the video game consoles market in Serbia by origin in the last 5 years, in physical terms

Structure of the video game consoles market in Serbia by origin in the last 5 years, in value terms

Key business tendencies in the industrial production in Serbia in the last 5 years

Volume and dynamics of the domestic production of video game consoles in Serbia in the last 5 years

Value and dynamics of the domestic production of video game consoles in Serbia in the last 5 years

Value chain analysis of the video game consoles market in Serbia

Cost breakdown of the price formation of video game consoles in Serbia, in %

Volume and dynamics of the average producer prices of video game consoles in Serbia in the last 5 years

Volume and dynamics of other prices of video game consoles in Serbia (wholesale, distributor, retail, etc.) in the last 5 years

Foreign trade turnover by main commodities, in physical and value terms

Foreign trade operations by main partner countries, in value terms

Trade balance of video game consoles foreign trade in Serbia in the last 5 years, in physical terms

Trade balance of video game consoles foreign trade in Serbia in the last 5 years, in value terms

Volume and dynamics of the imports of video game consoles to Serbia in the last 5 years

Value and dynamics of the imports of video game consoles to Serbia in the last 5 years

Main countries, importing video game consoles to Serbia in the last 5 years, in physical terms

Main countries, importing video game consoles to Serbia in the last 5 years, in value

terms

Structure of the imports of video game consoles by types of video game consoles in the last 5 years, in physical terms

Structure of the imports of video game consoles by types of video game consoles in the last 5 years, in value terms

Volume and dynamics of the Serbian exports of video game consoles in the last 5 years

Value and dynamics of the Serbian exports of video game consoles in the last 5 years

Recipient countries of the Serbian exports of video game consoles in the last 5 years, in physical terms

Recipient countries of the Serbian exports of video game consoles in the last 5 years, in value terms

Structure of the Serbian exports of video game consoles by types of video game consoles in the last 5 years, in physical terms

Structure of the Serbian exports of video game consoles by types of video game consoles in the last 5 years, in value terms

Volume and dynamics of the consumption of video game consoles in Serbia in the last 5 years

Value and dynamics of the consumption of video game consoles in Serbia in the last 5 years

Structure of the consumption of video game consoles in Serbia in the last 5 years, in physical terms

Structure of the consumption of video game consoles in Serbia in the last 5 years, in value terms

Volume and dynamics of the per capita consumption of video game consoles in Serbia in the last 5 years

Value and dynamics of the per capita consumption of video game consoles in Serbia in the last 5 years

Balance between supply and demand on the video game consoles market in Serbia in the last 5 years and forecast for the next 5 years, in physical terms

Balance between supply and demand on the video game consoles market in Serbia in the last 5 years and forecast for the next 5 years, in value terms

Forecast for the total supply of video game consoles in Serbia for the next 5 years (under the framework of the base scenario), in physical and value terms

Forecast for the total supply of video game consoles in Serbia for the next 5 years (under the framework of the pessimistic scenario), in physical and value terms

Forecast for the total supply of video game consoles in Serbia for the next 5 years (under the framework of the optimistic scenario), in physical and value terms

Information, presented in figures

(This list is preliminary - contact us for a demo version, including the full Table of contents)

Volume and dynamics of the video game consoles market in Serbia in the last 5 years

Value and dynamics of the video game consoles market in Serbia in the last 5 years

Structure of the video game consoles market in Serbia in the last 5 years, in physical terms

Structure of the video game consoles market in Serbia in the last 5 years, in value terms

Structure of the video game consoles market in Serbia by origin in physical terms in the last 5 years

Structure of the video game consoles market in Serbia by origin in value terms in the last 5 years

Volume and dynamics of the domestic production of video game consoles in Serbia in the last 5 years

Value and dynamics of the domestic production of video game consoles in Serbia in the last 5 years

Value chain analysis of the video game consoles market in Serbia

Structure of the video game consoles price formation in Serbia, in %

Deviation of the average producer prices of video game consoles in Serbia in the last 5 years

Structure of the foreign trade turnover by main commodities, in physical and value terms

Structure of the foreign trade operations by main partner countries, in value terms

Trade balance of video game consoles foreign trade in Serbia in the last 5 years, in physical terms

Trade balance of video game consoles foreign trade in Serbia in the last 5 years, in value terms

Volume and dynamics of the imports of video game consoles to Serbia in the last 5 years

Value and dynamics of the imports of video game consoles to Serbia in the last 5 years

Main countries, importing video game consoles to Serbia in the last 5 years, in physical terms

Main countries, importing video game consoles to Serbia in the last 5 years, in value terms

Volume and dynamics of the imports of video game consoles by types of video game consoles in the last 5 years

Value and dynamics of the imports of video game consoles by types of video game consoles in the last 5 years

Volume and dynamics of the Serbian exports of video game consoles in the last 5 years

Value and dynamics of the Serbian exports of video game consoles in the last 5 years

Recipient countries of the Serbian exports of video game consoles in the last 5 years, in physical terms

Recipient countries of the Serbian exports of video game consoles in the last 5 years, in value terms

Structure of the Serbian exports of video game consoles by types of video game consoles in the last 5 years, in physical terms

Structure of the Serbian exports of video game consoles by types of video game consoles in the last 5 years, in value terms

Volume and dynamics of the consumption of video game consoles in Serbia in the last 5 years

Value and dynamics of the consumption of video game consoles in Serbia in the last 5 years

Volume and dynamics of the per capita consumption of video game consoles in Serbia in the last 5 years

Value and dynamics of the per capita consumption of video game consoles in Serbia in the last 5 years

Balance between supply and demand on the video game consoles market in Serbia in the last 5 years and forecast for the next 5 years, in physical terms

Balance between supply and demand on the video game consoles market in Serbia in the last 5 years and forecast for the next 5 years, in value terms

Forecast for the total supply of video game consoles in Serbia for the next 5 years (under the framework of the base scenario), in physical and value terms

Forecast for the total supply of video game consoles in Serbia for the next 5 years (under the framework of the pessimistic scenario), in physical and value terms

Forecast for the total supply of video game consoles in Serbia for the next 5 years (under the framework of the optimistic scenario), in physical and value terms

I would like to order

Product name: Serbia: Video Game Consoles Market and the Impact of COVID-19 in the Medium Term

Product link: <https://marketpublishers.com/r/SA37C58F2008EN.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/SA37C58F2008EN.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