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
- Changyou.com
- CipSoft
- Cryptic Studios
- Disney Interactive
- Digital Chocolate
- eGames
- Gamelion
- GameHouse
- Glu Games
- gPotato
- GungHo Entertainment
- HandyGames
- India Games
- Infinity Ward
- Jagex Games Studio
- Joymax
- Kabam
- Kiloo ApS
- Level-5
- MercurySteam Entertainment
- Microsoft Studio
- Minh Chau
- Mitchell
- Namco Bandai Games
- NetEase
- Oberon Media
- OGPlanet
- Perfect World
- Punch Entertainment
- Redboss
- Rockstar North
- Rocksteady Studios
- Sega
- Shanda Interactive Entertainment
- Softnyx
- Sony Computer Entertainment
- Sony Online Entertainment
- Square Enix Holdings
- SYBO Games
- Syn Sophia
- Tencent Holdings
- The Lego Group
- Turbine
- Visual Concepts
- Warner Bros. Interactive Entertainment
- Zynga

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?
What 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?

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