Global Video Game Market 2014-2018

Description: About Video Game

Video game is an electronic game that has a video device, such as a mobile display, PC monitor, or TV, for human interaction with the user interface of the game. The electronic systems used to play video games are known as platforms. The different types of platforms are TV, console, mobile devices, PCs, and others. There are various types of games available for different gaming platforms.

The analysts forecast the Global Video Game market to grow at a CAGR of 8.30 percent over the period 2013-2018.

Covered in this Report
This report covers the present scenario and the growth prospects of the Global Video Game market for the period 2014-2018. To calculate the market size, the report considers consumer spending on new console games (home and handheld games), personal computer games, online games, and mobile games. The report does not include the spending on the hardware used for playing video games.

The report, the Global Video Game Market 2014-2018, has been prepared based on an in-depth market analysis with inputs from industry experts. The report covers the APAC and EMEA regions, Latin America, and North America; it also covers the Global Video Game market landscape and its growth prospects in the coming years. The report includes a discussion of the key vendors operating in this market.

Key Regions
- APAC
- EMEA
- Latin America
- North America

Key Vendors
- Activision Blizzard
- Electronic Arts
- Gameloft
- Giant Interactive Group
- Konami
- Microsoft
- NCsoft
- Nexon
- Nintendo
- Rovio Entertainment
- Sony Computer Entertainment
- Take-Two Interactive Software
- Ubisoft Entertainment

Other Prominent Vendors
- 4A Games
- 5th Cell Media
- Access Games
- ACE Team
- Active Gaming Media
- Aeria Games and Entertainment
- Anino Games
- Ankama Games
- Asobo Studio
- Behavior Interactive
- Bungie
- CCP
- Cellufun
Market Drivers
- Increased Usage of Smartphones and Tablets for Playing Games
- For a full, detailed list, view our report

Market Challenges
- High Cost of Gaming Console Hardware
- For a full, detailed list, view our report

Market Trends
- Increased Development of Hardware Platforms
- For a full, detailed list, view our report

Key Questions Answered in this Report
- What will the market size be in 2018 and what will the growth rate be?
- What are the key market trends?
- What is driving this market?
What are the challenges to market growth?
Who are the key vendors in this market space?
What are the market opportunities and threats faced by the key vendors?
What are the strengths and weaknesses of the key vendors?

The report is also available as part of our annual subscription offer. Please get in touch with our customers service team in order to find out more.

Contents:

01. Executive Summary
02. List of Abbreviations
03. Scope of the Report
03.1 Market Overview
03.2 Product Offerings
04. Market Research Methodology
04.1 Market Research Process
04.2 Research Methodology
05. Introduction
06. Market Landscape
06.1 Market Overview
06.2 Market Size and Forecast
06.3 Five Forces Analysis
07. Market Segmentation by Type
07.1 Global Video Game Market by Type 2013-2018
07.2 Global Console Game Market 2013-2018
07.2.1 Market Size and Forecast
07.3 Global Online Game Market 2013-2018
07.3.1 Market Size and Forecast
07.4 Global Mobile Game Market 2013-2018
07.4.1 Market Size and Forecast
07.5 Global PC Game Market 2013-2018
07.5.1 Market Size and Forecast
08. Geographical Segmentation
08.1 Global Video Game Market by Geographical Segmentation 2013-2018
08.2 Video Game Market in the APAC Region 2013-2018
08.2.1 Market Size and Forecast
08.3 Video Game Market in the EMEA Region 2013-2018
08.3.1 Market Size and Forecast
08.4 Video Game Market in the North Americas 2013-2018
08.4.1 Market Size and Forecast
08.5 Video Game Market in the Latin Americas 2013-2018
08.5.1 Market Size and Forecast
09. Key Leading Countries
09.1 US
09.2 Japan
09.3 China
10. Buying Criteria
11. Market Growth Drivers
12. Drivers and their Impact
13. Market Challenges
14. Impact of Drivers and Challenges
15. Market Trends
16. Trends and their Impact
17. Vendor Landscape
17.1 Competitive Scenario
17.2 Other Prominent Vendors
18. Key Vendor Analysis
18.1 Activision Blizzard Inc.
18.1.1 Business Overview
18.1.2 Business Segmentation
18.1.3 Key Information
18.1.4 SWOT Analysis
18.2 Electronic Arts Inc.
18.2.1 Business Overview
18.2.2 Business Segmentation
18.2.3 Key Information
18.2.4 SWOT Analysis
18.3 Gameloft S.A.
18.3.1 Business Overview
18.3.2 Business Segmentation
18.3.3 Key Information
18.3.4 SWOT Analysis
18.4 Giant Interactive Group Inc.
18.4.1 Business Overview
18.4.2 Business Segmentation
18.4.3 Key Information
18.4.4 SWOT Analysis
18.5 Konami Corp.
18.5.1 Business Overview
18.5.2 Business Segmentation
18.5.3 Key Information
18.5.4 SWOT Analysis
18.6 Microsoft Corp.
18.6.1 Business Overview
18.6.2 Business Segmentation
18.6.3 Key Information
18.6.4 SWOT Analysis
18.7 NCsoft Corp.
18.7.1 Business Overview
18.7.2 Key Information
18.7.3 SWOT Analysis
18.8 Nexon Co. Ltd.
18.8.1 Business Overview
18.8.2 Business Segmentation
18.8.3 Key Information
18.8.4 SWOT Analysis
18.9 Nintendo Co. Ltd.
18.9.1 Business Overview
18.9.2 Key Information
18.9.3 SWOT Analysis
18.10 Rovio Entertainment Ltd.
18.10.1 Business Overview
18.10.2 Key Information
18.10.3 SWOT Analysis
18.11 Sony Computer Entertainment Inc.
18.11.1 Business Overview
18.11.2 Key Information
18.11.3 SWOT Analysis
18.12 Take-Two Interactive Software Inc.
18.12.1 Business Overview
18.12.2 Business Segmentation
18.12.3 Key Information
18.12.4 SWOT Analysis
18.13 Ubisoft Entertainment SA
18.13.1 Business Overview
18.13.2 Business Segmentation
18.13.3 Key Information
18.13.4 SWOT Analysis
19. Other Reports in this Series

