

Video Games in France

Market Direction | 2023-05-26 | 26 pages | Euromonitor

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Report description:

In 2022, the value sales of video games in France declined again, having recorded strong positive growth in 2020 due to COVID-19 lockdowns and home seclusion. During this time, consumers searched for entertainment and ways to pass the time within the household, resulting in increased sales of popular video games such as Warzone from Call of Duty, Fortnite or Nintendo Switch. However, in 2022 video games hardware recorded a double-digit current value decline, with varying performances from brand...

Euromonitor International's Video Games in France report offers a comprehensive guide to the size and shape of the market at a national level. It provides the latest retail sales data 2018-2022, 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 2027 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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