

Video Games in Taiwan

Market Direction | 2023-05-26 | 23 pages | Euromonitor

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Report description:

Despite the economic challenges following the COVID-19 pandemic, video games in Taiwan has demonstrated moderate increases, with growth largely driven by a trend similar to that seen in traditional games and toys - increased purchases by older consumers. One of the most severe impacts of the pandemic was a contraction in consumer spending power due to austerity measures and fears over inflationary spikes resulting from stagnant wage levels. However, video games have remained popular as a means o...

Euromonitor International's Video Games in Taiwan 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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SOURCES

Summary 1 Research Sources

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