

Video Games in Sweden

Market Direction | 2022-06-15 | 24 pages | Euromonitor

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Report description:

Video games continued to enjoy a pandemic-driven boost to current value sales in 2021. Despite Sweden never enforcing a formal lockdown, social distancing was still recommended in 2021, and many people continued to stay indoors, and had a limited social environment. As a direct consequence, gaming continued to gain an increasingly important role as a social forum, where players had the opportunity to communicate with one another, in addition to video games being a form of pure entertainment. Whi...

Euromonitor International's Video Games in Sweden report offers a comprehensive guide to the size and shape of the market at a national level. It provides the latest retail sales data 2017-2021, allowing you to identify the sectors driving growth. It identifies the leading companies, the leading brands and offers strategic analysis of key factors influencing the market - be they new product developments, distribution or pricing issues. Forecasts to 2026 illustrate how the market is set to change.

Product coverage: Video Games Hardware, Video Games Software.

Data coverage: market sizes (historic and forecasts), company shares, brand shares and distribution data.

Why buy this report?

- * Get a detailed picture of the Video Games market;
- * Pinpoint growth sectors and identify factors driving change;
- * Understand the competitive environment, the market's major players and leading brands;
- * Use five-year forecasts to assess how the market is predicted to develop.

Euromonitor International has over 40 years' experience of publishing market research reports, business reference books and online information systems. With offices in London, Chicago, Singapore, Shanghai, Vilnius, Dubai, Cape Town, Santiago, Sydney, Tokyo and Bangalore and a network of over 800 analysts worldwide, Euromonitor International has a unique capability to develop reliable information resources to help drive informed strategic planning.

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Powered by COVID-19, the gaming world continues to thrive

Static consoles - a value growth driver in video games

Stronger focus on microtransactions as a source of revenue

PROSPECTS AND OPPORTUNITIES

As the pandemic fades the digital experience may not be as relevant, but the potential of video games will remain

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