

# Online Game Industry Research Report 2023

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## Abstracts

Online games refer to games that are played over some form of computer network, most often the Internet. Online games can range from simple text-based games to games incorporating complex graphics and virtual worlds populated by many players simultaneously.

### Highlights

The global Online Game market is projected to reach US\$ million by 2029 from an estimated US\$ million in 2023, at a CAGR of % during 2024 and 2029.

Online Game can be classified into Massively Multiplayer Online (MMO), Simulation Games, Action/Adventure, Strategy Games, Sports Games, Role-Playing (RPG) and Educational Games types. The revenue share of Massively Multiplayer Online (MMO) segment is growing fast and took up about 28% of the global market share in 2019.

Based on Age Group, the market is segmented into 18-25 years old, 26-35 years old, 36-45 years old, Above 45 years old and Below 18 years old. 18-25 years old and 26-35 years old are two major consumer groups .

In 2019, Asia-Pacific is anticipated to hold the largest market share in the online game industry, countries such as China, Japan, and South Korea show high potential in the market growth.

United States is the second largest market of online game industry.

Key players in the market are Tencent, Sony, Microsoft, NetEase Games, Activision Blizzard, Electronic Arts, NEXON, Sega, Bandai Namco, Nintendo, Square Enix, Ubisoft, NCSOFT, Zynga, etc. Top 5 players occupied more than 55% market share in

2019. Tencent is the largest market player.

## Report Scope

This report aims to provide a comprehensive presentation of the global market for Online Game, with both quantitative and qualitative analysis, to help readers develop business/growth strategies, assess the market competitive situation, analyze their position in the current marketplace, and make informed business decisions regarding Online Game.

The Online Game market size, estimations, and forecasts are provided in terms of and revenue (\$ millions), considering 2022 as the base year, with history and forecast data for the period from 2018 to 2029. This report segments the global Online Game market comprehensively. Regional market sizes, concerning products by types, by application, and by players, are also provided. The influence of COVID-19 and the Russia-Ukraine War were considered while estimating market sizes.

For a more in-depth understanding of the market, the report provides profiles of the competitive landscape, key competitors, and their respective market ranks. The report also discusses technological trends and new product developments.

The report will help the Online Game companies, new entrants, and industry chain related companies in this market with information on the revenues for the overall market and the sub-segments across the different segments, by company, product type, application, and regions.

## Key Companies & Market Share Insights

In this section, the readers will gain an understanding of the key players competing. This report has studied the key growth strategies, such as innovative trends and developments, intensification of product portfolio, mergers and acquisitions, collaborations, new product innovation, and geographical expansion, undertaken by these participants to maintain their presence. Apart from business strategies, the study includes current developments and key financials. The readers will also get access to the data related to global revenue by companies for the period 2017-2022. This all-inclusive report will certainly serve the clients to stay updated and make effective decisions in their businesses. Some of the prominent players reviewed in the research report include:

Microsoft

Nintendo

Sony

Tencent

Activision Blizzard

Sega

Electronic Arts

Apple

Ubisoft

Zynga

Square Enix

NetEase Games

NEXON

NCSOFT

Bandai Namco Holdings

## Product Type Insights

Global markets are presented by Online Game type, along with growth forecasts through 2029. Estimates on revenue are based on the price in the supply chain at which the Online Game are procured by the companies.

This report has studied every segment and provided the market size using historical data. They have also talked about the growth opportunities that the segment may pose

in the future. This study bestows revenue data by type, and during the historical period (2018-2023) and forecast period (2024-2029).

### Online Game segment by Type

Massively Multiplayer Online (MMO)

Simulation Games

Action/Adventure

Strategy Games

Sports Games

Role-Playing (RPG)

Educational Games

### Application Insights

This report has provided the market size (revenue data) by application, during the historical period (2018-2023) and forecast period (2024-2029).

This report also outlines the market trends of each segment and consumer behaviors impacting the Online Game market and what implications these may have on the industry's future. This report can help to understand the relevant market and consumer trends that are driving the Online Game market.

### Online Game Segment by Consumer Age Range

Below 18 years old

18-25 years old

26-35 years old

36-45 years old

Above 45 years old

## Regional Outlook

This section of the report provides key insights regarding various regions and the key players operating in each region. Economic, social, environmental, technological, and political factors have been taken into consideration while assessing the growth of the particular region/country. The readers will also get their hands on the revenue data of each region and country for the period 2018-2029.

