

Games Consoles in Europe

Industry Report | 2025-05-29 | 47 pages | MarketLine

AVAILABLE LICENSES:

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

Report description:

Games Consoles in Europe

Summary

Games Consoles in Europe industry profile provides top-line qualitative and quantitative summary information including: market size (value 2019-24, and forecast to 2029). The profile also contains descriptions of the leading players including key financial metrics and analysis of competitive pressures within the market.

Key Highlights

- A game console is a specialized computer system designed specifically for playing video games. It typically consists of a console unit and a controller and is connected to a display device such as a television or monitor. Market volume refers to the total number of units of game consoles sold by Nintendo, Microsoft, and Sony through the sales of their respective home entertainment and handheld consoles, including hybrid models that were introduced in 2017 within a year. The market scope excludes game titles, system updates, subscription services, etc.
- The European games consoles market recorded revenues of \$4,407 million in 2024, representing a compound annual growth rate (CAGR) of 7.7% between 2019 and 2024.
- Market consumption volumes declined with a negative CAGR of 3.8% between 2019 and 2024, reaching a total of 9,231.1 thousand Units in 2024.
- The UK accounted for a 32.5% share of the European games consoles market in 2024, followed by Germany with a 23.2% share.

Scope

- Save time carrying out entry-level research by identifying the size, growth, and leading players in the games consoles market in Europe

Scotts International. EU Vat number: PL 6772247784

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

www.scotts-international.com

- Use the Five Forces analysis to determine the competitive intensity and therefore attractiveness of the games consoles market in Europe
- 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 Europe games consoles market with five year forecasts

Reasons to Buy

- What was the size of the Europe games consoles market by value in 2024?
- What will be the size of the Europe games consoles market in 2029?
- What factors are affecting the strength of competition in the Europe games consoles market?
- How has the market performed over the last five years?
- How large is Europe's games consoles market in relation to its regional counterparts?

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

- 7.1. Market share

Scotts International. EU Vat number: PL 6772247784

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

www.scotts-international.com

- 7.2. Who are the leading players?
- 7.3. What are the strengths of the leading players?
- 7.4. What are the recent trends in the games consoles market in Europe?
- 7.5. What are the challenges in the market?
- 8 Company Profiles
 - 8.1. Sony Group Corp
 - 8.2. Nintendo Co Ltd
 - 8.3. Microsoft Corp
- 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

Games Consoles in Europe

Industry Report | 2025-05-29 | 47 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*		Phone*	
First Name*		Last Name*	
Job title*			
Company Name*		EU Vat / Tax ID / NIP number*	
Address*		City*	
Zip Code*		Country*	
		Date	2026-02-10
		Signature	

Scotts International. EU Vat number: PL 6772247784

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

www.scotts-international.com