

# Global Stand-alone Football Games Market Research Report 2024(Status and Outlook)

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## Abstracts

### Report Overview

#### Stand-alone Football Games

This report provides a deep insight into the global Stand-alone Football Games market covering all its essential aspects. This ranges from a macro overview of the market to micro details of the market size, competitive landscape, development trend, niche market, key market drivers and challenges, SWOT analysis, value chain analysis, etc.

The analysis helps the reader to shape the competition within the industries and strategies for the competitive environment to enhance the potential profit. Furthermore, it provides a simple framework for evaluating and accessing the position of the business organization. The report structure also focuses on the competitive landscape of the Global Stand-alone Football Games Market, this report introduces in detail the market share, market performance, product situation, operation situation, etc. of the main players, which helps the readers in the industry to identify the main competitors and deeply understand the competition pattern of the market.

In a word, this report is a must-read for industry players, investors, researchers, consultants, business strategists, and all those who have any kind of stake or are planning to foray into the Stand-alone Football Games market in any manner.

#### Global Stand-alone Football Games Market: Market Segmentation Analysis

The research report includes specific segments by region (country), manufacturers, Type, and Application. Market segmentation creates subsets of a market based on

product type, end-user or application, Geographic, and other factors. By understanding the market segments, the decision-maker can leverage this targeting in the product, sales, and marketing strategies. Market segments can power your product development cycles by informing how you create product offerings for different segments.

## Key Company

Konami

Sports Interactive

EA Sports

GALA Sports

First Touch Games

Tencent Games

Net Ease

## Market Segmentation (by Type)

Computer Game

Mobile Game

Console Game

## Market Segmentation (by Application)

Steam

Origin

Uplay

Other

## Geographic Segmentation

North America (USA, Canada, Mexico)

Europe (Germany, UK, France, Russia, Italy, Rest of Europe)

Asia-Pacific (China, Japan, South Korea, India, Southeast Asia, Rest of Asia-Pacific)

South America (Brazil, Argentina, Columbia, Rest of South America)

The Middle East and Africa (Saudi Arabia, UAE, Egypt, Nigeria, South Africa, Rest of MEA)

## Key Benefits of This Market Research:

Industry drivers, restraints, and opportunities covered in the study

Neutral perspective on the market performance

Recent industry trends and developments

Competitive landscape & strategies of key players

Potential & niche segments and regions exhibiting promising growth covered

Historical, current, and projected market size, in terms of value

In-depth analysis of the Stand-alone Football Games Market

Overview of the regional outlook of the Stand-alone Football Games Market:

## Key Reasons to Buy this Report:

Access to date statistics compiled by our researchers. These provide you with historical and forecast data, which is analyzed to tell you why your market is set

to change

This enables you to anticipate market changes to remain ahead of your competitors

You will be able to copy data from the Excel spreadsheet straight into your marketing plans, business presentations, or other strategic documents

The concise analysis, clear graph, and table format will enable you to pinpoint the information you require quickly

Provision of market value (USD Billion) data for each segment and sub-segment

Indicates the region and segment that is expected to witness the fastest growth as well as to dominate the market

Analysis by geography highlighting the consumption of the product/service in the region as well as indicating the factors that are affecting the market within each region

Competitive landscape which incorporates the market ranking of the major players, along with new service/product launches, partnerships, business expansions, and acquisitions in the past five years of companies profiled

Extensive company profiles comprising of company overview, company insights, product benchmarking, and SWOT analysis for the major market players

The current as well as the future market outlook of the industry concerning recent developments which involve growth opportunities and drivers as well as challenges and restraints of both emerging as well as developed regions

Includes in-depth analysis of the market from various perspectives through Porter's five forces analysis

Provides insight into the market through Value Chain

Market dynamics scenario, along with growth opportunities of the market in the years to come

## 6-month post-sales analyst support

### Customization of the Report

In case of any queries or customization requirements, please connect with our sales team, who will ensure that your requirements are met.

### Chapter Outline

Chapter 1 mainly introduces the statistical scope of the report, market division standards, and market research methods.

Chapter 2 is an executive summary of different market segments (by region, 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 Stand-alone Football Games Market and its likely evolution in the short to mid-term, and long term.

