Games Software in the G8 to 2015: Market Guide

Description:
ICD Research's report, "Games Software in the G8 to 2015: Market Guide" provides in-depth knowledge of the market trends and drivers of the Games Software market in the G8. The report includes quantitative information (historic and forecast market values, segmented at channel level) and qualitative analysis (market landscape, trends and drivers).

The report provides data, analyses and opinion to help companies in the retail value chain better understand the changes in their environment, seize opportunities and formulate crucial business strategies.

Summary
This report is the result of ICD Research's extensive market research covering Games Software market in the G8. The “Games Software in the G8 to 2015: Market Guide” report provides a top-level overview and detailed insight into the operating environment of Games Software in the G8. It is an essential tool for companies active across the retail value chain and for new players that are considering entering the market.

Scope
- Overview of the Games Software market in the G8
- Analysis of the Music & Video and Entertainment Software market and its categories, including Games Software with full year 2010 sales value data
- Historic and forecast sales values for Games Software for the period 2006 through 2015
- Analysis of the Music & Video and Entertainment Software market and its categories, including Games Software with forecast 2015 sales value data

Reasons To Buy
- The report provides you with important figures for the Games Software market in the G8 with individual country analysis
- The report will help you to identify trends by analyzing historical industry data
- The report will help you to analyze the market with detailed historic and forecast sales values
- The report will enhance your knowledge of the market with key figures on sales value and segmentation by categories for the historic period
- The report will help you plan future business decisions by providing forecast figures for the market along with the segmentation

Contents:
1 INTRODUCTION
1.1 What is this Report About?
1.2 Definitions
2 Games Software in G8 Countries: Overview
3 G8 Countries - Region Analysis
3.1 Games Software Sales Value 2005-10
3.2 Music & Video and Entertainment Software Category Analysis, Sales 2010
3.3 Games Software Sales Value Forecast 2010-15
3.4 Music & Video and Entertainment Software Category Analysis, Sales Forecast 2015
4 Canada
4.1 Games Software Sales Value 2005-10
4.2 Music & Video and Entertainment Software Category Analysis, Sales 2010
4.3 Games Software Sales Value Forecast 2010-15
4.4 Music & Video and Entertainment Software Category Analysis, Sales Forecast 2015
5 France
5.1 Games Software Sales Value 2005-10
5.2 Music & Video and Entertainment Software Category Analysis, Sales 2010
5.3 Games Software Sales Value Forecast 2010-15
5.4 Music & Video and Entertainment Software Category Analysis, Sales Forecast 2015
6 Germany
6.1 Games Software Sales Value 2005-10
6.2 Music & Video and Entertainment Software Category Analysis, Sales 2010
6.3 Games Software Sales Value Forecast 2010-15
6.4 Music & Video and Entertainment Software Category Analysis, Sales Forecast 2015
7 Italy
7.1 Games Software Sales Value 2005-10
7.2 Music & Video and Entertainment Software Category Analysis, Sales 2010
7.3 Games Software Sales Value Forecast 2010-15
7.4 Music & Video and Entertainment Software Category Analysis, Sales Forecast 2015
8 Japan
8.1 Games Software Sales Value 2005-10
8.2 Music & Video and Entertainment Software Category Analysis, Sales 2010
8.3 Games Software Sales Value Forecast 2010-15
8.4 Music & Video and Entertainment Software Category Analysis, Sales Forecast 2015
9 Russia
9.1 Games Software Sales Value 2005-10
9.2 Music & Video and Entertainment Software Category Analysis, Sales 2010
9.3 Games Software Sales Value Forecast 2010-15
9.4 Music & Video and Entertainment Software Category Analysis, Sales Forecast 2015
10 United Kingdom
10.1 Games Software Sales Value 2005-10
10.2 Music & Video and Entertainment Software Category Analysis, Sales 2010
10.3 Games Software Sales Value Forecast 2010-15
10.4 Music & Video and Entertainment Software Category Analysis, Sales Forecast 2015
11 United States
11.1 Games Software Sales Value 2005-10
11.2 Music & Video and Entertainment Software Category Analysis, Sales 2010
11.3 Games Software Sales Value Forecast 2010-15
11.4 Music & Video and Entertainment Software Category Analysis, Sales Forecast 2015
12 APPENDIX
12.1 Research Methodology
12.1.1 Additional Notes
12.2 Contact Us
12.3 About ICD Research
12.4 Disclaimer

