



Worldwide
PC Game
Market Forecasts

August 2018

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About This Report

DFC Intelligence focuses on three major hardware platforms for video games: PC hardware, mobile platforms and video game console systems designed to connect to a TV or monitor. This report is designed to provide a summary of our forecasts for the PC game segment of the video game market.

The report has historical sales and 5-year forecasts broken down by region and by business model. These forecasts are from the DFC Intelligence forecasting service which breaks down over 30 countries by the size of their game industry across all major platforms. In this report forecasts are broken down by packaged versus digital distribution and by business model including games as a service (subscriptions, virtual items, microtransactions and freemium models) and traditional pay-to-play digital distribution games where consumers pay a set fee upfront.

This report is part of our more detailed PC game service that publishes regular reports on the industry. This includes company profiles, individual game analysis, business models and trends. This report is designed to be just about the overall numbers.



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