The market has been segmented into various major geographies, including North America, Europe, Asia-Pacific, South America, Middle East & Africa. Detailed analysis of major countries such as the USA, Germany, the U.K., Italy, France, China, Japan, South Korea, Southeast Asia, and India will be covered within the regional segment. For market estimates, data are going to be provided for 2022 because of the base year, with estimates for 2023 and forecast revenue for 2029.

### North America

United States

Canada

### Europe

Germany

France

UK

Italy

Russia

Nordic Countries

Rest of Europe

Asia-Pacific

China

Japan

South Korea

Southeast Asia

India

Australia

Rest of Asia

Latin America

Mexico

Brazil

Rest of Latin America

Middle East & Africa

Turkey

Saudi Arabia

UAE

Rest of MEA

Key Drivers & Barriers

High-impact rendering factors and drivers have been studied in this report to aid the readers to understand the general development. Moreover, the report includes restraints and challenges that may act as stumbling blocks on the way of the players. This will assist the users to be attentive and make informed decisions related to business. Specialists have also laid their focus on the upcoming business prospects.

### COVID-19 and Russia-Ukraine War Influence Analysis

The readers in the section will understand how the Online Game market scenario changed across the globe during the pandemic, post-pandemic and Russia-Ukraine War. The study is done keeping in view the changes in aspects such as demand, consumption, transportation, consumer behavior, supply chain management. The industry experts have also highlighted the key factors that will help create opportunities for players and stabilize the overall industry in the years to come.

### Reasons to Buy This Report

This report will help the readers to understand the competition within the industries and strategies for the competitive environment to enhance the potential profit. The report also focuses on the competitive landscape of the global Online Game market, and introduces in detail the market share, industry ranking, competitor ecosystem, market performance, new product development, operation situation, expansion, and acquisition. etc. of the main players, which helps the readers to identify the main competitors and deeply understand the competition pattern of the market.

This report will help stakeholders to understand the global industry status and trends of Online Game and provides them with information on key market drivers, restraints, challenges, and opportunities.

This report will help stakeholders to understand competitors better and gain more insights to strengthen their position in their businesses. The competitive landscape section includes the market share and rank (in volume and value), competitor ecosystem, new product development, expansion, and acquisition.

This report stays updated with novel technology integration, features, and the latest developments in the market

This report helps stakeholders to understand the COVID-19 and Russia-Ukraine War Influence on the Online Game industry.

This report helps stakeholders to gain insights into which regions to target globally

This report helps stakeholders to gain insights into the end-user perception concerning the adoption of Online Game.

This report helps stakeholders to identify some of the key players in the market and understand their valuable contribution.

## Core Chapters

Chapter 1: Research objectives, research methods, data sources, data cross-validation;

Chapter 2: Introduces the report scope of the report, executive summary of different market segments (product type, application, etc), including the market size of each market segment, future development potential, and so on. It offers a high-level view of the current state of the market and its likely evolution in the short to mid-term, and long term.

Chapter 3: Provides the analysis of various market segments product types, covering the market size and development potential of each market segment, to help readers find the blue ocean market in different market segments.

Chapter 4: Provides the analysis of various market segments application, covering the market size and development potential of each market segment, to help readers find the blue ocean market in different downstream markets.

Chapter 5: Introduces executive summary of global market size, regional market size, this section also introduces the market dynamics, latest developments of the market, the driving factors and restrictive factors of the market, the challenges and risks faced by companies in the industry, and the analysis of relevant policies in the industry.

Chapter 6: Detailed analysis of Online Game companies' competitive landscape, revenue market share, latest development plan, merger, and acquisition information, etc.

Chapter 7, 8, 9, 10, 11: North America, Europe, Asia Pacific, Latin America, Middle East and Africa segment by country. It provides a quantitative analysis of the market size and development potential of each region and its main countries and introduces the market



development, future development prospects, market space, and capacity of each country in the world.

Chapter 12: Provides profiles of key players, introducing the basic situation of the main companies in the market in detail, including product sales, revenue, price, gross margin, product introduction, recent development, etc.

Chapter 13: The main points and conclusions of the report.

### Frequently Asked Questions

What factors will challenge the Product Name market growth?

Which end-use segment will expand at the fastest CAGR in the Product Name market?

Which are the emerging players in the Product Name market?

How concentrated is the Product Name market?

Which factors are positively contributing to the Product Name market growth?

Which are the novel product innovations in the Product Name market?

Which product segment will emerge as the most lucrative in the Product Name market?

Which factors are increasing the competition in the Product Name market?

Which are the strategic measures taken by the Product Name industry players?

Which region will witness inactive growth during the forecast period?

What key trends are likely to emerge in the Product Name market in the coming years?

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