The Netherlands: Video Game Consoles Market

Description:

This report presents a comprehensive overview of the video game consoles market in the Netherlands and a forecast for its development in the next five years. It provides a detailed analysis of the market, its dynamics, structure, characteristics, main players, growth and demand drivers, etc.

The purpose of the report is to describe the state of the video game consoles market in the Netherlands, 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 medium term. In addition, the report presents an elaborate analysis of the main market participants, the price fluctuations, 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 the Netherlands includes:

- Analysis and forecast for the economy of the Netherlands;
- Analysis and forecast for development of the market volume (market size), value and dynamics;
- Market structure (by origin, 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, Governmental structures, etc.) and the competitive landscape;
- Value chain analysis;
- Analysis of the factors, influencing the development of the market (market growth drivers, restraints, recent state programs, etc.);
- Analysis and forecast of the trends and levels of supply and demand on the market;
- 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 gain competitive intelligence about the market;
- Track market data, including size, value, segmentation, forecasts, dynamics and structure - 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;
- 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 (manufacturers, distributors, wholesalers, retailers, importers, exporters, Governmental structures, etc.);
- 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 the Netherlands, this research report will provide you with invaluable 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.

By purchasing this report, you get 15% free customization - its structure and contents can be amended based on your specific requirements and goals. The report will be updated as of the current month of purchase.

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 of raw materials
5. State of the economy of the Netherlands
   5.1. Characteristics of the economy of the Netherlands in the last 5 years
   5.2. Forecast for the development of the economy of the Netherlands for the next 3 years
6. Overview and analysis of the video game consoles market in the Netherlands
   6.1. Volume, value and dynamics of the video game consoles market in the Netherlands in the last 5 years
   6.2. Structure of the video game consoles market in the Netherlands in the last 5 years: production, imports, exports, consumption
   6.3. Structure of the video game consoles market in the Netherlands by origin
   6.4. Key recent trends on the video game consoles market in the Netherlands
   6.5. Competitive landscape of the market
   6.6. Key drivers and restraints for the market development in the medium term
   6.7. Forecast for development of the video game consoles market in the Netherlands for the next 5 years
7. Overview and analysis of the domestic production of video game consoles in the Netherlands
   7.1. Business tendencies in the industrial production in the Netherlands in the last 5 years
   7.2. Volume, value and dynamics of the domestic production of video game consoles in the Netherlands in the last 5 years
   7.3. Share of the Netherlands in the European production of video game consoles
   7.4. Characteristics of the main producers of video game consoles in the Netherlands
8. Characteristics and analysis of the prices of video game consoles in the Netherlands
   8.1. Value chain analysis
   8.2. Structure of price formation
   8.3. Characteristics of the producer prices of video game consoles in the Netherlands in the last 5 years
   8.4. Characteristics of other prices of video game consoles
9. Foreign trade operations of video game consoles in the Netherlands
   9.1. General foreign trade operations of the Netherlands
   9.2. Foreign trade operations of video game consoles in the Netherlands in the last 5 years
10. Overview and analysis of the imports of video game consoles to the Dutch market
    10.1. Volume, value and dynamics of the imports of video game consoles to the Netherlands in the last 5 years
    10.2. Main countries, importing video game consoles to the Netherlands
    10.3. Structure of the imports of video game consoles by types of products
    10.4. Share of the Netherlands in the European imports of video game consoles
    10.5. Domestic companies, main importers of video game consoles to the Dutch market
11. Overview and analysis of the Dutch exports of video game consoles
    11.1. Volume, value and dynamics of the Dutch exports of video game consoles in the last 5 years
    11.2. Recipient countries of the Dutch exports of video game consoles
    11.3. Structure of the Dutch exports of video game consoles by types of products
    11.4. Share of the Netherlands in the European exports of video game consoles
    11.5. Domestic companies, main exporters of video game consoles from the territory of the Netherlands
12. Characteristics of the consumption of video game consoles in the Netherlands
    12.1. Volume, value and dynamics of the consumption of video game consoles in the Netherlands in the last 5 years
    12.2. Structure of the consumption of video game consoles in the Netherlands in the last 5 years (by origin, by channel, etc.)
    12.3. Volume, value and dynamics of the per capita consumption of video game consoles in the Netherlands
Balance between supply and demand on the video game consoles market in the Netherlands in the last 5 years and forecast for the next 5 years