Chapter 3 makes a detailed analysis of the market's competitive landscape of the market and provides the market share, capacity, output, price, latest development plan, merger, and acquisition information of the main manufacturers in the market.

Chapter 4 is the analysis of the whole market industrial chain, including the upstream and downstream of the industry, as well as Porter's five forces analysis.

Chapter 5 introduces the latest developments of the market, the driving factors and restrictive factors of the market, the challenges and risks faced by manufacturers in the industry, and the analysis of relevant policies in the industry.

Chapter 6 provides the analysis of various market segments according to 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 7 provides the analysis of various market segments according to 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 8 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 9 introduces the basic situation of the main companies in the market in detail, including product sales revenue, sales volume, price, gross profit margin, market share, product introduction, recent development, etc.

Chapter 10 provides a quantitative analysis of the market size and development potential of each region in the next five years.

Chapter 11 provides a quantitative analysis of the market size and development potential of each market segment (product type and application) in the next five years.

Chapter 12 is the main points and conclusions of the report.

## Contents

### **1 RESEARCH METHODOLOGY AND STATISTICAL SCOPE**

#### 1.1 Market Definition and Statistical Scope of Stand-alone Football Games

#### 1.2 Key Market Segments

##### 1.2.1 Stand-alone Football Games Segment by Type

##### 1.2.2 Stand-alone Football Games Segment by Application

#### 1.3 Methodology & Sources of Information

##### 1.3.1 Research Methodology

##### 1.3.2 Research Process

##### 1.3.3 Market Breakdown and Data Triangulation

##### 1.3.4 Base Year

##### 1.3.5 Report Assumptions & Caveats

### **2 STAND-ALONE FOOTBALL GAMES MARKET OVERVIEW**

#### 2.1 Global Market Overview

#### 2.2 Market Segment Executive Summary

#### 2.3 Global Market Size by Region

### **3 STAND-ALONE FOOTBALL GAMES MARKET COMPETITIVE LANDSCAPE**

#### 3.1 Global Stand-alone Football Games Revenue Market Share by Company (2019-2024)

#### 3.2 Stand-alone Football Games Market Share by Company Type (Tier 1, Tier 2, and Tier 3)

#### 3.3 Company Stand-alone Football Games Market Size Sites, Area Served, Product Type

#### 3.4 Stand-alone Football Games Market Competitive Situation and Trends

##### 3.4.1 Stand-alone Football Games Market Concentration Rate

##### 3.4.2 Global 5 and 10 Largest Stand-alone Football Games Players Market Share by Revenue

##### 3.4.3 Mergers & Acquisitions, Expansion

### **4 STAND-ALONE FOOTBALL GAMES VALUE CHAIN ANALYSIS**

#### 4.1 Stand-alone Football Games Value Chain Analysis

#### 4.2 Midstream Market Analysis

#### 4.3 Downstream Customer Analysis

### **5 THE DEVELOPMENT AND DYNAMICS OF STAND-ALONE FOOTBALL GAMES MARKET**

#### 5.1 Key Development Trends

#### 5.2 Driving Factors

#### 5.3 Market Challenges

#### 5.4 Market Restraints

#### 5.5 Industry News

##### 5.5.1 Mergers & Acquisitions

##### 5.5.2 Expansions

##### 5.5.3 Collaboration/Supply Contracts

#### 5.6 Industry Policies

### **6 STAND-ALONE FOOTBALL GAMES MARKET SEGMENTATION BY TYPE**

#### 6.1 Evaluation Matrix of Segment Market Development Potential (Type)

#### 6.2 Global Stand-alone Football Games Market Size Market Share by Type (2019-2024)

#### 6.3 Global Stand-alone Football Games Market Size Growth Rate by Type (2019-2024)

### **7 STAND-ALONE FOOTBALL GAMES MARKET SEGMENTATION BY APPLICATION**

#### 7.1 Evaluation Matrix of Segment Market