

# Global Video Game Software Market: Size, Trends & Forecasts (2018-2022)

February 2018



# Global Video Game Software Market: Coverage

Executive Summary and Scope

Introduction/Market Overview

Global Market Analysis

Regional Market Analysis

Dynamics

Competitive Landscape

Company Profiling

# Global Video Game Software Market: Coverage

## Scope of the Report

Attributes	Details
Title	Global Video Game Software Market: Size, Trends & Forecasts (2018-2022)
Coverage	Global and Regional
Regional Coverage	North America, Europe, Asia
Market Influencing Variables	Growth Drivers, Challenges, Market Trends
Forecast Period of Market	2018-2022
Competition in the Market	Fragmented
Key Players	Nintendo, Sony Corporation, Sony Group Plc., Activision Blizzard

# Global Video Game Software Market

## Executive Summary

A video game is an electronic game that basically includes interaction with a user interface in order to generate a visual feedback on a video device such as a TV screen, computer monitor or a smartphone. Video game developers constantly attempt to make video games attractive to the end users i.e. the gamers by addition of audio, latest animation technologies, VFX, 3D effects, etc. The development of a video game passes through various stages such as investment, designing, creation, production, publisher/distribution and the end user stage.

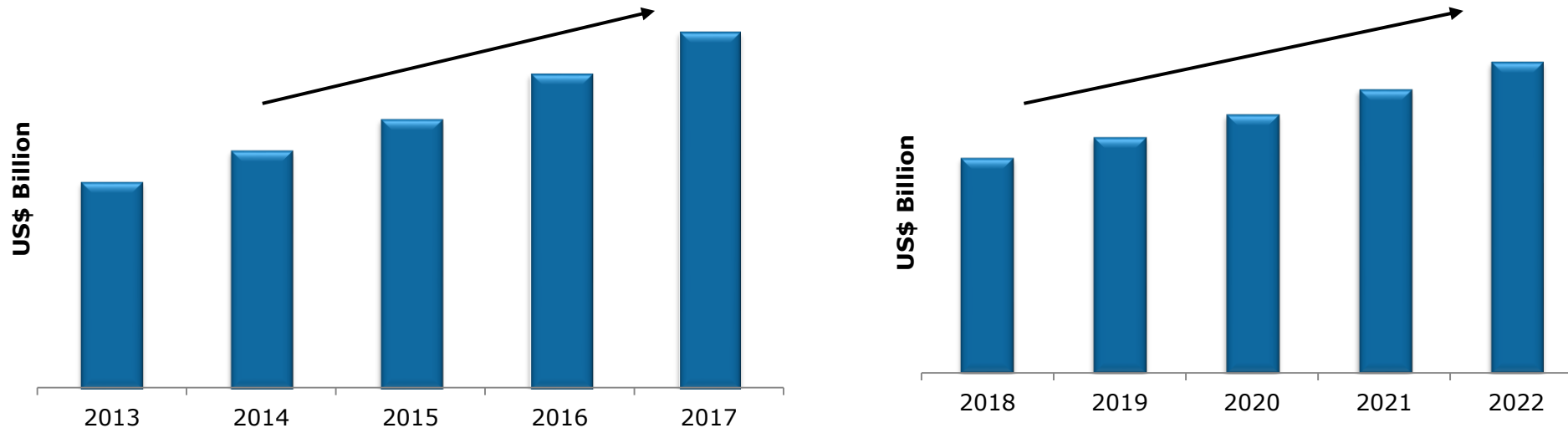
The global video game software market can be segmented on the basis of device and type. On the basis of device, the market can be segmented into console, personal computer, virtual reality and mobile. On the basis of type, the market can be split into physical (DVD games) and digital (directly downloadable games).

The global video game software market is anticipated to grow at a healthy rate during the forecast period (2018-2022). The global video game software market is supported by various growth drivers such as gradually shifting preference to digital games from physical video games, growth prospects in emerging markets worldwide, rise in purchasing power and launching of backward compatible video games.

Piracy issues and intensive completion within the video gaming industry is a challenge to the growth of the market. Schemes such as VGTR to encourage video game developers, in housing development of video games by leading players gaining acceleration, customized video games, evolution of blockchain video games and third party outsourcing are some of the latest trends existing in the market.

