Northern Europe: Video Game Consoles Market

Description:
This report presents a strategic analysis of the video game consoles market in Northern Europe and a forecast for its development in the medium term. It provides a comprehensive overview of the market, its dynamics, structure, characteristics, main players, trends, growth and demand drivers, etc.

The purpose of the report is to describe the state of the video game consoles market in Northern Europe, to present actual and retrospective information about the volumes, dynamics, structure and characteristics of production, imports, exports and consumption and to build a forecast for the market in the next five years. In addition, the report presents an elaborate analysis of the main market participants, price fluctuations, trends, growth and demand drivers of the market and all other factors, influencing its development.

This research report has been prepared using the publisher's unique methodology, including a blend of qualitative and quantitative data. The information comes from official sources and insights from market experts (representatives of the main market participants), gathered by semi-structured interviews.

The report on the video game consoles market in Northern Europe covers the following countries: Denmark, Estonia, Finland, Iceland, Ireland, Latvia, Lithuania, Norway, Sweden, and The United Kingdom.

The report on the video game consoles market in Northern Europe includes:
- Analysis and forecast for the economy of Northern Europe;
- Analysis and forecast of the market size, value and dynamics;
- Market structure (by origin, by country (includes breakdown of all indicators by all 33 analyzed countries), by types of products, etc.);
  - Volume, dynamics and analysis of domestic production (past, current and future);
  - Analysis of price levels (wholesale, retail, distributors, etc.) and their dynamics (past, current and future);
  - Volume, dynamics and analysis of imports (past, current and future);
  - Volume, dynamics and analysis of exports (past, current and future);
  - Volume, dynamics and analysis of consumption (past, current and future);
- Characteristics of the main market participants (manufacturers, distributors, wholesalers, retailers, importers, exporters, Government structures, etc.) and the competitive landscape;
- Value chain analysis;
- Analysis and forecast of the trends and levels of supply and demand on the market;
- Analysis of the factors, influencing the development of the market (market growth drivers, restraints, etc.);
- Country opportunity analysis;
- Analysis of the major trade flows;
- Forecast for development of the market in the medium term (including three possible scenarios for development).

This report will allow you to:
- Quickly and cost-effectively get a strategic analysis and gain competitive intelligence about the market;
- Track market data, including size, value, dynamics, structure, segmentation and forecasts: past, present and future;
- Track and identify key market trends, opportunities and threats and key drivers behind recent market changes;
- Strategically assess market growth potential, demand drivers and restraints on the market;
- Explore and identify new market opportunities in the countries and regions within the market;
- Evaluate the key macroeconomic indicators to get insight into the general trends within the economy;
- See how the market performed in the past (over the last 5 years) and how it will perform in the future (in the next 5 years);
- Get acquainted with the leading companies on the market;
- Evaluate how diversified the market is in terms of competitive intensity, fragmentation and environment and understand competitive threats;
- Empower your marketing, branding, strategy and market development, consumption and supply functions with useful market insights;
- Build your investment strategy by assessing market attractiveness or company attractiveness;
- Build your own market entry or market expansion strategy or evaluate your current strategy;
- Add weight to pitches and presentations by using official and accurate data and calculations.

If you are interested in the video game consoles market in Northern Europe, this research report will provide you with a strategic analysis of the market, its recent and future development. In addition, the report will save you time and money while presenting you all the necessary information, empowering you to make informed decisions and move your business forward.

This report is 75% ready and is in completion stage. The final version of the research report will be presented up to 5 working days after your order. If you purchase the Enterprise License, you will get an Excel sheet with all the quantitative information in up to 2 working days after your purchase.

Contents:

1. Introduction
   1.1. Report description
   1.2. Research methodology
2. Executive summary
3. Characteristics of video game consoles
4. Characteristics and analysis of raw materials base
5. State of the economy of Northern Europe
   5.2. Forecast for the development of the economy of Northern Europe for 2016-2019
6. Overview and analysis of the video game consoles market in Northern Europe
   6.2. Structure of the video game consoles market in Northern Europe in 2011-2015: production, imports, exports, consumption
   6.3. Structure of the video game consoles market in Northern Europe by origin
   6.4. Structure of the video game consoles market in Northern Europe by country
   6.5. Key recent trends on the video game consoles market in Northern Europe
   6.6. Competitive landscape of the market
   6.7. Country opportunity analysis
   6.8. Key drivers and restraints for the market development in the medium term
   6.9. Forecast for development of the video game consoles market in Northern Europe for 2016-2021
7. Overview and analysis of the domestic production of video game consoles in Northern Europe
   7.2. Structure of the Northern European production of video game consoles by countries
   7.3. Characteristics of the main companies, producers of video game consoles in Northern Europe
8. Characteristics and analysis of the prices of video game consoles
   8.1. Value chain analysis
   8.2. Structure of price formation
   8.3. Characteristics of the producer prices of video game consoles in Northern Europe in 2011-2015
   8.4. Characteristics of other prices of video game consoles
9. Foreign trade operations of video game consoles in Northern Europe
   9.1. Foreign trade operations of video game consoles in Northern Europe in 2011-2015
10. Overview and analysis of the imports of video game consoles to the Northern European market
   10.1. Volume, value and dynamics of the imports of video game consoles to Northern Europe in 2011-2015
   10.2. Major trade inflows of video game consoles imports to Northern Europe
   10.3. Structure of the imports of video game consoles by types of products
   10.4. Prices of imported video game consoles in Northern Europe
11. Overview and analysis of the Northern European exports of video game consoles
   11.2. Major trade outflows of video game consoles exports from Northern Europe
   11.3. Structure of the Northern European exports of video game consoles by types of products
   11.4. Prices of Northern European exports of video game consoles
12. Characteristics of the consumption of video game consoles in Northern Europe
   12.2. Structure of the consumption of video game consoles in Northern Europe in 2011-2015 (by origin, by channel)
   12.3. Structure of the consumption of video game consoles in Northern Europe by country
   12.4. Volume, value and dynamics of the per capita consumption of video game consoles in Northern Europe in 2011-2015
12.5. Balance between supply and demand on the video game consoles market in Northern Europe in 2011-2015 and forecast for 2016-2021
13. Forecast for development of the video game consoles market in Northern Europe for 2016-2021
13.1. Factors, influencing the development of the video game consoles market in Northern Europe in the medium term
13.2. Forecast for market development in the medium term under three possible scenarios

