

Console Games Market Is Expected To Grow \$31.49 billion By 2022

TheBusinessResearchCompany.com adds Console Games Global Market Report 2019 report to its Information Technology category.



The Global Console Games Market Was Valued At About \$26.81 Billion In 2018 And Is Expected To Grow To \$31.49 Billion At A CAGR Of 4.1% Through 2022."

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The global console games market is expected to grow to \$31.49 billion at a rate of about 4.1% through 2022. The major driving force for the console games market is the rapid increase in the number of active gamers across the

world. However, according to recent data from the Global Market Model, the mobile gaming segment was close to 47% of the total revenue of the global games market, and is further increasing at a strong growth – this poses a significant threat to the console games market.

The console games market consists of sales of console games. The console games market is segmented into digital, online/micro-transaction and physical console games.

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The global console games market is further segmented based on type and geography.

By Type - The console games market is segmented into digital console games, online/micro transaction console, and physical console games.

By Geography - The global console games is segmented into North America, South America, Asia-Pacific, Eastern Europe, Western Europe, Middle East and Africa. Among these regions, the Asia-Pacific console games market accounts for the largest share in the global console games market.

Trends In The Console Games Market

Console video game developers are adopting to subscription-based gaming. For example, Xbox Live and PlayStation Plus provide licenses for a few games on a monthly rotation basis.

Potential Opportunities In The Console Games Market

With an increase in economic growth, technological development, and the Internet of Things (IoT), the scope and potential for the global console games market is expected to significantly rise in the forecast period.

Major players in the market are Tencent Games, Sony Interactive Entertainment, Microsoft Studios, Activision Blizzard and EA.

[Console Games Industry Report 2019](#) is one of a series of new reports from The Business Research Company that provides console games market overviews, analyzes and forecasts console games market size and growth for the global console games market, console games market share, console games market players, console games market size, console games market

segments and geographies, console games market trends, console games market drivers and console games market restraints, console games market's leading competitors' revenues, profiles and market shares. The console games market report identifies top countries and segments for opportunities and strategies based on market trends and leading competitors' approaches.

Where To Learn More

Read Console Games Global Market Report 2019 from The Business Research Company for information on the following:

Markets Covered: global console games market

Data Segmentations: console games market size, global and by country; historic and forecast size, and growth rates for the world, 7 regions and 12 countries

Console Games Market Organizations Covered: Tencent Games, Sony Interactive Entertainment, Microsoft Studios, Activision Blizzard and EA

Regions: Asia-Pacific, China, Western Europe, Eastern Europe, North America, USA, South America, Middle East and Africa.

Time Series: Five years historic (2014-18) and forecast (2018-22).

Other Information And Analyses: PESTEL analysis, console games market customer information, console games market product/service analysis – product examples, console games market trends and opportunities, drivers and restraints, key mergers and acquisitions, key metrics covered: number of enterprises, number of employees, global console games market in 2019 - countries offering most new opportunities

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Sourcing and Referencing: Data and analysis throughout the report are sourced using end notes.

Strategies For Participants In The Console Games Industry: the report explains a number of strategies for companies in the console games market, based on industry trends and company analysis.

Opportunities For Companies In The Console Games Sector: The report reveals where the global console games industry will put on most \$ sales up to 2022.

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The Business Research Company has published over 300 industry reports, covering over 2400 market segments and 56 geographies. The reports draw on 150,000 datasets, extensive secondary research, and exclusive insights from interviews with industry leaders. Here is a list of reports from The Business Research Company similar to Console Games Global Market Report 2019:

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