World Video Games Market - Markets and Forecasts, 2014-2018: Bundle Presentation

Description: The global market for video games represents a total of nearly 62bn€ in 2014 and we estimate a strong CAGR of 8.5% for the period 2014-2018.

This study follows the development of key indicators for the sector over five years and makes an appraisal of the key segments:
- Home consoles
- Handheld consoles
- Offline computer games
- Online computer games
- Smartphone Game Market
- Tablet Game Market
- Digital Video Game Market

Database Structure:

Forecasts up to 2018 by geographical zone and by country

Video Game Market (million EUR)
- Home Console Hardware Market
- Home Console Game Market
- Handheld Console Hardware Market
- Handheld Console Game Market
- Offline Computer Game Market
- Online Computer Game Market
- Smartphone Game Market
- Tablet Game Market

Home Console

Hardware
- Home Console Hardware Sales (million units)
- Home Console Hardware Installed Base (million units)
- Home Console Hardware Average Retail Price (EUR)
- Home Console Hardware Market (million EUR)

Software
- Home Console Game Sales (million units)
- Home Console Game Average Retail Price (EUR)
- Home Console Game Market (million EUR)

Handheld Console

Hardware
- Handheld Console Hardware Sales (million units)
- Handheld Console Hardware Installed Base (million units)
- Handheld Console Hardware Average Retail Price (EUR)
- Handheld Console Hardware Market (million EUR)

Software
- Handheld Console Game Sales (million units)
- Handheld Console Game Average Retail Price (EUR)
- Handheld Console Game Market (million EUR)

Computer
Offline
- Offline Computer Game Sales (million units)
- Offline Computer Game Average Retail Price (EUR)
- Offline Computer Game Market (million EUR)
- Online
- Online Video Gamers (millions)
  Premium Video Gamers (millions)
  Free-to-Pay Video Gamers (millions)
  Of which Social Video Gamers (millions)
- Annual Online Video Game ARPU (EUR)
- Online Computer Game Market (million EUR)

Mobile

Smartphone
- Smartphone Gamers (million)
- Annual Smartphone Game ARPU (EUR)
- Smartphone Game Market (million EUR)

Tablet
- Tablet Gamers (million units)
- Annual Tablet Game ARPU (EUR)
- Tablet Game Market (million EUR)

Digital Video Game Market
- Digital Home Console Game Market (million EUR)
- Digital Handheld Console Game Market (million EUR)
- Online Computer Game Market (million EUR)
- Smartphone Game Market (million EUR)
- Tablet Game Market (million EUR)
- Growth rate (%)
- Digital Game Market / Total Game Market (%)

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