

# Global Digital Games Market (2014-2022)

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"Global Digital Games Market (2014-2022)

Digital Games is one of most booming sectors in the Global Media and Entertainment Industry, comprising games played on PCs, mobiles, and consoles. In 2016, the Global Digital Games Market generated a revenue of \$93.89 billion. According to Netscribes' Gaming Market Research, the digital games market is expected to have a significant growth with a CAGR of 18.98% (2017-2022) leading to a global market size of \$272.24 billion by 2022.

Mobile gaming has developed at a staggeringly high rate in recent times and was the largest segment in 2016, followed by console and PC games. According to the gaming industry forecasts, it will be the fastest growing segment of the market and is expected to grow at a CAGR of 25.5% through 2017-2022. The segment is gaining traction due to low entry barriers and fast proliferation activities of internet and smartphones across the globe.

PC games and console games hold significant portions of the global digital games revenues and are expected to grow at a CAGR of 11% and 14.8% respectively through 2017-2022. Though much of the free browser/online gaming industry within PC games has shifted to smartphones and tablets, the analysis shows expanded digital purchases on PCs. Both PC and console segments are to witness growth due to the adoption of Virtual Reality, eSports and increased digital purchases.

## Key growth factors

The increased penetration of smartphones and internet across the world is one of the main reasons behind the growth of the video games market. That in turn contributes to an overall increase in the digital distribution of games.

Worldwide economic growth provides customers more disposable income that they can spend on their gaming needs. Further, an increase in the number of gamers across the world also raises the demand for digital games.

## Threats and key players

Despite a forecast in growth, slow internet speed and low smartphone penetration across many regions of the world hinders the growth of the digital games market. Often, challenging economic conditions, political unrest and government restrictions in certain areas restrict the growth of the digital gaming market. The recent turmoil with regard to the Eurozone and Brexit, among others, has challenged the growth of the market for digital games.

Some of the major gaming companies in the Digital Gaming Market are Activision Blizzard, Electronic Arts, Take-Two Interactive and Ubisoft.

What's covered in the report?

1. Overview of the Global Digital Gaming Market
2. Overview of different business models in digital games
3. Analysis of the value chain of games and distribution channel analysis of games
4. Historical, current and forecasted market size data for Global Digital Gaming Market, PC games Market, Mobile Games Market and Console Games Market
5. Historical, current and forecasted regional (North America, Europe, Asia Pacific, Latin America, Middle East & Africa) market size data for Global Digital Gaming Market, PC games Market, Mobile Games Market and Console Games Market
6. Market Trends in Global Digital Gaming Market
7. Qualitative analysis of the major drivers and challenges affecting the Global Digital Gaming Market, PC games Market, Mobile Games Market and Console Games Market
8. Analysis of the competitive landscape and profiles of major players operating in the market
9. Analysis of new age startups in the global games market

Why buy?

1. Get a broad understanding of the Global Digital Gaming Market, PC games Market, Mobile Games Market and Console Games Market
2. Get an in-depth understanding of the different business models used in digital games
3. Get an understanding of how the games reach the end users from the developers
4. Get region-specific drivers and challenges affecting the Global Digital Gaming Market, PC games Market, Mobile Games Market and Console Games Market
5. Get specific drivers and challenges for PC games, Mobile games, Console games
6. Recognize major competitors' business and market dynamics, and respond accordingly
7. Get start-up company profiles

Customizations Available

With the given market data, Research on Global Markets offers customizations according to specific needs. Write to us at [support@researchonglobalmarkets.com](mailto:support@researchonglobalmarkets.com).

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## Contents

"Chapter 1: Executive Summary

- 1.1. Market Scope and Segmentation
- 1.2. Key Questions Answered in This Study
- 1.3. Executive Summary

Chapter 2: Introduction

- 2.1. Market Definitions
- 2.2. Different Business Models
- 2.3. Value Chain of Games
- 2.4. Distribution Channel Analysis: Big Four Companies
- 2.5. Distribution Channel Estimation: Big Four Companies

Chapter 3: Global Digital Games Market Overview

- 3.1. Market Overview
  - Global market revenue (US\$ bn)
  - Global forecasted market revenue (US\$ bn)

- Geography wise market revenue (US\$ bn)

### 3.2. Global Trends

## Chapter 4: Global Digital Games Market - By Regions

### 4.1. North America

- Overview
- Drivers
- Challenges
- Trends

### 4.2. Europe

- Overview
- Drivers
- Challenges
- Trends

### 4.3. Asia Pacific

- Overview
- Drivers
- Challenges
- Trends

### 4.4. Latin America

- Overview
- Drivers
- Challenges
- Trends

### 4.5. Middle East and Africa

- Overview
- Drivers
- Challenges
- Trends

## Chapter 5: Global Digital Games Market - By Platform

### 5.1. Global PC games Market

- Drivers
- Challenges

### 5.2. Global Mobile Games Market

- Drivers
- Challenges

### 5.3. Global Console Games Market

- Drivers
- Challenges

## Chapter 6: Major Platforms Overview – Regions

### 6.1. Major Platforms – North America

- Revenue Contribution
- Key Highlights

### 6.2. Major Platforms – Europe

- Revenue Contribution
- Key Highlights

### 6.3. Major Platforms – Asia Pacific

- Revenue Contribution
- Key Highlights

### 6.4. Major Platforms – Latin America

- Revenue Contribution
- Key Highlights

## 6.5. Major Platforms – Middle East and Africa

- Revenue Contribution
- Key Highlights

## Chapter 7: Competitive Landscape

### 7.1. Activision Blizzard

- Company Snapshot
- Key Numbers
- Major Game Titles
- Initiatives
- Growth Strategy