Development Potential (Application)

#### 7.2 Global Stand-alone Football Games Market Size (M USD) by Application (2019-2024)

#### 7.3 Global Stand-alone Football Games Market Size Growth Rate by Application (2019-2024)

### **8 STAND-ALONE FOOTBALL GAMES MARKET SEGMENTATION BY REGION**

#### 8.1 Global Stand-alone Football Games Market Size by Region

##### 8.1.1 Global Stand-alone Football Games Market Size by Region

##### 8.1.2 Global Stand-alone Football Games Market Size Market Share by Region

#### 8.2 North America

##### 8.2.1 North America Stand-alone Football Games Market Size by Country

##### 8.2.2 U.S.

##### 8.2.3 Canada



#### 8.2.4 Mexico

### 8.3 Europe

#### 8.3.1 Europe Stand-alone Football Games Market Size by Country

##### 8.3.2 Germany

##### 8.3.3 France

##### 8.3.4 U.K.

##### 8.3.5 Italy

##### 8.3.6 Russia

### 8.4 Asia Pacific

#### 8.4.1 Asia Pacific Stand-alone Football Games Market Size by Region

##### 8.4.2 China

##### 8.4.3 Japan

##### 8.4.4 South Korea

##### 8.4.5 India

##### 8.4.6 Southeast Asia

### 8.5 South America

#### 8.5.1 South America Stand-alone Football Games Market Size by Country

##### 8.5.2 Brazil

##### 8.5.3 Argentina

##### 8.5.4 Columbia

### 8.6 Middle East and Africa

#### 8.6.1 Middle East and Africa Stand-alone Football Games Market Size by Region

##### 8.6.2 Saudi Arabia

##### 8.6.3 UAE

##### 8.6.4 Egypt

##### 8.6.5 Nigeria

##### 8.6.6 South Africa

## 9 KEY COMPANIES PROFILE

### 9.1 Konami

#### 9.1.1 Konami Stand-alone Football Games Basic Information

#### 9.1.2 Konami Stand-alone Football Games Product Overview

#### 9.1.3 Konami Stand-alone Football Games Product Market Performance

#### 9.1.4 Konami Stand-alone Football Games SWOT Analysis

#### 9.1.5 Konami Business Overview

#### 9.1.6 Konami Recent Developments

### 9.2 Sports Interactive

#### 9.2.1 Sports Interactive Stand-alone Football Games Basic Information

- 9.2.2 Sports Interactive Stand-alone Football Games Product Overview
- 9.2.3 Sports Interactive Stand-alone Football Games Product Market Performance
- 9.2.4 Konami Stand-alone Football Games SWOT Analysis
- 9.2.5 Sports Interactive Business Overview
- 9.2.6 Sports Interactive Recent Developments

### 9.3 EA Sports

- 9.3.1 EA Sports Stand-alone Football Games Basic Information
- 9.3.2 EA Sports Stand-alone Football Games Product Overview
- 9.3.3 EA Sports Stand-alone Football Games Product Market Performance
- 9.3.4 Konami Stand-alone Football Games SWOT Analysis
- 9.3.5 EA Sports Business Overview
- 9.3.6 EA Sports Recent Developments

### 9.4 GALA Sports

- 9.4.1 GALA Sports Stand-alone Football Games Basic Information
- 9.4.2 GALA Sports Stand-alone Football Games Product Overview
- 9.4.3 GALA Sports Stand-alone Football Games Product Market Performance
- 9.4.4 GALA Sports Business Overview
- 9.4.5 GALA Sports Recent Developments

### 9.5 First Touch Games

- 9.5.1 First Touch Games Stand-alone Football Games Basic Information
- 9.5.2 First Touch Games Stand-alone Football Games Product Overview
- 9.5.3 First Touch Games Stand-alone Football Games Product Market Performance
- 9.5.4 First Touch Games Business Overview
- 9.5.5 First Touch Games Recent Developments

### 9.6 Tencent Games

- 9.6.1 Tencent Games Stand-alone Football Games Basic Information
- 9.6.2 Tencent Games Stand-alone Football Games Product Overview
- 9.6.3 Tencent Games Stand-alone Football Games Product Market Performance
- 9.6.4 Tencent Games Business Overview
- 9.6.5 Tencent Games Recent Developments

### 9.7 Net Ease

- 9.7.1 Net Ease Stand-alone Football Games Basic Information
- 9.7.2 Net Ease Stand-alone Football Games Product Overview
- 9.7.3 Net Ease Stand-alone Football Games Product Market Performance
- 9.7.4 Net Ease Business Overview
- 9.7.5 Net Ease Recent Developments