List of Tables
Table 1: ICD Research Retail Channel Definitions
Table 2: ICD Research Retail Category Definitions
Table 3: Games Software in G8 Countries, Sales Value (US$ Billion), 2005-10
Table 4: Music & Video and Entertainment Software in G8 Countries, Category Analysis by Sales(US$ Billion), 2010
Table 5: Games Software in G8 Countries, Sales Value Forecast (US$ Billion), 2010-15
Table 6: Music & Video and Entertainment Software in G8 Countries, Category Analysis by Sales(US$ Billion), 2015
Table 7: Games Software in Canada, Sales Value (US$ Billion), 2005-10
Table 8: Music & Video and Entertainment Software in Canada, Category Analysis by Sales(US$ Billion), 2010
Table 9: Games Software in Canada, Sales Value Forecast (US$ Billion), 2010-15
Table 10: Music & Video and Entertainment Software in Canada, Category Analysis by Sales(US$ Billion), 2015
Table 11: Games Software in France, Sales Value (US$ Billion), 2005-10
Table 12: Music & Video and Entertainment Software in France, Category Analysis by Sales(US$ Billion), 2010
Table 13: Games Software in France, Sales Value Forecast (US$ Billion), 2010-15
Table 14: Music & Video and Entertainment Software in France, Category Analysis by Sales(US$ Billion), 2015
Table 15: Games Software in Germany, Sales Value (US$ Billion), 2005-10
Table 16: Music & Video and Entertainment Software in Germany, Category Analysis by Sales(US$ Billion), 2010
Table 17: Games Software in Germany, Sales Value Forecast (US$ Billion), 2010-15
Table 18: Music & Video and Entertainment Software in Germany, Category Analysis by Sales(US$ Billion), 2015
Table 19: Games Software in Italy, Sales Value (US$ Billion), 2005-10
Table 20: Music & Video and Entertainment Software in Italy, Category Analysis by Sales(US$ Billion), 2010
Table 21: Games Software in Italy, Sales Value Forecast (US$ Billion), 2010-15
Table 22: Music & Video and Entertainment Software in Italy, Category Analysis by Sales(US$ Billion), 2015
Table 23: Games Software in Japan, Sales Value (US$ Billion), 2005-10
Table 24: Music & Video and Entertainment Software in Japan, Category Analysis by Sales (US$ Billion), 2010
Table 25: Games Software in Japan, Sales Value Forecast (US$ Billion), 2010-15
Table 26: Music & Video and Entertainment Software in Japan, Category Analysis by Sales (US$ Billion), 2015
Table 27: Games Software in Russia, Sales Value (US$ Billion), 2005-10
Table 28: Music & Video and Entertainment Software in Russia, Category Analysis by Sales (US$ Billion), 2010
Table 29: Games Software in Russia, Sales Value Forecast (US$ Billion), 2010-15
Table 30: Music & Video and Entertainment Software in Russia, Category Analysis by Sales (US$ Billion), 2015
Table 31: Games Software in United Kingdom, Sales Value (US$ Billion), 2005-10
Table 32: Music & Video and Entertainment Software in United Kingdom, Category Analysis by Sales (US$ Billion), 2010
Table 33: Games Software in United Kingdom, Sales Value Forecast (US$ Billion), 2010-15
Table 34: Music & Video and Entertainment Software in United Kingdom, Category Analysis by Sales (US$ Billion), 2015
Table 35: Games Software in United States, Sales Value (US$ Billion), 2005-10
Table 36: Music & Video and Entertainment Software in United States, Category Analysis by Sales (US$ Billion), 2010
Table 37: Games Software in United States, Sales Value Forecast (US$ Billion), 2010-15
Table 38: Music & Video and Entertainment Software in United States, Category Analysis by Sales (US$ Billion), 2015