About the Publisher

List of Tables:
Key indicators on the video game consoles market in Northern Europe in 2011-2015
Key indicators of the economy of Northern Europe in 2011-2015
Forecast for the economy of Northern Europe for 2016-2019
Volume and dynamics of the video game consoles market in Northern Europe in 2011-2015
Value and dynamics of the video game consoles market in Northern Europe in 2011-2015
Structure of the video game consoles market in Northern Europe in 2011-2015, in physical terms
Structure of the video game consoles market in Northern Europe in 2011-2015, in value terms
Structure of the video game consoles market in Northern Europe by origin in 2011-2015, in physical terms
Structure of the video game consoles market in Northern Europe by origin in 2011-2015, in value terms
Structure of the video game consoles market in Northern Europe by country in 2011-2015, in physical terms
Structure of the video game consoles market in Northern Europe by country in 2011-2015, in value terms
Country opportunity analysis
Volume and dynamics of the domestic production of video game consoles in Northern Europe in 2011-2015
Value and dynamics of the domestic production of video game consoles in Northern Europe in 2011-2015
Structure of the domestic production of video game consoles in Northern Europe by producing countries in 2011-2015, in volume terms
Structure of the domestic production of video game consoles in Northern Europe by producing countries in 2011-2015, in value terms
Value chain analysis of the video game consoles market in Northern Europe
Cost breakdown of the price formation of video game consoles in Northern Europe, in %
Volume and dynamics of the average producer prices of video game consoles in Northern Europe in 2011-2015
Volume and dynamics of other prices of video game consoles in Northern Europe (wholesale, distributor, retail, etc.) in 2011-2015
Trade balance of video game consoles foreign trade in Northern Europe in 2011-2015, in physical terms
Trade balance of video game consoles foreign trade in Northern Europe in 2011-2015, in value terms
Volume and dynamics of the imports of video game consoles to Northern Europe in 2011-2015
Value and dynamics of the imports of video game consoles to Northern Europe in 2011-2015
Main countries, importing video game consoles to Northern Europe in 2011-2015, in physical terms
Main countries, importing video game consoles to Northern Europe in 2011-2015, in value terms
Structure of the imports of video game consoles by types of video game consoles in 2011-2015, in physical terms
Structure of the imports of video game consoles by types of video game consoles in 2011-2015, in value terms
Average prices of imported video game consoles to Northern Europe in 2011-2015
Volume and dynamics of the Northern European exports of video game consoles in 2011-2015
Value and dynamics of the Northern European exports of video game consoles in 2011-2015
Recipient countries of the Northern European exports of video game consoles in 2011-2015, in physical terms
Recipient countries of the Northern European exports of video game consoles in 2011-2015, in value terms
Structure of the Northern European exports of video game consoles by types of video game consoles in 2011-2015, in physical terms
Structure of the Northern European exports of video game consoles by types of video game consoles in 2011-2015, in value terms
Average prices of the Northern European exports of video game consoles in 2011-2015
Volume and dynamics of the consumption of video game consoles in Northern Europe in 2011-2015
Value and dynamics of the consumption of video game consoles in Northern Europe in 2011-2015
Structure of the consumption of video game consoles in Northern Europe in 2011-2015, in physical terms
Structure of the consumption of video game consoles in Northern Europe in 2011-2015, in value terms
Structure of the consumption of video game consoles in Northern Europe by consuming countries in 2011-2015
Volume and dynamics of the per capita consumption of video game consoles in Northern Europe in 2011-2015
Value and dynamics of the per capita consumption of video game consoles in Northern Europe in 2011-2015
Balance between supply and demand on the video game consoles market in Northern Europe in 2011-2015 and forecast for 2016-2021, in physical terms
Balance between supply and demand on the video game consoles market in Northern Europe in 2011-2015 and forecast for 2016-2021, in value terms
Forecast for the total supply of video game consoles in Northern Europe for 2016-2021 (under the framework of the base scenario), in physical and value terms
Forecast for the total supply of video game consoles in Northern Europe for 2016-2021 (under the framework of the pessimistic scenario), in physical and value terms
Forecast for the total supply of video game consoles in Northern Europe for 2016-2021 (under the framework of the optimistic scenario), in physical and value terms

