Video Game Market in the US 2014-2018

Description: About Video Game Market

Video games are electronic games, which includes a video device for human interaction with the user interface. The video device might be a mobile display, a PC monitor or a TV. The electronic systems used to play video games are known as platforms. The different types of platforms are TV, consoles, mobile devices, PCs, and others. Various types of games are available for different gaming platforms.

The analysts forecast the Video Game market in the US to grow at a CAGR of 8.17 percent over the period 2013-2018.

Covered in this Report
The Video Game market in the US covers the present scenario and the growth prospects of the Video Game market in the US 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 category excludes spending on the hardware used for playing the games.

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

Key Vendors
- Activision Blizzard
- Electronic Arts
- Microsoft
- Sony Computer Entertainment
- Take-Two Interactive Software

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

Market Drivers
- Growing Use 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
- Increasing Development of Hardware Platforms
- For a full, detailed list, view our reports

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.

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