

Video Games and Consoles: Inc Impact of COVID-19 - UK - August 2020

Report Price: £1995.00 | \$2693.85 | €2245.17

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“Streaming services across a range of technology devices have grown in popularity in recent years and increasing use on consoles highlights the potential interest in watching media alongside the gaming experience.”
 – **Zach Emmanuel, Consumer Technology Analyst,**
13 August 2020

This report looks at the following areas:

- The short, medium and long-term impact of COVID-19 on video games and consoles.
- Ownership of static and portable games consoles and analysis of how COVID-19 caused substantial growth in console sales during the first half of 2020.
- How static and portable console owners use their device and how usage has changed since the COVID-19 outbreak.
- Issues surrounding gaming addiction and loot boxes – whether consumers have tried to cut down on their console usage in the past and if they have regularly bought in-game content.
- The ongoing developments of game streaming platforms, Google Stadia and Project xCloud and whether people prefer these services to a regular console.

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