## 10 STAND-ALONE FOOTBALL GAMES REGIONAL MARKET FORECAST

10.1 Global Stand-alone Football Games Market Size Forecast

10.2 Global Stand-alone Football Games Market Forecast by Region

10.2.1 North America Market Size Forecast by Country

10.2.2 Europe Stand-alone Football Games Market Size Forecast by Country

10.2.3 Asia Pacific Stand-alone Football Games Market Size Forecast by Region

10.2.4 South America Stand-alone Football Games Market Size Forecast by Country

10.2.5 Middle East and Africa Forecasted Consumption of Stand-alone Football Games by Country

## **11 FORECAST MARKET BY TYPE AND BY APPLICATION (2025-2030)**

11.1 Global Stand-alone Football Games Market Forecast by Type (2025-2030)

11.2 Global Stand-alone Football Games Market Forecast by Application (2025-2030)

## **12 CONCLUSION AND KEY FINDINGS**

## List Of Tables

### LIST OF TABLES

Table 1. Introduction of the Type

Table 2. Introduction of the Application

Table 3. Market Size (M USD) Segment Executive Summary

Table 4. Stand-alone Football Games Market Size Comparison by Region (M USD)

Table 5. Global Stand-alone Football Games Revenue (M USD) by Company  
(2019-2024)

Table 6. Global Stand-alone Football Games Revenue Share by Company (2019-2024)

Table 7. Company Type (Tier 1, Tier 2, and Tier 3) & (based on the Revenue in Stand-alone Football Games as of 2022)

Table 8. Company Stand-alone Football Games Market Size Sites and Area Served

Table 9. Company Stand-alone Football Games Product Type

Table 10. Global Stand-alone Football Games Company Market Concentration Ratio  
(CR5 and HHI)

Table 11. Mergers & Acquisitions, Expansion Plans

Table 12. Value Chain Map of Stand-alone Football Games

Table 13. Midstream Market Analysis

Table 14. Downstream Customer Analysis

Table 15. Key Development Trends

Table 16. Driving Factors

Table 17. Stand-alone Football Games Market Challenges

Table 18. Global Stand-alone Football Games Market Size by Type (M USD)

Table 19. Global Stand-alone Football Games Market Size (M USD) by Type  
(2019-2024)

Table 20. Global Stand-alone Football Games Market Size Share by Type (2019-2024)

Table 21. Global Stand-alone Football Games Market Size Growth Rate by Type  
(2019-2024)

Table 22. Global Stand-alone Football Games Market Size by Application

Table 23. Global Stand-alone Football Games Market Size by Application (2019-2024)  
& (M USD)

Table 24. Global Stand-alone Football Games Market Share by Application (2019-2024)

Table 25. Global Stand-alone Football Games Market Size Growth Rate by Application  
(2019-2024)

Table 26. Global Stand-alone Football Games Market Size by Region (2019-2024) & (M USD)

Table 27. Global Stand-alone Football Games Market Size Market Share by Region

(2019-2024)

Table 28. North America Stand-alone Football Games Market Size by Country  
(2019-2024) & (M USD)

Table 29. Europe Stand-alone Football Games Market Size by Country (2019-2024) &  
(M USD)

Table 30. Asia Pacific Stand-alone Football Games Market Size by Region (2019-2024)  
& (M USD)

Table 31. South America Stand-alone Football Games Market Size by Country  
(2019-2024) & (M USD)

Table 32. Middle East and Africa Stand-alone Football Games Market Size by Region  
(2019-2024) & (M USD)

Table 33. Konami Stand-alone Football Games Basic Information

Table 34. Konami Stand-alone Football Games Product Overview

Table 35. Konami Stand-alone Football Games Revenue (M USD) and Gross Margin  
(2019-2024)

Table 36. Konami Stand-alone Football Games SWOT Analysis

Table 37. Konami Business Overview

Table 38. Konami Recent Developments

Table 39. Sports Interactive Stand-alone Football Games Basic Information

Table 40. Sports Interactive Stand-alone Football Games Product Overview

Table 41. Sports Interactive Stand-alone Football Games Revenue (M USD) and Gross  
Margin (2019-2024)

