

## United States Video Games Market 2017 Share, Trend, Segmentation and Forecast to 2020

Wiseguyreports.Com Adds "Video Games - United States Industry Analysis, Size, Share, Growth, Trends and Forecast 2017 To 2020"

PUNE, INDIA, June 19, 2017 /EINPresswire.com/ -- Summary

The ongoing transition of <u>video games</u> software towards digital purchases has continued to drive a shift in the video games market. Video games software (physical) saw value sales fall year-on-year for the seventh consecutive year in 2015, while video games software continued to grow by double digits, as US consumers purchased more of their games and contents through the expanding digital marketplaces at their disposal.

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Euromonitor International's Video Games in USA report offers a comprehensive guide to the size and shape of the market at a national level. It provides the latest retail sales data 2011-2015, 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 2020 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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Licensing and Digital Games Drive Performance

New "star Wars" Film Boosts Traditional Toys and Games Sales

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Video Games Software Shifting Towards Digital Purchases

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Key Trends and Developments

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