List of Exhibits
Exhibit 1: Market Research Methodology
Exhibit 2: Global Video Game Market by Segmentation
Exhibit 3: Global Video Game Market 2013-2018 (US$ billion)
Exhibit 4: Global Video Game Market by Type 2013
Exhibit 5: Global Video Game Market by Type 2013-2018 (US$ billion)
Exhibit 6: Global Video Game Market by Type 2013-2018
Exhibit 7: Global Console Game Market 2013-2018 (US$ billion)
Exhibit 8: Global Online Game Market 2013-2018 (US$ billion)
Exhibit 9: Global Mobile Game Market 2013-2018 (US$ billion)
Exhibit 10: Global PC Game Market 2013-2018 (US$ billion)
Exhibit 11: Global Video Game Market by Geographical Segmentation 2013
Exhibit 12: Global Video Game Market by Geographical Segmentation 2013-2018 (US$ billion)
Exhibit 13: Global Video Game Market by Geographical Segmentation 2013-2018
Exhibit 14: Video Game Market in the APAC Region 2013-2018 (US$ billion)
Exhibit 15: Video Game Market in the EMEA Region 2013-2018 (US$ billion)
Exhibit 16: Video Game Market in North America 2013-2018 (US$ billion)
Exhibit 17: Video Game Market in Latin America 2013-2018 (US$ billion)
Exhibit 18: Business Segmentation of Activision Blizzard Inc. Based on Operating Segments 2013
Exhibit 19: Business Segmentation of Electronic Arts Inc. Based on Brand Label 2013
Exhibit 21: Revenue Split by Business Segments (2013)
Exhibit 22: Revenue Split by Geography (2013)
Exhibit 23: Business Segmentation of Giant Interactive Group Inc. based on Revenue 2013
Exhibit 24: Business Segmentation of Konami Corp. 2012
Exhibit 25: Business Segmentation of Microsoft Corp.
Exhibit 26: Business Segmentation of Nexon Co. Ltd. 2013
Exhibit 27: Geographic Segmentation 2013
Exhibit 28: Business Segmentation of Take-Two Interactive Software Inc. Based on Publishing Labels 2013
Exhibit 29: Ubisoft Entertainment SA Business Segmentation

Ordering:

Order Online - [http://www.researchandmarkets.com/reports/2978507/](http://www.researchandmarkets.com/reports/2978507/)

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.

<table>
<thead>
<tr>
<th>Product Name:</th>
<th>Global Video Game Market 2014-2018</th>
</tr>
</thead>
<tbody>
<tr>
<td>Web Address:</td>
<td><a href="http://www.researchandmarkets.com/reports/2978507/">http://www.researchandmarkets.com/reports/2978507/</a></td>
</tr>
<tr>
<td>Office Code:</td>
<td>SCBRK53B</td>
</tr>
</tbody>
</table>

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

<table>
<thead>
<tr>
<th>Quantity</th>
<th>Electronic (PDF) - Single User:</th>
<th>USD 3000</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Electronic (PDF) - 1 - 5 Users:</td>
<td>USD 3300</td>
</tr>
<tr>
<td></td>
<td>Electronic (PDF) - Site License:</td>
<td>USD 4000</td>
</tr>
<tr>
<td></td>
<td>Electronic (PDF) - Enterprisewide:</td>
<td>USD 10000</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

Please fax this form to:
(646) 607-1907 or (646) 964-6609 - From USA
+353-1-481-1716 or +353-1-653-1571 - From Rest of World