

EU5 Digital Gaming market (2018-2023)

Format: CD-Rom

Code: NI389

Pages: 90

Price: Rs. 221,900.00 **US\$** 2,499.00

Publisher: Netscribes

Usually ships within **5** days

"EU5 Digital Gaming Market

Digital gaming is very popular in EU5 countries. Playing video games ranks among the top leisure activities for people of these countries. In fact, people in between the ages of 15 and 50 spend nearly as much time gaming as they do watching TV or socializing with family and friends, and opt for gaming as a way to spend time while stimulating the imagination and staying mentally fit. The EU5 Digital Gaming market is projected to register a double digit CAGR during the forecast period of 2018-2023. Gamers in the EU5 region prefer to play on all platforms and genres - from mobile, PC and console, to fast-developing sectors such as VR/AR and eSports of which Console gaming is the most preferred one fuelled by the higher disposable income of gamers in comparison to other developing countries of the world.

EU5 boasts of countries like France, which have a number of studios that are recognized worldwide for their expertise in the video-game industry, and Germany, where game developers and publishers are continuously building clusters, and international trade events such as Gamescom, Casual Connect Europe or the Serious Games Conference are held regularly. Also, countries like Spain, Italy and UK take a high interest in console gaming. The strong economic backbone of the countries clubbed with government support in the form of special tax breaks to video game companies are driving the Digital Gaming market forward.

The EU5 Digital Gaming market is segmented into PC games, mobile games, and console games. Among these segments, the mobile gaming and console gaming segments are significant revenue generators.

Key growth factors:

- o The high disposable income of the people of the countries in EU5 is a crucial driver for the growth of the digital games market. Also, the countries have robust gaming infrastructure with over 80% internet penetration and over 65% smartphone penetration on an average among mobile users in the countries.
- o Government support in countries like France, where, in 2016, the government initiated a project to regulate and formally recognize eSports as a gaming segment, drives the digital games market in the region.

Threats and key players:

- o The recent political turmoil such as Eurozone crisis, Brexit, etc., poses threats to the industry. Many gaming companies are planning to relocate to other politically stable areas from EU. This would disrupt the growth of gaming industry.
- o The key players in the EU5 Digital Gaming market are Activision Blizzard, Nintendo, Sony, Dhruva Interactive, etc.

What's covered in the report?

- o Overview of the EU5 Digital Gaming market
- o The historical, current and forecasted market size data for the EU5 Digital Gaming market
- o The historical, current and forecasted market size data for the segments of the market – by platforms– PC

games, console games, and mobile games

- o The historical, current and forecasted market size data for the segments of the market – by revenue models (Freemium, Pay to Play, Advertising)
- o The historical, current and forecasted market size data for the segments of the market – by genres (Shooter, Role- play Action, Sports, Strategy, Others)
- o Market trends in the EU5 Digital Gaming market
- o Market drivers and challenges in the EU5 Digital Gaming market
- o Analysis of spending for segmentation by platforms
- o Profiles of major players operating in the market

Why buy?

- o Get a broad understanding of the EU5 Digital Gaming market and its segmentations - by platforms– PC games, console games, and mobile games, – by revenue models (Freemium, Pay to Play, Advertising), by genres (Shooter, Role- play Action, Sports, Strategy, Others)
- o Get specific drivers and challenges affecting the EU5 Digital Gaming market and its segmentations (By platforms, by revenue models, by genres)
- o Get specific trends occurring in the EU5 Digital Gaming market
- o Get analysis of spending for segmentation by platforms
- o Recognize significant competitors' business and market dynamics, and respond accordingly

Customizations Available

With the given market data, Netscribes offers customizations according to specific needs. Write to us at info@netscribes.com"

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. Digital game genres
- 2.4. Value chain of games

Chapter 3: EU5 Digital Gaming market - overview

- 3.1. Historical (2015-2017) Digital Gaming market revenue (USD Bn)
- 3.2. Forecasted (2018-2023) Digital Gaming market revenue (USD Bn)
- 3.3. Drivers
- 3.4. Challenges
- 3.5. Trends

Chapter 4: EU5 Digital Gaming market segmentation - by platform

- 4.1. EU5 market share and size (USD Bn – 2017) – by platforms (PC, Console, Mobile)
- 4.2. EU5 PC games market
 - Market size (USD Bn) (2015, 2017, 2023)
 - Drivers
 - Challenges
- 4.3. EU5 mobile games market

- Market size (USD Bn) (2015, 2017, 2023)
 - Drivers
 - Challenges
- 4.4. EU5 console games market
- Market size (USD Bn) (2015, 2017, 2023)
 - Drivers
 - Challenges