# Video Game Software Market: Global Analysis

Global Video Game Software Market by Value



CAGR <sub>s</sub>	
2013-2017	xx%
2018-2022	xx%

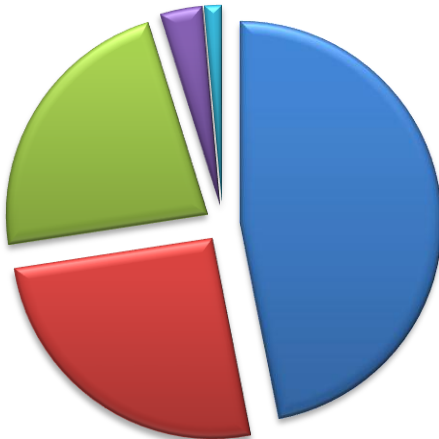
The global video game software market was valued at US\$.... billion in 2017, increased as compared to US\$... billion in 2016 at a CAGR of ....% from 2013 to 2017. The global video game software market is anticipated to reach up to US\$... billion by 2022 from US\$... billion in 2018..

# Video Game Software Market: Global Analysis

Global Video Game Software Market by Region; 2017



Global Video Game Software Market by Segments; 2017

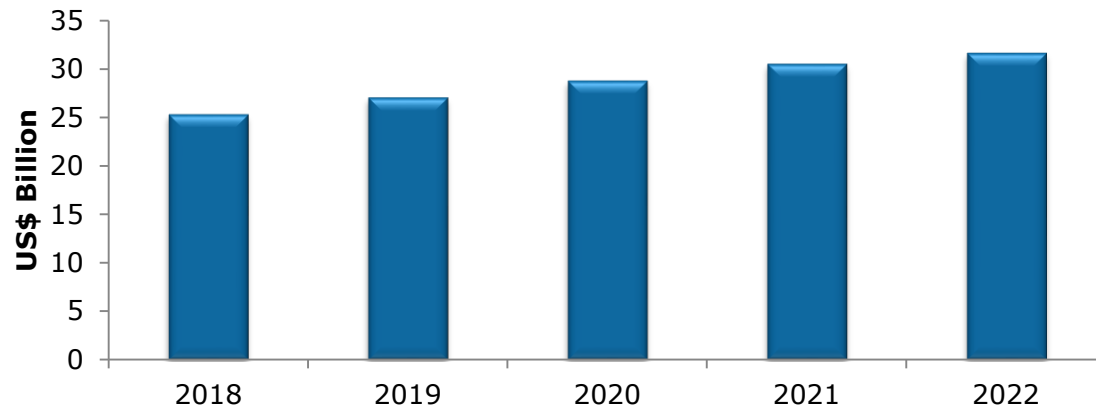


Segments	Share	CAGRs
App Based Social/ Casual	xx%	xx%
PC	xx%	xx%
Console	xx%	xx%
VR Software/ Games	xx%	Xx%

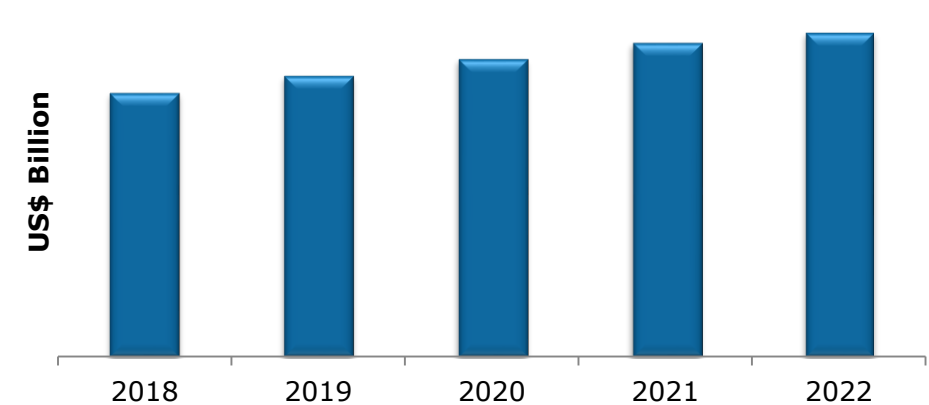


# Video Game Software Market: Segment Analysis

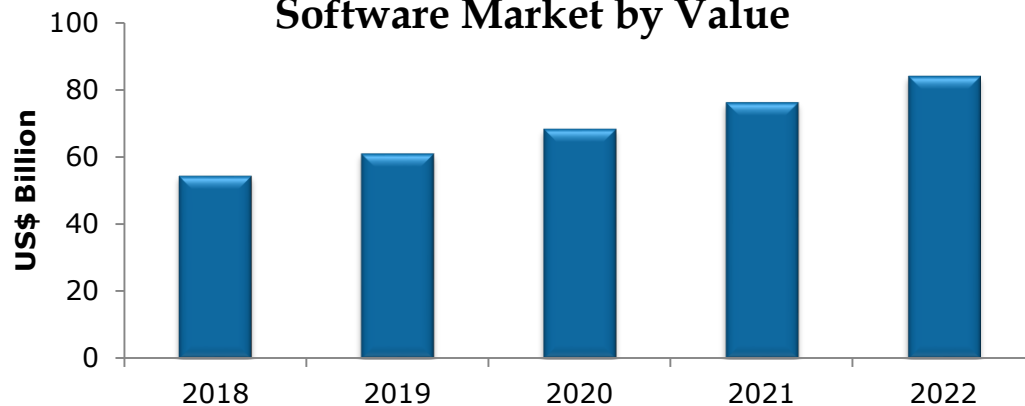
**Global Console Video Game Software Market by Value**



