

## DFC INTELLIGENCE PC GAMING MARKET REPORT

DFC Intelligence's PC Gaming Market Report analyzes and quantifies the global market for PC game software and hardware. This report is updated on a regular basis as part of the ongoing DFC Intelligence Global Video Gaming research program that provides comprehensive coverage of global video game revenues, trends and forecasts.

Purchasers of the report will receive DFC's most current forecasting and analysis. There is the option to purchase the report as a stand alone product or to receive the report along with subsequent updates for a nominal upgrade cost.

Our goal is to provide data and analysis that best suits the needs of individual client firms.

### KEY COVERAGE POINTS

#### KEY TRENDS IN PC GAMES

- Emergence of Asia, MENA, Latin America and other regional markets
- Subscription-Based Games
- Social, Casual and Browser Games
- Virtual Reality
- High-End PC Game Hardware and Accessories
- PC Game Distribution
- Indie Game Development
- eSports

#### PC GAME BUSINESS MODELS

- Pay-to-Play PC Game Business Models
- Games As A Service
- Free-to-Play Games
- PC Game Subscription Services
- Low-End PC games-as-a-service (Browser, social network)
- High-End PC Games as a Service (Battle Royale, MOBA, FPS)

#### PC GAME GENRES

- Key Game Genre Classification
- Forecasts by Game Genre

#### PC GAME SOFTWARE MARKET SIZE AND FORECASTS

- North America
- Western Europe
- Eastern Europe
- Japan
- China
- Korea
- Rest of Asia
- Rest of World

#### WORLDWIDE PC GAME HARDWARE MARKET

Hardware Market Overview  
Market Size for PC Game Performance and Enthusiast Game Hardware

Forecasts broken down by region:

- North America
- Western Europe
- Eastern Europe
- Japan
- China
- Korea
- Rest of Asia
- Rest of World

#### COMPANY PROFILES

Revenues, profile and SWOT analysis for Top 20 companies in PC game space

# THIS REPORT IS PART OF THE DFC PC GAMING PACKAGE

## FORECASTS

Broken down by region and over 30 countries

## GAME GENRES AND CONSUMER ANALYSIS

Analysis and forecasts for major genres including MMOG, MOBA, FPS, strategy, sports and casual

## UPCOMING PRODUCT ANALYSIS

Analysis of major upcoming PC games and performance of recently released games

## GAME HARDWARE

Analysis of installed base of gamer PCs, sizing and forecasts for PC gaming market. Detailed look at installed base of high-end CPU and GPU among gamers

## BUSINESS MODELS

Analysis of distribution channels (both physical and digital), freemium, subscription, pay-to-play, eSports, DLC and other business models

## COMPANY PROFILES

Profiles of major companies in PC game space

## TREND ANALYSIS

A look at major trends including eSports, VR/AR, indie development, streaming services regional strategies, key markets and products and current topics of interest

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