World Video Games Market - Markets and Forecasts, 2014-2018: Dataset 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 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 (%)
5.1. Sharp slowdown in handheld console sales, caused by increased competition from smartphones and tablets
5.2. The value of the handheld console market has experienced a net decline since 2013
5.3. More than 70% of revenue generated by software sales in 2018 will be from dematerialised sales

6. The mobile gaming segment: the most dynamic market segment
6.1. The number of tablet gamers will experience a sharp increase over the 2014–2018 period
6.2. A very dynamic market segment
6.3. Key trends in the mobile gaming segment

7. The computer gaming segment: the leading market segment in value
7.1. The number of online computer game users continues to grow
7.2. Free2Play driving growth in the online computer game market
7.3. Social gaming, now a market segment in its own right

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Annex 2: Which of the traditional game publishers are on Facebook?
Annex 3: Development costs for games published between 1981 and 2013
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