

Global Online Gaming Market Size study, by Type (Puzzle, Action, Adventure, Arcade, Sports and others), Platform (PCs, Consoles, Mobile Phone), By Gamer Type (Social Gamer, Serious Gamer, Core Gamers) and Regional Forecasts 2020-2027

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Abstracts

Global Online Gaming Market is valued approximately USD XXX billion in 2019 and is anticipated to grow with a healthy growth rate of more than XX % over the forecast period 2020-2027. Online Gaming is a type of video gaming which is partially or primary played through internet. Online gaming offers video interactions with the features of multiplayer options. It is played over the computer and mobile network. The shift in new innovation in both hardware and software in streamline of online gaming and the development in unique technological advancement in the field of multiplayer gamer, video gaming, shift in smart devices and consumer preferences in indoor online gaming which involves interaction with other people drive the growth of online gaming in the market . According to Statista, in 2019, the segment of online gaming across India were distributed equally under which PC and console based games accounted for 36%, and mobile first gamers are not far behind, for amounting to 33% of the market and also in 2020, India had recorded around 365 million online gamers. However, the innovation in new hardware technologies as well as government interface and the higher gaming subscription charges impedes the growth of the market over the forecast period of 2020-2027. Also, raising penetration of internet services across the globe and ease of availability and access of online gaming through internet services is likely to increase the market growth during the forecast period.

The regional analysis of global Online Gaming market is considered for the key regions such as Asia Pacific, North America, Europe, Latin America and Rest of the World. Asia Pacific is the leading/significant region across the world in terms of market share owing

to the growing smart phone penetration increase in number of gamers and increase in demand for entertainment Whereas, South Korea is also anticipated to exhibit highest growth rate / CAGR over the forecast period 2020-2027. Factors such as focus on E-sports and multiplayer online games would create lucrative growth prospects for the Online Gaming market across Asia-Pacific region.

Major market player included in this report are:

Peak Games

GREE, Inc.

Microsoft

Sony Corp.

Tencent

Activision Blizzard

Konami

NCSOFT

GungHo Online

King Digital Entertainment

The objective of the study is to define market sizes of different segments & countries in recent years and to forecast the values to the coming eight years. The report is designed to incorporate both qualitative and quantitative aspects of the industry within each of the regions and countries involved in the study. Furthermore, the report also caters the detailed information about the crucial aspects such as driving factors & challenges which will define the future growth of the market. Additionally, the report shall also incorporate available opportunities in micro markets for stakeholders to invest along with the detailed analysis of competitive landscape and product offerings of key players. The detailed segments and sub-segment of the market are explained below:

By Type:

Puzzle

Action

Adventure

Arcade

Sports and others

By Platform:

PCs

Consoles

Mobile Phone

By Gamer Type:

Social Gamer
Serious Gamer
Core Gamers

By Region:

North America

U.S.

Canada

Europe

UK

Germany

France

Spain

Italy

ROE

Asia Pacific

China

India

Japan

Australia

South Korea

RoAPAC

Latin America

Brazil

Mexico

Rest of the World

Furthermore, years considered for the study are as follows:

Historical year – 2017, 2018

Base year – 2019

Forecast period – 2020 to 2027

Target Audience of the Global Online Gaming Market in Market Study:

Key Consulting Companies & Advisors

Large, medium-sized, and small enterprises

Venture capitalists

Value-Added Resellers (VARs)

Third-party knowledge providers
Investment bankers
Investors

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