

Games 2017 Global Market Expected to Grow at CAGR 6.59 % and Forecast to 2021

WiseGuyReports.com adds "Global Games Market 2015-2019" reports to its Database.

PUNE, INDIA, December 15, 2017
/EINPresswire.com/ --

About [gaming](#)

The popularity of PCs and electronic devices have led to the development and commercialization of gaming. Electronic systems used to play video games are known as platforms. The different types of platforms are TVs, consoles, mobile devices, PCs, and others. There are various types of games available for different gaming platforms. Video games are available in two major formats, physical and digital.



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Technavio's analysts forecast the global gaming market to grow at a CAGR of 6.59% over the period 2014-2019.

Covered in this report

This report covers the present scenario and the growth prospects of the global gaming market for the period 2015-2019. To calculate the market size, the report considers revenue generated from the following types of games:

- TV console
- MMO
- Smartphones
- Casual web games
- PC games
- Handheld gaming console
- Tablets

The report excludes revenue generated from the hardware sales. It also presents the vendor landscape and a corresponding detailed analysis of the key market vendors in the global gaming market.

Technavio's report, Global Gaming Market 2015-2019, has been prepared based on an in-depth market analysis with inputs from industry experts.

Key regions

- APAC
- EMEA
- Latin America
- North America

Key vendors

- Activision Blizzard
- Electronic Arts
- Microsoft
- Sony
- Tencent Holdings

Other prominent vendors

- Apple
- Changyou
- DeNA
- Disney
- Facebook
- Google
- GREE
- GungHo Entertainment
- King Digital Entertainment
- Konami
- Namco Bandai
- NCSoft
- NetEase
- NetEase
- Nintendo
- Sega
- Square Enix
- Take-Two Interactive
- Ubisoft
- Zynga

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Market driver

- Changing Demographics of Gamers
- For a full, detailed list, view our report

Market challenge

- High installation and upgrading cost of hardware
- For a full, detailed list, view our report

Market trend

- TV with gaming consoles
- For a full, detailed list, view our report

Key questions answered in this report

- What will the market size be in 2019 and what will the growth rate be?
- What are the key market trends?
- What is driving this market?
- What are the challenges to market growth?
- Who are the key vendors in this market space?
- What are the market opportunities and threats faced by the key vendors?

- What are the strengths and weaknesses of the key vendors?

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Electronic Arts

Microsoft

Sony

Tencent

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