Video Games World Report

Description: VIDEO GAMES GLOBAL REPORT

The Video Games Global Report gives Market Consumption / Products / Services for 100 countries by each Product by 2 Time series: Historic 2009-2015 and Forecasts 2016-2024

Whereas the main database for Video Games covers over 200 countries, this PDF edition usually covers 100 significant countries, including:

Algeria, Argentina, Armenia, Australia, Austria, Azerbaijan, Bahrain, Bangladesh, Belarus, Belgium, Bolivia, Bosnia and Herzegovina, Botswana, Brazil, Bulgaria, Cambodia, Canada, Chile, Colombia, Costa Rica, Croatia, Cuba, Cyprus, Czech Republic, Denmark, Ecuador, Egypt, El Salvador, Estonia, Finland, France, French Guiana, Georgia, Germany, Ghana, Greece, Guyana, Honduras, Hong Kong, Hungary, Iceland, India, Indonesia, Iran, Ireland, Israel, Italy, Jamaica, Japan, Kazakhstan, Kenya, Kuwait, Kyrgyzstan, Laos, Latvia, Lebanon, Lithuania, Luxembourg, Malawi, Malaysia, Mexico, Morocco, New Zealand, Nicaragua, Nigeria, Norway, Pakistan, Panama, Paraguay, Peru, Philippines, Poland, Portugal, Romania, Russia, Saudi Arabia, Serbia and Montenegro, Singapore, Slovakia, Slovenia, South Africa, South Korea, Spain, Sri Lanka, Suriname, Sweden, Switzerland, Taiwan, Tanzania, Thailand, The Netherlands, Tunisia, Turkey, Uganda, Ukraine, United Arab Emirates, United Kingdom, United States, Uruguay, Uzbekistan, Venezuela, Vietnam, Zambia.

In addition to data on individual countries, this report also contains a World Total, and 9 Regional Totals: Canada and the USA, Central America, South America, Europe, Eurasia, Middle East, Africa, Asia, and Oceania.


VIDEO GAMES

1. Video Games: Total
2. Video Games (3D Games)
3. Video Games (Classic)
4. Video Games (Cocktail)
5. Video Games (Dancing)
6. Video Games (Driving / Racing)
7. Video Games (Fighting)
8. Video Games (Multi-Game)
9. Video Games (Shooting)
10. Video Games (Simulators)
11. Video Games (Sports)
12. Video Games (Touchscreen)
13. Video Games (Video Poker)

This report is from a Market database which is designed to be compatible with U.S. government databases.

NAICS / SIC coded reports and databases

For NAICS / SIC coded reports and databases, the report structures, datasets, field names, et al, are an analogue of U.S. Department of Commerce databases, and the U.S. Census databases, are designed to provide an analogue of U.S. Census data, but in a worldwide context. The products are described under their NAICS or SIC coding. This coding system classifies products within Product Codes.

These product / revenue lines codes are of course determined by the U.S. Government agencies.

FINANCIAL DATA for each Country for each balance sheet item by year 2009-2024:

BALANCE SHEET ITEMS:
1. Total Sales
2. Pre-tax Profit  
3. Interest Paid  
4. Non-trading Income  
5. Operating Profit  
6. Depreciation: Structures  
7. Depreciation: Plant and Equipment  
8. Depreciation: Miscellaneous Items  
9. Total Depreciation  
10. Trading Profit  
11. Intangible Assets  
12. Intermediate Assets  
13. Fixed Assets: Structures  
14. Fixed Assets: Plant and Equipment  
15. Fixed Assets: Miscellaneous Items  
16. Fixed Assets  
17. Capital Expenditure on Structures  
18. Capital Expenditure on Plant and Equipment  
19. Capital Expenditure on Vehicles  
20. Capital Expenditure on Data Processing Equipment  
21. Capital Expenditure on Miscellaneous Items  
22. Total Capital Expenditure  
23. Retirements: Structures  
24. Retirements: Plant and Equipment  
25. Retirements: Miscellaneous Items  
26. Total Retirements  
27. Total Fixed Assets  
28. Finished Product Stocks  
29. Materials as Stocks  
30. Total Stocks / Inventory  
31. Debtors  
32. Miscellaneous Current Assets  
33. Total Current Assets  
34. Total Assets  
35. Creditors  
36. Short Term Loans  
37. Miscellaneous Current Liabilities  
38. Total Current Liabilities  
39. Net Assets / Capital Employed  
40. Shareholders' Funds  
41. Long Term Loans  
42. Miscellaneous Long Term Liabilities  
43. Total Employees  
44. Raw Materials Cost  
45. Finished Materials Cost  
46. Fuel Cost  
47. Electricity Cost  
48. Total Input Supplies / Materials and Energy Costs  
49. Payroll Costs  
50. Wages  
51. Directors' Remunerations  
52. Employee Benefits  
53. Employee Commissions  
54. Total Employees Remunerations  
55. Sub-Contractors  
56. Rental & Leasing: Structures  
57. Rental & Leasing: Plant and Equipment  
58. Total Rental & Leasing Costs  
59. Maintenance: Structures  
60. Maintenance: Plant and Equipment  
61. Total Maintenance Costs  
62. Services Purchased  
63. Communications Costs  
64. Miscellaneous Expenses
65. Sales Personnel Variable & Commission Costs
66. Sales Expenses and Costs
67. Sales Materials Costs
68. Total Sales Costs
69. Distribution Fixed Costs
70. Distribution Variable Costs
71. Warehousing Fixed Costs
72. Warehousing Variable Costs
73. Physical Handling Fixed Costs
74. Physical Handling Variable Costs
75. Physical Process Fixed Costs
76. Physical Process Variable Costs
77. Total Distribution and Handling Costs
78. Mailing & Correspondence Costs
79. Media Advertising Costs
80. Advertising Materials & Print Costs
81. POS & Display Costs
82. Exhibition & Events Costs
83. Total Advertising Costs
84. Product Returns & Rejection Costs
85. Product Service & Maintenance Costs
86. Customer Problem Solving & Customer Complaint Costs
87. Total After-Sales Costs
88. Total Marketing Costs
89. New Technology Expenditure
90. New Production Technology Expenditure
91. Total Research and Development Expenditure
92. Total Operational & Process Costs
93. Debtors within Agreed Terms
94. Debtors outside Agreed Terms
95. Un-recoverable Debts

INDUSTRY DATA for each Country for each Norm by period (Previous / Current / Forecast):
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1. Supplier or Producer Market Level Prices
2. Distribution Channel Market Level Prices
3. Retail or Added Value Market Level Prices
4. User or Consumer Market Level Prices
5. Discounted & Promotional Market Level Prices
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22. Plant and Equipment Investment Equal to Depreciation
23. Plant and Equipment Investment Less than Depreciation
24. Plant and Equipment Investment - Unallocated
25. Plant and Equipment in Use within the range 0-3 years
26. Plant and Equipment in Use within the range 3-6 years
27. Plant and Equipment in Use within the range 6-9 years
28. Plant and Equipment in Use over years 9 old / Unallocated
29. Supplier Concentration = 8 Largest
30. Supplier Concentration = 20 Largest
31. Supplier Concentration = 50 Largest
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14 Products covered for over 100 Countries: 424 pages.
This database is updated monthly. An Upgrade to a full database edition is available.

Please E-mail our customer service team for more details.
This PDF Express report is a summary of the main database which contains 10083 spreadsheets and 9607 database tables. In fact the data in this Summary PDF is derived from only 300 of the 10083 datasets, and less than 10% of the data in the selected spreadsheets. For example, the main database provides market data from 1997 to 2016 and 2017 to 2044, however simply by adding the missing years would increase the number of pages fourfold – and make this PDF unmanageable.

After reading this report, if readers find that they need more data than contained in this PDF then there is a simple Upgrade process to purchase the full database edition. In addition there is a Coupon in the PDF report which clients can use to get a reduction on the price of the full database edition.

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VIDEO GAMES WORLD REPORT DATABASE EDITION

The Market for Video Games in each country by Products & Services.

The Video Games World Report covers:

Consumption given at industry / distribution channel / service or product line level.

PRODUCTS & MARKETS COVERED: As above
59 MARKET RESEARCH CHAPTERS:

SPREADSHEET CHAPTERS:


NATIONAL DATA - by Country by Year.

The report is produced on a DVD containing the entire report web and databases, and it is also supplied online as a zipped file. Readers can access & reproduce the information for their own documents or reports. Tables & databases as Access & Excel formats on the DVD to enable readers to produce their own spreadsheet calculations and modelling.

14 Products covered for over 200 Countries: 2181 pages, 10083 spreadsheets, 9607 database tables, 500 diagrams & maps.

This database is updated monthly. 12 months Full After-Sales Services & Updates available from the publishers.

This database is also available as 9 Regional Reports: Canada and the USA, Central America (31 countries), South America (13 countries), Europe (45 countries), Eurasia (4 countries), Middle East (19 Countries), Africa (54 countries), Asia (48 countries), and Oceania (20 countries).

This database is also available as reports for individual countries, and also reports on Cities and Towns within particular countries.

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VIDEO GAMES GLOBAL REPORT

The Market for Video Games in each country by Products & Services.

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