### 7.2. Electronic Arts

- Company Snapshot
- Key Numbers
- Major Game Titles
- Initiatives
- Growth Strategy

### 7.3. Take - Two Interactive

- Company Snapshot
- Key Numbers
- Major Game Titles
- Initiatives
- Growth Strategy

### 7.4. Ubisoft

- Company Snapshot
- Key Numbers
- Major Game Titles
- Initiatives
- Growth Strategy

### 7.5. Zynga

- Company Snapshot
- Key Numbers
- Major Game Titles
- Initiatives
- Growth Strategy

### 7.6. Nintendo

- Company Snapshot
- Key Numbers
- Major Game Titles
- Initiatives
- Growth Strategy

### 7.7. GungHo Online

- Company Snapshot
- Key Numbers
- Major Game Titles
- Initiatives
- Growth Strategy

### 7.8. NCsoft

- Company Snapshot
- Key Numbers
- Major Game Titles
- Initiatives
- Growth Strategy

## 7.9. Sony Corporation

- Company Snapshot
- Key Numbers
- Major Game Titles
- Initiatives
- Growth Strategy

## 7.10. Microsoft Corporation

- Company Snapshot
- Key Numbers
- Major Game Titles
- Initiatives
- Growth Strategy

## Chapter 8: Gaming Start – Up Firms

### 8.1. Chopup

### 8.2. Omnidrone

### 8.3. Piranha Games

### 8.4. Nazara Technologies

### 8.5. Witching Hour Studios

### 8.6. Touchten Games

### 8.7. Steel Wool Studios

### 8.8. Playsnak

## Chapter 9: Market Share of Companies

### 9.1. Global Digital Games Market Share

### 9.2. Global PC Games Market Share

### 9.3. Global Mobile Games Market Share

### 9.4. Global Console Games Market Share

## Chapter 10: Conclusion

## Chapter 11: Appendix

### LIST OF FIGURES/ CHARTS

#### Chapter 2: Introduction

1. Value Chain of Games
2. Distribution Channel Analysis : Major Four Companies
3. Distribution Channel Estimation : Major Four Companies

#### Chapter 3: Global Digital Games Market Overview

1. Global Market Revenue
2. Global Forecasted Market Revenue
3. Geography Market Revenue

#### Chapter 4: Global Digital Games Market – By Regions

1. Market Revenue – North America
2. Market Revenue – Asia Pacific
3. Market Revenue – Latin America
4. Market Revenue –Europe
5. Market Revenue – Middle East & Africa

#### Chapter 5: Global Digital Games Market - By Platforms

1. PC Games Global Revenue

2. Mobile Games Global Revenue
3. Console Games Global revenue

#### Chapter 6: Major Platforms Overview – Regions

1. Revenue Contribution of Platforms – North America
2. Revenue Contribution of Platforms –Europe
3. Revenue Contribution of Platforms –Asia Pacific
4. Revenue Contribution of Platforms – Latin America
5. Revenue Contribution of Platforms – Middle East & Africa

#### Chapter 9: Market Share of Companies

1. Global Digital Games Market Share
2. Global PC Games Market Share
3. Global Mobile Games Market Share
4. Global Console Games Market Share

#### Chapter 10: Conclusion

1. Looking Ahead

#### LIST OF TABLES

- Table 1: Segments by Platform (2014 – 2022) value in US\$ Bn
- Table 2: Segments by Region: North America (2014 – 2022) value in US\$ Bn
- Table 3: Segments by Region: Europe (2014 – 2022) value in US\$ Bn
- Table 4: Segments by Region: Asia Pacific (2014 – 2022) value in US\$ Bn
- Table 5: Segments by Region: Latin America (2014 – 2022) value in US\$ Bn
- Table 6: Segments by Region: Middle East Africa (2014 – 2022) value in US\$ Bn
- Table 7: Geography: (2014 – 2022) value in US\$ Bn
- Table 8: Activision Blizzard: By Distribution Channel
- Table 9: Activision Blizzard: By Geography
- Table 10: Activision Blizzard: By Product
- Table 11: Electronic Arts: By Distribution Channel
- Table 12: Electronic Arts: By Geography
- Table 13: Electronic Arts: By Product
- Table 14: Take Two Interactive: By Distribution Channel
- Table 15: Take Two Interactive: By Geography
- Table 16: Take Two Interactive: By Product
- Table 17: Ubisoft: By Distribution Channel
- Table 18: Ubisoft: By Geography
- Table 19: Ubisoft: By Product
- Table 20: Revenues of Companies (2012-2016)
- Table 21: Gross margin of companies (value in %)
- Table 22: Net margin of companies value in %)
- Table 23: Return on Asset of Companies value in %)
- Table 24: Return on Equity of Companies (value in %)

#### COMPANIES COVERED

1. Activision Blizzard
2. Electronic Arts'
3. Take - Two Interactive
4. Ubisoft
5. Zynga
6. Nintendo
7. GungHo Online

8. NCsoft
9. Sony Corporation
10. Microsoft Corporation

#### Start-up Companies

1. Chopup
2. Omnidrone
3. Piranha Games
4. Nazara Technologies
5. Witching Hour Studios
6. Touchten Games
7. Steel Wool Studios
8. Playsnak

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