Table 42. Konami Stand-alone Football Games SWOT Analysis

Table 43. Sports Interactive Business Overview

Table 44. Sports Interactive Recent Developments

Table 45. EA Sports Stand-alone Football Games Basic Information

Table 46. EA Sports Stand-alone Football Games Product Overview

Table 47. EA Sports Stand-alone Football Games Revenue (M USD) and Gross Margin  
(2019-2024)

Table 48. Konami Stand-alone Football Games SWOT Analysis

Table 49. EA Sports Business Overview

Table 50. EA Sports Recent Developments

Table 51. GALA Sports Stand-alone Football Games Basic Information

Table 52. GALA Sports Stand-alone Football Games Product Overview

Table 53. GALA Sports Stand-alone Football Games Revenue (M USD) and Gross  
Margin (2019-2024)

Table 54. GALA Sports Business Overview

Table 55. GALA Sports Recent Developments

Table 56. First Touch Games Stand-alone Football Games Basic Information

Table 57. First Touch Games Stand-alone Football Games Product Overview
Table 58. First Touch Games Stand-alone Football Games Revenue (M USD) and Gross Margin (2019-2024)
Table 59. First Touch Games Business Overview
Table 60. First Touch Games Recent Developments
Table 61. Tencent Games Stand-alone Football Games Basic Information
Table 62. Tencent Games Stand-alone Football Games Product Overview
Table 63. Tencent Games Stand-alone Football Games Revenue (M USD) and Gross Margin (2019-2024)
Table 64. Tencent Games Business Overview
Table 65. Tencent Games Recent Developments
Table 66. Net Ease Stand-alone Football Games Basic Information
Table 67. Net Ease Stand-alone Football Games Product Overview
Table 68. Net Ease Stand-alone Football Games Revenue (M USD) and Gross Margin (2019-2024)
Table 69. Net Ease Business Overview
Table 70. Net Ease Recent Developments
Table 71. Global Stand-alone Football Games Market Size Forecast by Region (2025-2030) & (M USD)
Table 72. North America Stand-alone Football Games Market Size Forecast by Country (2025-2030) & (M USD)
Table 73. Europe Stand-alone Football Games Market Size Forecast by Country (2025-2030) & (M USD)
Table 74. Asia Pacific Stand-alone Football Games Market Size Forecast by Region (2025-2030) & (M USD)
Table 75. South America Stand-alone Football Games Market Size Forecast by Country (2025-2030) & (M USD)
Table 76. Middle East and Africa Stand-alone Football Games Market Size Forecast by Country (2025-2030) & (M USD)
Table 77. Global Stand-alone Football Games Market Size Forecast by Type (2025-2030) & (M USD)
Table 78. Global Stand-alone Football Games Market Size Forecast by Application (2025-2030) & (M USD)

## List Of Figures

### LIST OF FIGURES

Figure 1. Industrial Chain of Stand-alone Football Games

Figure 2. Data Triangulation

Figure 3. Key Caveats

Figure 4. Global Stand-alone Football Games Market Size (M USD), 2019-2030

Figure 5. Global Stand-alone Football Games Market Size (M USD) (2019-2030)

Figure 6. Evaluation Matrix of Segment Market Development Potential (Type)

Figure 7. Evaluation Matrix of Segment Market Development Potential (Application)

Figure 8. Evaluation Matrix of Regional Market Development Potential

Figure 9. Stand-alone Football Games Market Size by Country (M USD)

Figure 10. Global Stand-alone Football Games Revenue Share by Company in 2023

Figure 11. Stand-alone Football Games Market Share by Company Type (Tier 1, Tier 2 and Tier 3): 2023

Figure 12. The Global 5 and 10 Largest Players: Market Share by Stand-alone Football Games Revenue in 2023

Figure 13. Evaluation Matrix of Segment Market Development Potential (Type)

Figure 14. Global Stand-alone Football Games Market Share by Type

Figure 15. Market Size Share of Stand-alone Football Games by Type (2019-2024)

Figure 16. Market Size Market Share of Stand-alone Football Games by Type in 2022