Forecast for development of the video game consoles market in the Netherlands for the next 5 years
13.1. Factors, influencing the development of the video game consoles market in the Netherlands 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 the Netherlands in the last 5 years
Key indicators of the economy of the Netherlands in the last 5 years
Forecast for the economy of the Netherlands for the next 3 years
Volume and dynamics of the video game consoles market in the Netherlands in the last 5 years
Value and dynamics of the video game consoles market in the Netherlands in the last 5 years
Structure of the video game consoles market in the Netherlands in the last 5 years, in physical terms
Structure of the video game consoles market in the Netherlands in the last 5 years, in value terms
Structure of the video game consoles market in the Netherlands by origin in the last 5 years, in physical terms
Structure of the video game consoles market in the Netherlands by origin in the last 5 years, in value terms
Key business tendencies in the industrial production in the Netherlands in the last 5 years
Volume and dynamics of the domestic production of video game consoles in the Netherlands in the last 5 years
Value and dynamics of the domestic production of video game consoles in the Netherlands in the last 5 years
Value chain analysis of the video game consoles market in the Netherlands
Cost breakdown of the price formation of video game consoles in the Netherlands, in %
Volume and dynamics of the average producer prices of video game consoles in the Netherlands in the last 5 years
Volume and dynamics of other prices of video game consoles in the Netherlands (wholesale, distributor, retail, etc.) in the last 5 years
Foreign trade turnover by main commodities, in physical and value terms
Foreign trade operations by main partner countries, in value terms
Trade balance of video game consoles foreign trade in the Netherlands in the last 5 years, in physical terms
Trade balance of video game consoles foreign trade in the Netherlands in the last 5 years, in value terms
Volume and dynamics of the imports of video game consoles to the Netherlands in the last 5 years
Value and dynamics of the imports of video game consoles to the Netherlands in the last 5 years
Main countries, importing video game consoles to the Netherlands in the last 5 years, in physical terms
Main countries, importing video game consoles to the Netherlands in the last 5 years, in value terms
Structure of the imports of video game consoles by types of video game consoles in the last 5 years, in physical terms
Structure of the imports of video game consoles by types of video game consoles in the last 5 years, in value terms
Volume and dynamics of the Dutch exports of video game consoles in the last 5 years
Value and dynamics of the Dutch exports of video game consoles in the last 5 years
Recipient countries of the Dutch exports of video game consoles in the last 5 years, in physical terms
Recipient countries of the Dutch exports of video game consoles in the last 5 years, in value terms
Structure of the Dutch exports of video game consoles by types of video game consoles in the last 5 years, in physical terms
Structure of the Dutch exports of video game consoles by types of video game consoles in the last 5 years, in value terms
Volume and dynamics of the consumption of video game consoles in the Netherlands in the last 5 years
Value and dynamics of the consumption of video game consoles in the Netherlands in the last 5 years
Structure of the consumption of video game consoles in the Netherlands in the last 5 years, in physical terms
Structure of the consumption of video game consoles in the Netherlands in the last 5 years, in value terms
Value and dynamics of the per capita consumption of video game consoles in the Netherlands in the last 5 years
Balance between supply and demand on the video game consoles market in the Netherlands in the last 5 years and forecast for the next 5 years, in physical terms
Balance between supply and demand on the video game consoles market in the Netherlands in the last 5 years and forecast for the next 5 years, in value terms
Balance between supply and demand on the video game consoles market in the Netherlands in the last 5 years and forecast for the next 5 years, in physical terms
years and forecast for the next 5 years, in value terms
Forecast for the total supply of video game consoles in the Netherlands for the next 5 years (under the framework of the base scenario), in physical and value terms
Forecast for the total supply of video game consoles in the Netherlands for the next 5 years (under the framework of the pessimistic scenario), in physical and value terms
