Global 3D Gaming Console Market - Forecasts and Trends (2016 - 2021)

Description: 3D gaming consoles are video game consoles which can support stereoscopic gameplay on integrated displays. The stereoscopic images improve the experience of the gameplay and provide realism to it by creating the illusion of depth, and providing accurate structural localization and offer better feeling of surface materials in the gaming environment. The 3D gaming consoles discernment 3D visuals from dedicated 3D games as well as 2D games into 3D format. Video game industry is able to grow from conventional 2D gaming to 3D gaming because of digital 3D display technologies, advanced gaming software tools and applications and gaming console accessories. 3D graphic games have commercialized the video games industry. 3D technology has successfully entered into home entertainment through 3D TV and Personal Computers. With manufacturers willing to provide more realistic and immersive experience to gamers, the interest in 3D gaming consoles is expected to grow in the forecast period. The global 3D gaming console industry is expected to grow at a CAGR of 16.50% during the forecast period. The market is driven by the factors such as growing popularity of the 3D devices and development of 3D immersive and Gesture-driven games. On the other hand high game development costs and impact of games on health of the individual can be a restraint in the growth of the market. Stereoscopic 3D gaming is likely to replace the conventional 2D gaming in the coming years.

Europe is the biggest market for 3D gaming consoles and Asia Pacific is expected to grow at highest rate over the analysis period. The Asia Pacific region is dominated by Korea, Australia and China market with high purchasing power and growing addiction towards 3D gaming.

The global 3D gaming console market is segmented on the basis of consoles, platforms, technology, component and geography.

On the basis of consoles the 3D gaming market is segmented in home consoles, hand held consoles, micro consoles, and dedicated consoles. On the basis of platforms the market is categorized into Microsoft Xbox, Sony PlayStation, Nintendo Wii and many others. On the basis of technology the market is segmented into XBOX Illumiroom, Auto Stereoscopy, Leap Motion Technology, Polarized Shutter Technology, Compatible 3D Glasses, and many others. Hardware and Software are the major components of 3D gaming console market. On the basis of geographical regions, the market is segmented into seven major regions namely North America, Europe, Asia Pacific, Others and Rest of the World.

Key players in the market are Microsoft Corporation, Sony Computer Entertainment Inc., Nintendo Co. Ltd, Logitech, Apple, Thrustmaster and A4Tech among others.

Please note: As this product is updated at the time of order, dispatch will be 72 hours from the date the order and full payment is received.
3.3.2 Development of 3D immersive and Gesture-driven games

3.4 Factor restraining the market

3.4.1 Higher game development costs

3.4.2 Impact on health

3.5 Current Opportunities in the market

3.6 Technology Snapshot

3.7 Porters Five Forces for 3D Gaming Console Market

3.7.1 Bargaining Power of Suppliers

3.7.2 Bargaining Power of Consumers

3.7.3 Threat of New Entrants

3.7.4 Threat of Substitute Products and Services

3.7.5 Competitive Rivalry within the Industry

4. Global 3D Gaming Console market segmentation - By Console

4.1 Home Consoles

4.2 Hand Held Consoles

4.3 Micro consoles

4.4 Dedicated Consoles

5. Global 3D Gaming Console market segmentation - By Platform

5.1 Microsoft Xbox

5.2 Sony PlayStation

5.3 Nintendo Wii

5.4 Others

6. Global 3D Gaming Console market segmentation - By Technology

6.1 XBOX Illumiroom

6.2 Auto Stereoscopy

6.3 Leap Motion Technology

6.4 Polarized Shutter Technology

6.5 Compatible 3D Glasses

6.6 Others

7. Global 3D Gaming Console market segmentation - By Component

7.1 Hardware
7.2 Software

8. Global 3D Gaming Console Market Segmentation- By Geography

8.1 North America

8.1.1 Introduction

8.1.2 United States

8.1.2.1 Market Share, Size and Forecast by Console

8.1.2.2 Market Share, Size and Forecast by Platform

8.1.3 Canada

8.1.3.1 Market Share, Size and Forecast by Console

8.1.3.2 Market Share, Size and Forecast by Platform

8.1.4 Others

8.1.4.1 Market Share, Size and Forecast by Console

8.1.4.2 Market Share, Size and Forecast by Platform

8.2 Europe

8.2.1 Introduction

8.2.2 Germany

8.2.2.1 Market Share, Size and Forecast by Console

8.2.2.2 Market Share, Size and Forecast by Platform

8.2.3 United Kingdom

8.2.3.1 Market Share, Size and Forecast by Console

8.2.3.2 Market Share, Size and Forecast by Platform

8.2.4 France

8.2.4.1 Market Share, Size and Forecast by Console

8.2.4.2 Market Share, Size and Forecast by Platform

8.2.5 Others

8.2.5.1 Market Share, Size and Forecast by Console

8.2.5.2 Market Share, Size and Forecast by Platform

8.3 Asia Pacific

8.3.1 Introduction

8.3.2 China

8.3.2.1 Market Share, Size and Forecast by Console

8.3.2.2 Market Share, Size and Forecast by Platform
8.3.3 Japan
  8.3.3.1 Market Share, Size and Forecast by Console
  8.3.3.2 Market Share, Size and Forecast by Platform
8.3.4 India
  8.3.4.1 Market Share, Size and Forecast by Console
  8.3.4.2 Market Share, Size and Forecast by Platform
8.3.5 Others
  8.3.5.1 Market Share, Size and Forecast by Console
  8.3.5.2 Market Share, Size and Forecast by Platform
8.4 Rest of the World
  8.4.1 Introduction
    8.4.1.1 Market Share, Size and Forecast by Console
    8.4.1.2 Market Share, Size and Forecast by Platform
9. Competitive Intelligence
  9.1 Vendor Market Share
  9.2 Product Benchmarking
  9.3 Patent Analysis
10. Company Profiles (Company Overview, Major Products, Financials, Recent Developments)
  10.1 Microsoft Corporation
  10.2 Sony Computer Entertainment
  10.3 Nintendo Co. Ltd
  10.4 Logitech
  10.5 Apple
  10.6 Thrustmaster
  10.7 A4Tech
  10.8 Oculus VR
  10.9 Linden Lab
  10.10 Avatar Reality
  10.11 Electronic Art
  10.12 Activision Publishing
  10.13 Kaneva
10.14 Saitek

Ordering:

Order Online - http://www.researchandmarkets.com/reports/3803942/

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: Global 3D Gaming Console Market - Forecasts and Trends (2016 - 2021)
Web Address: http://www.researchandmarkets.com/reports/3803942/
Office Code: SC2GA4FP

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

<table>
<thead>
<tr>
<th>Format</th>
<th>Quantity</th>
<th>Price</th>
</tr>
</thead>
<tbody>
<tr>
<td>Electronic (PDF) - Single User:</td>
<td>✔️</td>
<td>USD 4250</td>
</tr>
<tr>
<td>Electronic (PDF) - 1 - 5 Users:</td>
<td>✔️</td>
<td>USD 4500</td>
</tr>
<tr>
<td>Electronic (PDF) - Enterprisewide:</td>
<td>✔️</td>
<td>USD 8750</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