List of Figures
Figure 1: Games Software in G8 Countries, Sales Value (US$ Billion), 2005-10
Figure 2: Music & Video and Entertainment Software in G8 Countries, Category Analysis by Share (%), 2010
Figure 3: Games Software in G8 Countries, Sales Value Forecast (US$ Billion), 2010-15
Figure 4: Music & Video and Entertainment Software in G8 Countries, Category Analysis by Share (%), 2015
Figure 5: Games Software in Canada, Sales Value (US$ Billion), 2005-10
Figure 6: Music & Video and Entertainment Software in Canada, Category Analysis by Share (%), 2010
Figure 7: Games Software in Canada, Sales Value Forecast (US$ Billion), 2010-15
Figure 8: Music & Video and Entertainment Software in Canada, Category Analysis by Share (%), 2015
Figure 9: Games Software in France, Sales Value (US$ Billion), 2005-10
Figure 10: Music & Video and Entertainment Software in France, Category Analysis by Share (%), 2010
Figure 11: Games Software in France, Sales Value Forecast (US$ Billion), 2010-15
Figure 12: Music & Video and Entertainment Software in France, Category Analysis by Share (%), 2015
Figure 13: Games Software in Germany, Sales Value (US$ Billion), 2005-10
Figure 14: Music & Video and Entertainment Software in Germany, Category Analysis by Share (%), 2010
Figure 15: Games Software in Germany, Sales Value Forecast (US$ Billion), 2010-15
Figure 16: Music & Video and Entertainment Software in Germany, Category Analysis by Share (%), 2015
Figure 17: Games Software in Italy, Sales Value (US$ Billion), 2005-10
Figure 18: Music & Video and Entertainment Software in Italy, Category Analysis by Share (%), 2010
Figure 19: Games Software in Italy, Sales Value Forecast (US$ Billion), 2010-15
Figure 20: Music & Video and Entertainment Software in Italy, Category Analysis by Share (%), 2015
Figure 21: Games Software in Japan, Sales Value (US$ Billion), 2005-10
Figure 22: Music & Video and Entertainment Software in Japan, Category Analysis by Share (%), 2010
Figure 23: Games Software in Japan, Sales Value Forecast (US$ Billion), 2010-15
Figure 24: Music & Video and Entertainment Software in Japan, Category Analysis by Share (%), 2015
Figure 25: Games Software in Russia, Sales Value (US$ Billion), 2005-10
Figure 26: Music & Video and Entertainment Software in Russia, Category Analysis by Share (%), 2010
Figure 27: Games Software in Russia, Sales Value Forecast (US$ Billion), 2010-15
Figure 28: Music & Video and Entertainment Software in Russia, Category Analysis by Share (%), 2015
Figure 29: Games Software in United Kingdom, Sales Value (US$ Billion), 2005-10
Figure 30: Music & Video and Entertainment Software in United Kingdom, Category Analysis by Share (%), 2010
Figure 31: Games Software in United Kingdom, Sales Value Forecast (US$ Billion), 2010-15
Figure 32: Music & Video and Entertainment Software in United Kingdom, Category Analysis by Share (%), 2015
Figure 33: Games Software in United States, Sales Value (US$ Billion), 2005-10
Figure 34: Music & Video and Entertainment Software in United States, Category Analysis by Share (%), 2010
Figure 35: Games Software in United States, Sales Value Forecast (US$ Billion), 2010-15
Figure 36: Music & Video and Entertainment Software in United States, Category Analysis by Share (%), 2015
Ordering:

Order Online - http://www.researchandmarkets.com/reports/1849715/

Order by Fax - using the form below

Order by Post - print the order form below and send to

Research and Markets,
Guinness Centre,
Taylors Lane,
Dublin 8,
Ireland.
Fax Order Form
To place an order via fax simply print this form, fill in the information below and fax the completed form to 646-607-1907 (from USA) or +353-1-481-1716 (from Rest of World). If you have any questions please visit
http://www.researchandmarkets.com/contact/

Order Information
Please verify that the product information is correct and select the format(s) you require.

Product Name: Games Software in the G8 to 2015: Market Guide
Web Address: http://www.researchandmarkets.com/reports/1849715/
Office Code: SCDKXOQ3

Product Formats
Please select the product formats and quantity you require:

<table>
<thead>
<tr>
<th>Format</th>
<th>Quantity</th>
<th>Price</th>
</tr>
</thead>
<tbody>
<tr>
<td>Electronic (PDF) - Site License</td>
<td></td>
<td>USD 650</td>
</tr>
<tr>
<td>Electronic (PDF) - Enterprisewide</td>
<td></td>
<td>USD 975</td>
</tr>
<tr>
<td>Electronic (PDF) - Single User</td>
<td></td>
<td>USD 325</td>
</tr>
</tbody>
</table>

Contact Information
Please enter all the information below in BLOCK CAPITALS

Title: [ ] Mr  [ ] Mrs  [ ] Dr  [ ] Miss  [ ] Ms  [ ] Prof

First Name: ___________________________ Last Name: ___________________________

Email Address: * ___________________________

Job Title: ___________________________

Organisation: ___________________________

Address: ___________________________

City: ___________________________

Postal / Zip Code: ___________________________

Country: ___________________________

Phone Number: ___________________________

Fax Number: ___________________________

* Please refrain from using free email accounts when ordering (e.g. Yahoo, Hotmail, AOL)
Payment Information

Please indicate the payment method you would like to use by selecting the appropriate box.

☐ Pay by credit card: You will receive an email with a link to a secure webpage to enter your credit card details.

☐ Pay by check: Please post the check, accompanied by this form, to:
Research and Markets,
Guinness Center,
Taylors Lane,
Dublin 8,
Ireland.

☐ Pay by wire transfer: Please transfer funds to:
Account number 833 130 83
Sort code 98-53-30
Swift code ULSBIE2D
IBAN number IE78ULSB98533083313083
Bank Address Ulster Bank,
27-35 Main Street,
Blackrock,
Co. Dublin,
Ireland.

If you have a Marketing Code please enter it below:

Marketing Code: __________________________

Please note that by ordering from Research and Markets you are agreeing to our Terms and Conditions at http://www.researchandmarkets.com/info/terms.asp