

# Console and Handheld Gaming Software Market Projection By Key Players, Status, Growth, Revenue, Analysis Forecast 2025

*A new market study, "Global Console and Handheld Gaming Software Market By Upcoming Trends, Growth Drivers and Challenges" has been featured on WiseGuyReports.*

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Console and Handheld Gaming Software Market - 2019-2025

## Report Description:

A handheld game console is a small, portable self-contained video game console with a built-in screen, game controls, and speakers. Handheld game consoles are smaller than home video game consoles and contain the console, screen, speakers, and controls in one unit, allowing people to carry them and play them at any time or place.

This industry is affected by the economy and policy, so it's important to put an eye to economic indexes and leaders' prefer. With the global economic recovery, more and more people pay attention to rising environment standards, especially in underdevelopment regions that have a large population and fast economic growth, the need will increase.



Console and Handheld Gaming Software

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The key players covered in this study  
Sony Interactive Entertainment LLC (USA)  
Activision Blizzard, Inc (USA)  
Electronic Arts, Inc (USA)  
Nintendo Co. Ltd (Japan)  
Microsoft Corporation (USA)  
Ubi Soft Entertainment S.A (France)

Crystal Dynamics, Inc (USA)  
Giant Sparrow (USA)  
Kojima Productions Co., Ltd (Japan)  
Next Level Games Inc (Canada)  
Playground Games (UK)  
Respawn Entertainment, LLC (USA)  
Infinite Fall (USA)  
Bethesda Game Studios (USA)  
Guerrilla B.V (The Netherlands)  
Mercury Steam Entertainment (Spain)

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