Forecast for the total supply of video game consoles in the Netherlands for the next 5 years (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 the Netherlands in the last 5 years
Value and dynamics of the video game consoles market in the Netherlands in the last 5 years
Structure of the video game consoles market in the Netherlands in the last 5 years, in physical terms
Structure of the video game consoles market in the Netherlands in the last 5 years, in value terms
Structure of the video game consoles market in the Netherlands by origin in physical terms in the last 5 years
Structure of the video game consoles market in the Netherlands by origin in value terms in the last 5 years
Volume and dynamics of the domestic production of video game consoles in the Netherlands in the last 5 years
Value and dynamics of the domestic production of video game consoles in the Netherlands in the last 5 years
Value chain analysis of the video game consoles market in the Netherlands
Structure of the video game consoles price formation in the Netherlands, in %
Deviation of the average producer prices of video game consoles in the Netherlands in the last 5 years
Structure of the foreign trade turnover by main commodities, in physical and value terms
Structure of the foreign trade operations by main partner countries, in value terms
Trade balance of video game consoles foreign trade in the Netherlands in the last 5 years, in physical terms
Trade balance of video game consoles foreign trade in the Netherlands in the last 5 years, in value terms
Volume and dynamics of the imports of video game consoles to the Netherlands in the last 5 years
Value and dynamics of the imports of video game consoles to the Netherlands in the last 5 years
Main countries, importing video game consoles to the Netherlands in the last 5 years, in physical terms
Main countries, importing video game consoles to the Netherlands in the last 5 years, in value terms
Volume and dynamics of the imports of video game consoles by types of video game consoles in the last 5 years
Value and dynamics of the imports of video game consoles by types of video game consoles in the last 5 years
Volume and dynamics of the Dutch exports of video game consoles in the last 5 years
Value and dynamics of the Dutch exports of video game consoles in the last 5 years
Recipient countries of the Dutch exports of video game consoles in the last 5 years, in physical terms
Recipient countries of the Dutch exports of video game consoles in the last 5 years, in value terms
Structure of the Dutch exports of video game consoles by types of video game consoles in the last 5 years, in physical terms
Structure of the Dutch exports of video game consoles by types of video game consoles in the last 5 years, in value terms
Volume and dynamics of the consumption of video game consoles in the Netherlands in the last 5 years
Value and dynamics of the consumption of video game consoles in the Netherlands in the last 5 years
Volume and dynamics of the per capita consumption of video game consoles in the Netherlands in the last 5 years
Value and dynamics of the per capita consumption of video game consoles in the Netherlands in the last 5 years
Balance between supply and demand on the video game consoles market in the Netherlands in the last 5 years and forecast for the next 5 years, in physical terms
Balance between supply and demand on the video game consoles market in the Netherlands in the last 5 years and forecast for the next 5 years, in value terms
Forecast for the total supply of video game consoles in the Netherlands for the next 5 years (under the framework of the base scenario), in physical and value terms
Forecast for the total supply of video game consoles in the Netherlands for the next 5 years (under the framework of the pessimistic scenario), in physical and value terms
Forecast for the total supply of video game consoles in the Netherlands for the next 5 years (under the framework of the optimistic scenario), in physical and value terms

Ordering: Order Online - http://www.researchandmarkets.com/reports/3236265/
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: The Netherlands: Video Game Consoles Market
Web Address: http://www.researchandmarkets.com/reports/3236265/
Office Code: SC2GA4KS

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

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

* The price quoted above is only valid for 30 days. Please submit your order within that time frame to avail of this price as all prices are subject to change.

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