Games Software in North America

Description: Introduction

Games Software in North America industry profile provides top-line qualitative and quantitative summary information including: market size (value 2008-12, and forecast to 2017). The profile also contains descriptions of the leading players including key financial metrics and analysis of competitive pressures within the market. Essential resource for top-line data and analysis covering the North America games software market. Includes market size data, textual and graphical analysis of market growth trends, leading companies and macroeconomic information.

Highlights

- The games software market consists of the total revenues generated through the sale of console games and PC & Mac games. Console games include the software used in games consoles hardware such as the Nintendo Wii, Playstation 3 and Xbox 360. This also includes the software that is used in wireless or portable handheld devices such as the Nintendo DS, mobile and personal digital assistants (pdas), Playstation Portable and Game Boy Advance. This category excludes the revenue generated through the sales of games consoles and handheld devices. The PC and Mac games segment includes PC games and Mac games and excludes online games such as casual games, massively multi player online role play games (mmorg). The market is valued at retail selling price (RSP) with any currency conversions calculated using constant 2011 annual average exchange rates.

- The North American games software market is expected to generate total revenues of $17.4bn in 2012, representing a compound annual growth rate (CAGR) of 6% between 2008 and 2012.

- Sales generated through electricals and electronics retailers are expected to be the most lucrative for the North American games software market in 2012, with total revenues of $7.4bn, equivalent to 42.8% of the market's overall value.

- The performance of the market is forecast to accelerate, with an anticipated CAGR of 8.6% for the five-year period 2012 - 2017, which is expected to drive the market to a value of $26.2bn by the end of 2017.

Features

Save time carrying out entry-level research by identifying the size, growth, and leading players in the games software market in North America

Use the Five Forces analysis to determine the competitive intensity and therefore attractiveness of the games software market in North America

Leading company profiles reveal details of key games software market players' global operations and financial performance

Add weight to presentations and pitches by understanding the future growth prospects of the North America games software market with five year forecasts

Macroeconomic indicators provide insight into general trends within the North America economy

Key Questions Answered

What was the size of the North America games software market by value in 2012?

What will be the size of the North America games software market in 2017?

What factors are affecting the strength of competition in the North America games software market?

How has the market performed over the last five years?
Figure 9: Factors influencing the likelihood of new entrants in the games software market in North America, 2012
Figure 10: Factors influencing the threat of substitutes in the games software market in North America, 2012
Figure 11: Drivers of degree of rivalry in the games software market in North America, 2012
Figure 12: Amazon.com, Inc.: revenues & profitability
Figure 13: Amazon.com, Inc.: assets & liabilities
Figure 14: Best Buy Co., Inc.: revenues & profitability
Figure 15: Best Buy Co., Inc.: assets & liabilities
Figure 16: GameStop Corp.: revenues & profitability
Figure 17: GameStop Corp.: assets & liabilities
Figure 18: Wal-Mart Stores, Inc.: revenues & profitability
Figure 19: Wal-Mart Stores, Inc.: assets & liabilities

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