

## **Games Software Retail Global Industry Guide 2020-2029**

Industry Report | 2025-10-22 | 203 pages | MarketLine

### **AVAILABLE LICENSES:**

- Single user licence (PDF) \$1495.00
- Site License (PDF) \$2242.00
- Enterprisewide license (PDF) \$2990.00

### **Report description:**

Games Software Retail Global Industry Guide 2020-2029

#### Summary

Global Games Software Retail industry profile provides top-line qualitative and quantitative summary information including: market size (value, 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

- The games software retail market includes games for domestic game consoles, handheld game consoles, mobile phones, and other wireless devices, and games for PC and Mac desktop computers. Online games are excluded (e.g., Second Life) from our scope. Market value includes retail sales.
- All market data and forecasts are based on nominal prices, and all currency conversions used in the creation of this report have been calculated using yearly average exchange rates. The USD values may show a declining trend for a few countries, such as Argentina, Turkey, Nigeria, Egypt, and Russia. This is primarily because of the impact of exchange rates considered.
- The global games software retail market recorded revenues of \$61,757.5 million in 2024, representing a compound annual growth rate (CAGR) of 3.0% between 2019 and 2024.
- Online specialists account for the largest proportion of sales in the global games software retail market in 2024; sales through this channel generated \$22,545.0 million, equivalent to 36.5% of the market's overall value.
- North America dominated the global games software retail market in 2024, commanding the largest share of 38.4%.

#### Scope

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

**Scotts International. EU Vat number: PL 6772247784**

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

[www.scotts-international.com](http://www.scotts-international.com)

## games software retail market

- Use the Five Forces analysis to determine the competitive intensity and therefore attractiveness of the global games software retail market
- Leading company profiles reveal details of key games software retail market players' global operations and financial performance
- Add weight to presentations and pitches by understanding the future growth prospects of the global games software retail market with five year forecasts
- Macroeconomic indicators provide insight into general trends within the Asia-Pacific economy

## Reasons to Buy

- What was the size of the global games software retail market by value in 2024?
- What will be the size of the global games software retail market in 2029?
- What factors are affecting the strength of competition in the global games software retail market?
- How has the market performed over the last five years?
- What are the main segments that make up the global games software retail market?

## **Table of Contents:**

### Table of Contents

#### 1 EXECUTIVE SUMMARY

- 1.1. Market value
- 1.2. Market value forecast
- 1.3. Geography segmentation
- 1.4. Competitive landscape

#### 2 Introduction

- 2.1. What is this report about?
- 2.2. Who is the target reader?
- 2.3. How to use this report
- 2.4. Definitions

#### 3 Global Games Software Retail

- 3.1. Market Overview
- 3.2. Market Data
- 3.3. Market Segmentation
- 3.4. Market outlook
- 3.5. Five forces analysis

#### 4 Macroeconomic Indicators

- 4.1. Country data

#### 5 Games Software Retail in Asia-Pacific

- 5.1. Market Overview
- 5.2. Market Data
- 5.3. Market Segmentation
- 5.4. Market outlook
- 5.5. Five forces analysis

#### 6 Games Software Retail in Europe

- 6.1. Market Overview
- 6.2. Market Data
- 6.3. Market Segmentation

- 6.4. Market outlook
- 6.5. Five forces analysis
- 7 Macroeconomic Indicators
- 7.1. Country data
- 8 Games Software Retail in Japan
- 8.1. Market Overview
- 8.2. Market Data
- 8.3. Market Segmentation
- 8.4. Market outlook
- 8.5. Five forces analysis
- 9 Macroeconomic Indicators
- 9.1. Country data
- 10 Games Software Retail in The United Kingdom
- 10.1. Market Overview
- 10.2. Market Data
- 10.3. Market Segmentation
- 10.4. Market outlook
- 10.5. Five forces analysis
- 11 Macroeconomic Indicators
- 11.1. Country data
- 12 Games Software Retail in The United States
- 12.1. Market Overview
- 12.2. Market Data
- 12.3. Market Segmentation
- 12.4. Market outlook
- 12.5. Five forces analysis
- 13 Macroeconomic Indicators
- 13.1. Country data
- 14 Games Software Retail in France
- 14.1. Market Overview
- 14.2. Market Data
- 14.3. Market Segmentation
- 14.4. Market outlook
- 14.5. Five forces analysis
- 15 Macroeconomic Indicators
- 15.1. Country data
- 16 Games Software Retail in Germany
- 16.1. Market Overview
- 16.2. Market Data
- 16.3. Market Segmentation
- 16.4. Market outlook
- 16.5. Five forces analysis
- 17 Macroeconomic Indicators
- 17.1. Country data
- 18 Company Profiles
- 18.1. GameStop Corp
- 18.2. Target Corp

- 18.3. Walmart Inc
- 18.4. Amazon.com Inc
- 18.5. Sanborn Hermanos SA
- 18.6. Grupo Sanborns SAB de CV
- 18.7. Tencent Holdings Ltd
- 18.8. Rakuten Group Inc
- 18.9. NetEase Inc
- 18.10. Yamada Holdings Co Ltd
- 18.11. Ceconomy AG
- 18.12. Currys plc
- 18.13. Fnac Darty?SA
- 18.14. Nintendo Co Ltd
- 18.15. Game Retail Ltd
- 18.16. Argos Ltd
- 18.17. Carrefour SA
- 18.18. Otto GmbH & Co KG
- 19 Appendix
- 19.1. Methodology
- 19.2. About MarketLine

**Games Software Retail Global Industry Guide 2020-2029**

Industry Report | 2025-10-22 | 203 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)	\$1495.00
	Site License (PDF)	\$2242.00
	Enterprisewide license (PDF)	\$2990.00
		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="2026-02-08"/>
		Signature	<input type="text"/>

**Scotts International. EU Vat number: PL 6772247784**

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

[www.scotts-international.com](http://www.scotts-international.com)