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"Volume sales of video games are consistently declining despite the rising popularity of gaming and increased frequency of play. This reflects the extent of competitive online play, with gamers seeking to improve their performance and focus on fewer titles."

- Adrian Reynolds, Consumer Technology Analyst

This report looks at the following areas:

Consequently, revenue streams are shifting towards online subscriptions, in-game payments for additional content and season passes.

- Can the current range of consoles keep driving the market?
- What are the key decisions for the next generation of consoles?
- How are gaming revenue streams changing?

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DID YOU KNOW?

This report is part of a series of reports, produced to provide you with a more holistic view of this market



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