Chapter 5: EU5 Digital Gaming market segmentation – by revenue models

- 5.1. EU5 market share and size (USD Bn - 2017) – by revenue models (Freemium, Pay to Play, Advertising)
- 5.2. EU5 freemium model market
- Market size (USD Bn) (2015, 2017, 2023)
 - Drivers
 - Challenges
- 5.3. EU5 pay to play model market
- Market size (USD Bn) (2015, 2017, 2023)
 - Drivers
 - Challenges
- 5.4. EU5 advertising model market
- Market size (USD Bn) (2015, 2017, 2023)
 - Drivers
 - Challenges

Chapter 6: EU5 Digital Gaming market segmentation – by genres

- 6.1. EU5 market share and size (USD Bn – 2017) – by genres (Shooter, Role- play Action, Sports, Strategy, Others)
- 6.2. EU5 shooter genre market
- Market size (USD Bn) (2015, 2017, 2023)
 - Drivers
 - Challenges
- 6.3. EU5 role-playing action genre market
- Market size (USD Bn) (2015, 2017, 2023)
 - Drivers
 - Challenges
- 6.4. EU5 sports genre market
- Market size (USD Bn) (2015, 2017, 2023)
 - Drivers
 - Challenges
- 6.5. EU5 strategy genre market
- Market size (USD Bn) (2015, 2017, 2023)
 - Drivers
 - Challenges
- 6.6. EU5 other genres market
- Market size (USD Bn) (2015, 2017, 2023)
 - Drivers
 - Challenges

Chapter 7: EU5 Digital Gaming spend analysis

- 7.1. Paying players share by platform – 2017
- 7.2. PC games - Average spending and payers
- 7.3. Console games - Average spending and payers
- 7.4. Mobile games - Average spending and payers
- 7.5. Spend analysis

Chapter 8: Competitive landscape

8.1. Ubisoft

- o Company snapshot
- o Key numbers
- o Major game titles
- o Initiatives
- o Growth strategy

8.2. Gameloft

- o Company snapshot
- o Key numbers
- o Major game titles
- o Initiatives
- o Growth strategy

8.3. Eugen System

- o Company snapshot
- o Key numbers
- o Major game titles
- o Initiatives
- o Growth strategy
- o Major locations

8.4. Readysteady Studios

- o Company snapshot
- o Key numbers
- o Major game titles
- o Initiatives
- o Growth strategy
- o Major locations

8.5. Firefly Studios

- o Company snapshot
- o Key numbers
- o Major game titles
- o Initiatives
- o Growth strategy
- o Major locations

Chapter 9: Market Share of Companies

9.1. EU5 Digital Games market - share of companies

9.2. EU5 PC Games market - share of companies

9.3. EU5 Mobile Games market - share of companies

9.4. EU5 Console Games market - share of companies

Chapter 10: Conclusion

Chapter 11: Appendix

11.1. List of tables

11.2. Research methodology

11.3. Assumptions

11.4. About Netscribes Inc.

Note: The Table of Contents (ToC) provided above contains the targeted coverage. The coverage is subject

to change as we progress with the research

COMPANIES COVERED

- o Ubisoft
- o Gameloft
- o Eugen Systems
- o Rocksteady Studios
- o Firefly Studios

"

About NIIR

NIIR PROJECT CONSULTANCY SERVICES (NPCS) is a reliable name in the industrial world for offering integrated technical consultancy services. NPCS is manned by engineers, planners, specialists, financial experts, economic analysts and design specialists with extensive experience in the related industries.

Our various services are: Detailed Project Report, Business Plan for Manufacturing Plant, Start-up Ideas, Business Ideas for Entrepreneurs, Start up Business Opportunities, entrepreneurship projects, Successful Business Plan, Industry Trends, Market Research, Manufacturing Process, Machinery, Raw Materials, project report, Cost and Revenue, Pre-feasibility study for Profitable Manufacturing Business, Project Identification, Project Feasibility and Market Study, Identification of Profitable Industrial Project Opportunities, Business Opportunities, Investment Opportunities for Most Profitable Business in India, Manufacturing Business Ideas, Preparation of Project Profile, Pre-Investment and Pre-Feasibility Study, Market Research Study, Preparation of Techno-Economic Feasibility Report, Identification and Section of Plant, Process, Equipment, General Guidance, Startup Help, Technical and Commercial Counseling for setting up new industrial project and Most Profitable Small Scale Business.

NPCS also publishes various process technology, technical, reference, self employment and startup books, directory, business and industry database, bankable detailed project report, market research report on various industries, small scale industry and profit making business. Besides being used by manufacturers, industrialists and entrepreneurs, our publications are also used by professionals including project engineers, information services bureau, consultants and project consultancy firms as one of the input in their research.

NIIR PROJECT CONSULTANCY SERVICES , 106-E, Kamla Nagar, New Delhi-110007, India. **Email:** npcs.india@gmail.com **Website:** NIIR.org

Sun, 26 May 2019 10:53:56 +0530