

Games Software Retail Global Industry Guide 2020-2029

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

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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

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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?

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