List of Figures:
Volume and dynamics of the video game consoles market in Northern Europe in 2011-2015
Value and dynamics of the video game consoles market in Northern Europe in 2011-2015
Structure of the video game consoles market in Northern Europe in 2011-2015, in physical terms
Structure of the video game consoles market in Northern Europe in 2011-2015, in value terms
Structure of the video game consoles market in Northern Europe by origin in physical terms in 2011-2015
Structure of the video game consoles market in Northern Europe by origin in value terms in 2011-2015
Structure of the video game consoles market in Northern Europe by country in 2011-2015, in physical terms
Structure of the video game consoles market in Northern Europe by country in 2011-2015, in value terms
Volume and dynamics of the domestic production of video game consoles in Northern Europe in 2011-2015
Value and dynamics of the domestic production of video game consoles in Northern Europe in 2011-2015
Structure of the domestic production of video game consoles in Northern Europe by producing countries in 2011-2015, in volume terms
Structure of the domestic production of video game consoles in Northern Europe by producing countries in 2011-2015, in value terms
Value chain analysis of the video game consoles market in Northern Europe
Structure of the video game consoles price formation in Northern Europe, in %
Deviation of the average producer prices of video game consoles in Northern Europe in 2011-2015
Trade balance of video game consoles foreign trade in Northern Europe in 2011-2015, in physical terms
Trade balance of video game consoles foreign trade in Northern Europe in 2011-2015, in value terms
Volume and dynamics of the imports of video game consoles to Northern Europe in 2011-2015
Value and dynamics of the imports of video game consoles to Northern Europe in 2011-2015
Main countries, importing video game consoles to Northern Europe in 2011-2015, in physical terms
Main countries, importing video game consoles to Northern Europe in 2011-2015, in value terms
Volume and dynamics of the imports of video game consoles by types of video game consoles in 2011-2015
Value and dynamics of the imports of video game consoles by types of video game consoles in 2011-2015
Average prices of imported video game consoles to Northern Europe in 2011-2015
Value and dynamics of the Northern European exports of video game consoles in 2011-2015
Value and dynamics of the Northern European exports of video game consoles in 2011-2015
Recipient countries of the Northern European exports of video game consoles in 2011-2015, in physical terms
Recipient countries of the Northern European exports of video game consoles in 2011-2015, in value terms
Structure of the Northern European exports of video game consoles by types of video game consoles in 2011-2015, in physical terms
Structure of the Northern European exports of video game consoles by types of video game consoles in 2011-2015, in value terms
Average prices of the Northern European exports of video game consoles in 2011-2015
Volume and dynamics of the consumption of video game consoles in Northern Europe in 2011-2015
Value and dynamics of the consumption of video game consoles in Northern Europe in 2011-2015
Structure of the consumption of video game consoles in Northern Europe in 2011-2015, in physical terms
Structure of the consumption of video game consoles in Northern Europe in 2011-2015, in value terms
Structure of the consumption of video game consoles in Northern Europe by consuming countries in 2011-2015
Volume and dynamics of the per capita consumption of video game consoles in Northern Europe in 2011-2015
Value and dynamics of the per capita consumption of video game consoles in Northern Europe in 2011-2015
Balance between supply and demand on the video game consoles market in Northern Europe in 2011-2015 and forecast for 2016-2021, in physical terms
Balance between supply and demand on the video game consoles market in Northern Europe in 2011-2015 and forecast for 2016-2021, in value terms
Forecast for the total supply of video game consoles in Northern Europe for 2016-2021 (under the framework of the base scenario), in physical and value terms
Forecast for the total supply of video game consoles in Northern Europe for 2016-2021 (under the framework of the pessimistic scenario), in physical and value terms
Forecast for the total supply of video game consoles in Northern Europe for 2016-2021 (under the framework of the optimistic scenario), in physical and value terms

Ordering:

Order Online - http://www.researchandmarkets.com/reports/3184925/

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.

Product Name: Northern Europe: Video Game Consoles Market
Web Address: http://www.researchandmarkets.com/reports/3184925/
Office Code: SCPLGNAZ

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

<table>
<thead>
<tr>
<th>Quantity</th>
<th>Format</th>
<th>Price</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Electronic (PDF) -</td>
<td>USD 1999</td>
</tr>
<tr>
<td></td>
<td>Single User:</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Electronic (PDF) -</td>
<td>USD 2499</td>
</tr>
<tr>
<td></td>
<td>Site License:</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Electronic (PDF) -</td>
<td>USD 2999</td>
</tr>
<tr>
<td></td>
<td>Enterprisewide:</td>
<td></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