The US Video Game Industry Outlook to 2017 - Transition from Console to Online and Mobile Gaming

Description: The report titled "The US Video Game Industry Outlook to 2017 - Transition from Console to Online and Mobile Gaming" provides a comprehensive analysis of the various aspects such as market size of the US video game industry, video game hardware market, video game software market, online games market and mobile games market. The report also covers the market shares of major hardware manufacturers in the US as well as the revenues of major players in the software development space.

KEY TOPICS COVERED IN THE REPORT
- The market size of the US video game industry, video game software, video game hardware, video game accessories, online gaming, MMO gaming, social gaming and mobile gaming market.
- Market segmentation of the video game software market on the basis of console and PC software, type of distribution, types of video game ratings and type of genre.
- Market segmentation of the video game hardware market on the basis of console and handheld hardware.
- Market segmentation of the social gaming market on the basis of revenues sources.
- Market segmentation of the mobile gaming market on the basis of revenue sources.
- Trends and Development in the US video game industry.
- Competitive landscape and detailed company profiles of the major manufacturers of video game hardware and software in the US.
- Future outlook and projections of the US video game industry – software, hardware, accessories, online gaming and mobile gaming, on the basis of revenues in the US.

Products Mentioned:
Video Game Market, Video Game Software Market, Console Game Software, PC Game Software, Video Game Hardware Market, Handheld Video Game Hardware, Video Game Accessories Market, Online Gaming Market, Massively Multiplayer Online Gaming Market, Social Gaming Market, Mobile Gaming Market

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