**Market by Value**



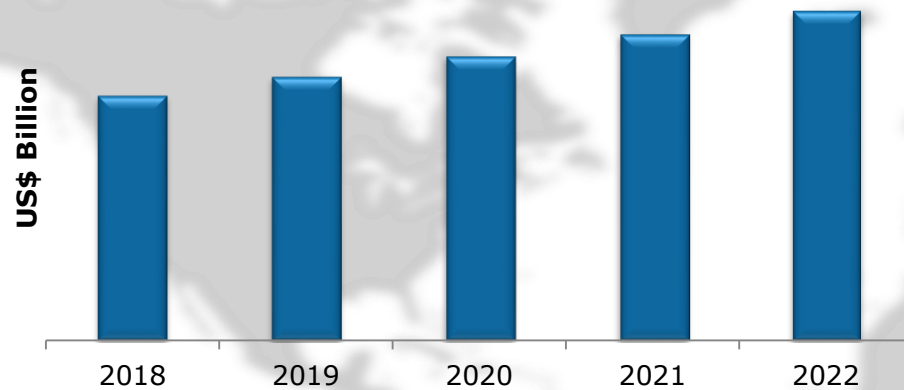
**Global App Based Social/ Casual Video Game Software Market by Value**



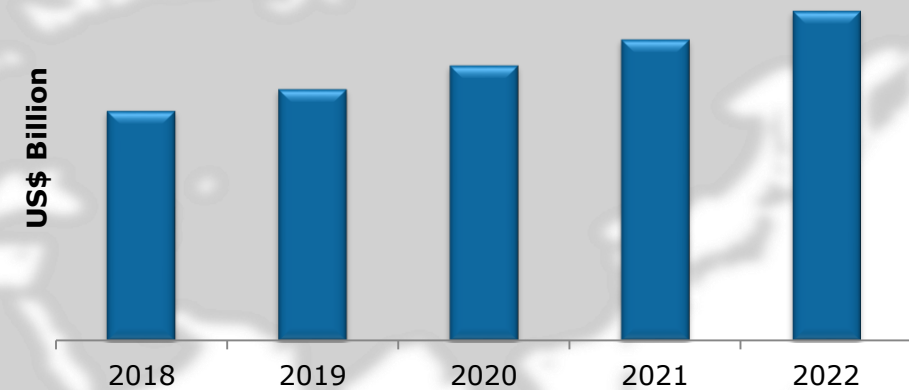
Segments	CAGR	
	2013-2017	2018-2022
Console	xx%	xx%
PC	xx%	xx%
App Based Social/ Casual	xx%	xx%

# Video Game Software Market: Regional Analysis

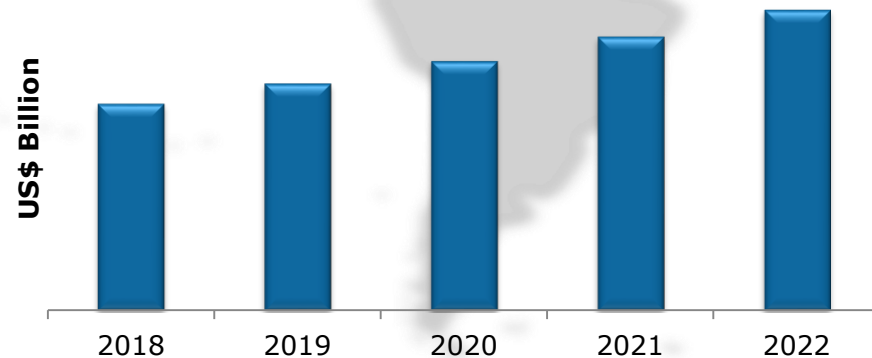
North America Video Game Software Market by Value



Europe Video Game Software Market by Value



Asia Video Game Software Market by Value



Region	CAGR	
	2013-2017	2018-2022
North America	xx%	xx%
Europe	xx%	xx%
Asia	xx%	xx%



# Video Game Software Market: Dynamics



# Video Game Software Market: Competitive Landscape

## Players Profiled

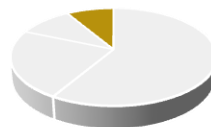
- Nintendo



- Activision Blizzard



- Sony Corporation



- Sumo Group Plc.



Note: The above graphs are for pictorial representation only