Figure 17. Global Stand-alone Football Games Market Size Growth Rate by Type (2019-2024)

Figure 18. Evaluation Matrix of Segment Market Development Potential (Application)

Figure 19. Global Stand-alone Football Games Market Share by Application

Figure 20. Global Stand-alone Football Games Market Share by Application (2019-2024)

Figure 21. Global Stand-alone Football Games Market Share by Application in 2022

Figure 22. Global Stand-alone Football Games Market Size Growth Rate by Application (2019-2024)

Figure 23. Global Stand-alone Football Games Market Size Market Share by Region (2019-2024)

Figure 24. North America Stand-alone Football Games Market Size and Growth Rate (2019-2024) & (M USD)

Figure 25. North America Stand-alone Football Games Market Size Market Share by Country in 2023

Figure 26. U.S. Stand-alone Football Games Market Size and Growth Rate (2019-2024) & (M USD)



Figure 27. Canada Stand-alone Football Games Market Size (M USD) and Growth Rate (2019-2024)

Figure 28. Mexico Stand-alone Football Games Market Size (Units) and Growth Rate (2019-2024)

Figure 29. Europe Stand-alone Football Games Market Size and Growth Rate (2019-2024) & (M USD)

Figure 30. Europe Stand-alone Football Games Market Size Market Share by Country in 2023

Figure 31. Germany Stand-alone Football Games Market Size and Growth Rate (2019-2024) & (M USD)

Figure 32. France Stand-alone Football Games Market Size and Growth Rate (2019-2024) & (M USD)

Figure 33. U.K. Stand-alone Football Games Market Size and Growth Rate (2019-2024) & (M USD)

Figure 34. Italy Stand-alone Football Games Market Size and Growth Rate (2019-2024) & (M USD)

Figure 35. Russia Stand-alone Football Games Market Size and Growth Rate (2019-2024) & (M USD)

Figure 36. Asia Pacific Stand-alone Football Games Market Size and Growth Rate (M USD)

Figure 37. Asia Pacific Stand-alone Football Games Market Size Market Share by Region in 2023

Figure 38. China Stand-alone Football Games Market Size and Growth Rate (2019-2024) & (M USD)

Figure 39. Japan Stand-alone Football Games Market Size and Growth Rate (2019-2024) & (M USD)

Figure 40. South Korea Stand-alone Football Games Market Size and Growth Rate (2019-2024) & (M USD)

Figure 41. India Stand-alone Football Games Market Size and Growth Rate (2019-2024) & (M USD)

Figure 42. Southeast Asia Stand-alone Football Games Market Size and Growth Rate (2019-2024) & (M USD)

Figure 43. South America Stand-alone Football Games Market Size and Growth Rate (M USD)

Figure 44. South America Stand-alone Football Games Market Size Market Share by Country in 2023

Figure 45. Brazil Stand-alone Football Games Market Size and Growth Rate (2019-2024) & (M USD)

Figure 46. Argentina Stand-alone Football Games Market Size and Growth Rate



(2019-2024) & (M USD)

Figure 47. Columbia Stand-alone Football Games Market Size and Growth Rate

(2019-2024) & (M USD)

Figure 48. Middle East and Africa Stand-alone Football Games Market Size and Growth Rate (M USD)

Figure 49. Middle East and Africa Stand-alone Football Games Market Size Market Share by Region in 2023

Figure 50. Saudi Arabia Stand-alone Football Games Market Size and Growth Rate (2019-2024) & (M USD)

Figure 51. UAE Stand-alone Football Games Market Size and Growth Rate (2019-2024) & (M USD)

Figure 52. Egypt Stand-alone Football Games Market Size and Growth Rate (2019-2024) & (M USD)

Figure 53. Nigeria Stand-alone Football Games Market Size and Growth Rate (2019-2024) & (M USD)

Figure 54. South Africa Stand-alone Football Games Market Size and Growth Rate (2019-2024) & (M USD)

Figure 55. Global Stand-alone Football Games Market Size Forecast by Value (2019-2030) & (M USD)

Figure 56. Global Stand-alone Football Games Market Share Forecast by Type (2025-2030)

Figure 57. Global Stand-alone Football Games Market Share Forecast by Application (2025-2030)

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