

United States of America (USA) Games Consoles Market Summary, Competitive Analysis and Forecast to 2027

Industry Report | 2023-02-10 | 52 pages | MarketLine

AVAILABLE LICENSES:

- Single user licence (PDF) \$350.00
- Site License (PDF) \$525.00
- Enterprisewide license (PDF) \$700.00

Report description:

United States of America (USA) Games Consoles Market Summary, Competitive Analysis and Forecast to 2027

Summary

Games Consoles in the United States industry profile provides top-line qualitative and quantitative summary information including: market share, market size (value and volume 2017-22, and forecast to 2027). The profile also contains descriptions of the leading players including key financial metrics and analysis of competitive pressures within the market.

Key Highlights

- The games consoles market consists of the total revenues generated by Nintendo, Microsoft and Sony through the sale of their console platforms including their respective home entertainment consoles, their handheld models and realised back in 2017 hybrid models.
- The US games consoles market had total revenues of \$4.1 billion in 2022, representing a compound annual growth rate (CAGR) of 3.4% between 2017 and 2022.
- Market consumption volumes declined with a CAGR of -9.8% between 2017 and 2022, to reach a total of 9,949.0 thousand units in 2022.
- The US games consoles market witnessed a significant increase in market demand in 2020. However, the bump in demand reached a plateau in 2022 due to the return to work from office, school, and relaxation of COVID-19 related regulations.

Scope

- Save time carrying out entry-level research by identifying the size, growth, major segments, and leading players in the games

Scotts International. EU Vat number: PL 6772247784

tel. 0048 603 394 346 e-mail: support@scotts-international.com

www.scotts-international.com

consoles market in the United States

- Use the Five Forces analysis to determine the competitive intensity and therefore attractiveness of the games consoles market in the United States
- Leading company profiles reveal details of key games consoles market players' global operations and financial performance
- Add weight to presentations and pitches by understanding the future growth prospects of the United States games consoles market with five year forecasts by both value and volume

Reasons to Buy

- What was the size of the United States games consoles market by value in 2022?
- What will be the size of the United States games consoles market in 2027?
- What factors are affecting the strength of competition in the United States games consoles market?
- How has the market performed over the last five years?
- Who are the top competitors in the United State's games consoles market?

Table of Contents:

Table of Contents

1 Executive Summary

1.1. Market value

1.2. Market value forecast

1.3. Market volume

1.4. Market volume forecast

1.5. Category segmentation

1.6. Geography segmentation

1.7. Market share

1.8. Market rivalry

1.9. Competitive Landscape

2 Market Overview

2.1. Market definition

2.2. Market analysis

3 Market Data

3.1. Market value

3.2. Market volume

4 Market Segmentation

4.1. Category segmentation

4.2. Geography segmentation

5 Market Outlook

5.1. Market value forecast

5.2. Market volume forecast

6 Five Forces Analysis

6.1. Summary

6.2. Buyer power

6.3. Supplier power

6.4. New entrants

6.5. Threat of substitutes

6.6. Degree of rivalry

7 Competitive Landscape

Scotts International. EU Vat number: PL 6772247784

tel. 0048 603 394 346 e-mail: support@scotts-international.com

www.scotts-international.com

- 7.1. Market share
- 7.2. Who are the leading players?
- 7.3. What strategies do leading players follow?
- 7.4. Have there been new console any releases in recent years?
- 7.5. What companies are disrupting the game console market?
- 7.6. How have leading players responded to market disruption?
- 8 Company Profiles
 - 8.1. Sony Corporation
 - 8.2. Microsoft Corporation
 - 8.3. Nintendo Co., Ltd.
- 9 Macroeconomic Indicators
 - 9.1. Country data
- 10 Appendix
 - 10.1. Methodology
 - 10.2. Industry associations
 - 10.3. Related MarketLine research
 - 10.4. About MarketLine

Scotts International. EU Vat number: PL 6772247784

tel. 0048 603 394 346 e-mail: support@scotts-international.com

www.scotts-international.com

United States of America (USA) Games Consoles Market Summary, Competitive Analysis and Forecast to 2027

Industry Report | 2023-02-10 | 52 pages | MarketLine

To place an Order with Scotts International:

- ☐ - Print this form
- ☐ - Complete the relevant blank fields and sign
- ☐ - Send as a scanned email to support@scotts-international.com

ORDER FORM:

Select license	License	Price
	Single user licence (PDF)	\$350.00
	Site License (PDF)	\$525.00
	Enterprisewide license (PDF)	\$700.00
		VAT
		Total

*Please circle the relevant license option. For any questions please contact support@scotts-international.com or 0048 603 394 346.

☐ ** VAT will be added at 23% for Polish based companies, individuals and EU based companies who are unable to provide a valid EU Vat Numbers.

Email*	<input type="text"/>	Phone*	<input type="text"/>
First Name*	<input type="text"/>	Last Name*	<input type="text"/>
Job title*	<input type="text"/>		
Company Name*	<input type="text"/>	EU Vat / Tax ID / NIP number*	<input type="text"/>
Address*	<input type="text"/>	City*	<input type="text"/>
Zip Code*	<input type="text"/>	Country*	<input type="text"/>
		Date	<input type="text" value="2025-05-06"/>
		Signature	

Scotts International. EU Vat number: PL 6772247784

tel. 0048 603 394 346 e-mail: support@scotts-international.com

www.scotts-international.com



Scotts International. EU Vat number: PL 6772247784

tel. 0048 603 394 346 e-mail: support@scotts-international.com
www.scotts-international.com