

# Global Gaming Console Market 2017 Applications, Key Developments, Share, Trend, Segmentation and Forecast to 2021

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*This report covers market characteristics, size and growth, segmentation, regional breakdowns, competitive landscape, market shares, trends and strategies*

PUNE, INDIA, June 27, 2017 /EINPresswire.com/ -- Summery

Global [gaming console](#) market is projected to witness double digit growth over the forecast period 2016 to 2021. The gaming console market has gone several hardware changes over the past couple of decades. Console manufacturers are coming up with new hardware so that they are compatible with latest specifications of games while enhancing the gameplay experience. Sony, Nintendo, Microsoft are the major players in the gaming console industry. Even though mobile games have found larger acceptance due to technological advancements in the smartphone industry, gaming consoles are still popular. PC games too haven't able to dent the demand for gaming consoles, as hardcore gamers still prefer the high-end specifications of PCs, while casual gamers are more likely to opt for consoles, as they are relatively cheap and have different forms of connectivity.

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The first section of the report deals with detailed research methodology for calculating market size and forecasts, secondary data sources used and the primary inputs which were taken for data validation. This section also outlines various segmentation which has been covered as part of the report.

Next section provides comprehensive market dynamics through an overview section along with growth drivers, challenges, and opportunities which exist in the current market. This section of the report also provides supplier and industry outlook as a whole; key industry, global and regional regulations which are determining the market growth and a brief technological aspect of gaming consoles. Complete industry analysis has also been covered by Porter's five forces model as a part of this report section.

Thirdly, gaming console market has been segmented on the basis of type and geography. Under different types

Important regions for vendors in terms of market size is covered through detailed geographical segmentation. Geographical regions covered as a part of this section are Americas, Europe Middle East and Africa, and Asia Pacific.

Finally, competitive intelligence section deals with major players in the market, their market shares, growth strategies, products, financials, and recent investments among others. Key industry players profiled as part of this section are Sony, Nintendo, Microsoft, and Mad Catz.

Complete report details @ <https://www.wiseguyreports.com/reports/646804-gaming-console-market-forecasts-from-2016-to-2021>

## Table of Contents

### Introduction

### 2. Research Methodology

### 3. Executive Summary

### 4. Market Dynamics

#### 4.1. Market Overview and Segmentations

#### 4.2. Drivers

#### 4.3. Restraints

#### 4.4. Opportunities

#### 4.5. Industry Outlook

#### 4.6. Porter's 5 Forces Analysis

#### 4.7. Industry Value Chain Analysis

### 5. Gaming console market Forecast by Type (US \$ billion)

#### 5.1. Home console

#### 5.2. Handheld game consoles

### 6. Gaming console Market Forecast by Geography (US\$ billion)

#### 6.1. Americas

##### 6.1.1. North America

###### 6.1.1.1. US

###### 6.1.1.2. Canada

##### 6.1.2. South America

###### 6.1.2.1. Brazil

##### 6.1.3. Europe Middle East and Africa

###### 6.1.3.1. Europe

###### 6.1.3.1.1. United Kingdom

###### 6.1.3.1.2. Germany

###### 6.1.3.1.3. France

###### 6.1.3.1.4. Others

###### 6.1.3.2. The Middle East and Africa

#### 6.1.4. Asia Pacific

- 6.1.4.1. Japan
- 6.1.4.2. China
- 6.1.4.3. India
- 6.1.4.4. Others
- 7. Competitive Intelligence
  - 7.1. Market Share Analysis
  - 7.2. Investment Analysis
  - 7.3. Recent Deals
  - 7.4. Strategies of Key Players
- 8. Company Profile
  - 8.1. Mad Catz
  - 8.2. Nintendo
  - 8.3. Sony
  - 8.4. Microsoft

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