

# Gaming Console Sales Market Drivers, Trends and Opportunities 2017

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Global Gaming Console Sales Market Report 2017

## SUMMARY

In this report, the global Gaming Console market is valued at USD XX million in 2016 and is expected to reach USD XX million by the end of 2022, growing at a CAGR of XX% between 2016 and 2022.

Geographically, this report split global into several key Regions, with sales (K Units), revenue (Million USD), market share and growth rate of Gaming Console for these regions, from 2012 to 2022 (forecast), covering

United States  
China  
Europe  
Japan  
Korea  
Taiwan

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Global Gaming Console market competition by top manufacturers/players, with Gaming Console sales volume, Price (USD/Unit), revenue (Million USD) and market share for each manufacturer/player; the top players including

Mad Catz  
Microsoft  
Nintendo  
Sony  
NVIDIA  
OUYA  
Tommo

On the basis of product, this report displays the sales volume (K Units), revenue (Million USD), product price (USD/Unit), market share and growth rate of each type, primarily split into



TV Gaming Consoles  
Handheld Gaming Consoles  
Other

On the basis on the end users/applications, this report focuses on the status and outlook for major applications/end users, sales volume, market share and growth rate of Gaming Console for each application, including

Household Use  
Commercial Use

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