Video Games in the Cloud - A Disintermediated Video Game Industry

Description: This study focuses on all market segments of the video game industry impacted by the dematerialisation of distribution, specifically: home and handheld consoles, PCs (including laptops), mobile devices (smartphones, phablets & tablets) and TV sets.

This report aims to measure the degree of dematerialisation affecting distribution in each of the market segments above, independently of the technology used. It take into account services carried out by key players on Consoles: Microsoft, Nintendo & Sony for instance, PCs: Steam, GOG and similar competitors as well as Connected TVs through STBs, Pay-TV interfaces or as a ‘stand-alone-service’.

The report also estimates the changes within the value chain for each market segment examined, with qualitative and quantitative data up to 2019.

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