



#	WEAKNESSES (-)
1	Dependence on a few key business segments
2	Vulnerability to economic fluctuations
3	Product quality concerns
4	Geographic concentration of revenue
5	Dependence on third-party suppliers
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#	OPPORTUNITIES (+)	\
1	Expansion into emerging markets	
2	Technological advancements	
3	Growth in gaming and streaming industries	
4	Digital entertainment and content streaming	
5	Strategic partnerships and collaborations	
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#	THREATS (-)
1	Intense competition
2	Rapidly changing consumer preferences
3	Piracy and intellectual property infringement
4	Currency exchange rate fluctuations
5	Government regulations and trade restrictions
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