

Global Multiplayer Racing Games Market Research Report 2025(Status and Outlook)

<https://marketpublishers.com/r/M099CE8AAB41EN.html>

Date: July 2025

Pages: 156

Price: US\$ 3,200.00 (Single User License)

ID: M099CE8AAB41EN

Abstracts

Report Overview

Multiplayer Racing Games refer to a category of video games that involve competitive racing between multiple players, either locally or online. These games typically feature a variety of vehicles, tracks, and game modes that cater to different skill levels and preferences. The objective is to navigate through the race course, overcoming obstacles and opponents, to reach the finish line first or achieve the highest score. Multiplayer Racing Games often emphasize teamwork, strategy, and skill, providing an engaging and dynamic experience for players. They may include elements such as realistic physics, customizable vehicles, and a wide range of environments, from city streets to off-road tracks. These games can be found on various platforms, including consoles, PCs, and mobile devices, and may offer both casual and competitive play options.

This report provides a deep insight into the global Multiplayer Racing 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 Multiplayer Racing 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 Multiplayer Racing Games market in any manner.

Global Multiplayer Racing 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

Tencent
Gameloft
Aquiris Game Studio
Vector Unit
Shanghai Posts & Telecommunications Technology
Criterion
Turn 10 Studios
Codemasters
Electronic Arts
NaturalMotion
Ubisoft
THQ Nordic
Fingersoft
Slightly Mad Studios
iRacing
Creative Mobile
Bongfish

Market Segmentation (by Type)

Free
Pay

Market Segmentation (by Application)

Internet Cafes

Personal Computers
Others

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 Multiplayer Racing Games Market

Overview of the regional outlook of the Multiplayer Racing Games Market:

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 Multiplayer Racing 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 shares the main producing countries of Multiplayer Racing Games, their output value, profit level, regional supply, production capacity layout, etc. from the supply side.

Chapter 10 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 11 provides a quantitative analysis of the market size and development potential of each region in the next five years.

Chapter 12 provides a quantitative analysis of the market size and development potential of each market segment in the next five years.

Chapter 13 is the main points and conclusions of the report.

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 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.

Contents

1 RESEARCH METHODOLOGY AND STATISTICAL SCOPE

- 1.1 Market Definition and Statistical Scope of Multiplayer Racing Games
- 1.2 Key Market Segments
 - 1.2.1 Multiplayer Racing Games Segment by Type
 - 1.2.2 Multiplayer Racing 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 MULTIPLAYER RACING GAMES MARKET OVERVIEW

- 2.1 Global Market Overview
 - 2.1.1 Global Multiplayer Racing Games Market Size (M USD) Estimates and Forecasts (2020-2033)
 - 2.1.2 Global Multiplayer Racing Games Sales Estimates and Forecasts (2020-2033)
- 2.2 Market Segment Executive Summary
- 2.3 Global Market Size by Region

3 MULTIPLAYER RACING GAMES MARKET COMPETITIVE LANDSCAPE

- 3.1 Company Assessment Quadrant
- 3.2 Global Multiplayer Racing Games Product Life Cycle
- 3.3 Global Multiplayer Racing Games Sales by Manufacturers (2020-2025)
- 3.4 Global Multiplayer Racing Games Revenue Market Share by Manufacturers (2020-2025)
- 3.5 Multiplayer Racing Games Market Share by Company Type (Tier 1, Tier 2, and Tier 3)
- 3.6 Global Multiplayer Racing Games Average Price by Manufacturers (2020-2025)
- 3.7 Manufacturers? Manufacturing Sites, Areas Served, and Product Types
- 3.8 Multiplayer Racing Games Market Competitive Situation and Trends
 - 3.8.1 Multiplayer Racing Games Market Concentration Rate
 - 3.8.2 Global 5 and 10 Largest Multiplayer Racing Games Players Market Share by Revenue

3.8.3 Mergers & Acquisitions, Expansion

4 MULTIPLAYER RACING GAMES INDUSTRY CHAIN ANALYSIS

4.1 Multiplayer Racing Games Industry Chain Analysis

4.2 Market Overview of Key Raw Materials

4.3 Midstream Market Analysis

4.4 Downstream Customer Analysis

5 THE DEVELOPMENT AND DYNAMICS OF MULTIPLAYER RACING GAMES MARKET

5.1 Key Development Trends

5.2 Driving Factors

5.3 Market Challenges

5.4 Industry News

5.4.1 New Product Developments

5.4.2 Mergers & Acquisitions

5.4.3 Expansions

5.4.4 Collaboration/Supply Contracts

5.5 PEST Analysis

5.5.1 Industry Policies Analysis

5.5.2 Economic Environment Analysis

5.5.3 Social Environment Analysis

5.5.4 Technological Environment Analysis

5.6 Global Multiplayer Racing Games Market Porter's Five Forces Analysis

5.6.1 Global Trade Frictions

5.6.2 U.S. Tariff Policy ? April 2025

5.6.3 Global Trade Frictions and Their Impacts to Multiplayer Racing Games Market

5.7 ESG Ratings of Leading Companies

6 MULTIPLAYER RACING GAMES MARKET SEGMENTATION BY TYPE

6.1 Evaluation Matrix of Segment Market Development Potential (Type)

6.2 Global Multiplayer Racing Games Sales Market Share by Type (2020-2025)

6.3 Global Multiplayer Racing Games Market Size Market Share by Type (2020-2025)

6.4 Global Multiplayer Racing Games Price by Type (2020-2025)

7 MULTIPLAYER RACING GAMES MARKET SEGMENTATION BY APPLICATION

- 7.1 Evaluation Matrix of Segment Market Development Potential (Application)
- 7.2 Global Multiplayer Racing Games Market Sales by Application (2020-2025)
- 7.3 Global Multiplayer Racing Games Market Size (M USD) by Application (2020-2025)
- 7.4 Global Multiplayer Racing Games Sales Growth Rate by Application (2020-2025)

8 MULTIPLAYER RACING GAMES MARKET SALES BY REGION

- 8.1 Global Multiplayer Racing Games Sales by Region
 - 8.1.1 Global Multiplayer Racing Games Sales by Region
 - 8.1.2 Global Multiplayer Racing Games Sales Market Share by Region
- 8.2 Global Multiplayer Racing Games Market Size by Region
 - 8.2.1 Global Multiplayer Racing Games Market Size by Region
 - 8.2.2 Global Multiplayer Racing Games Market Size Market Share by Region
- 8.3 North America
 - 8.3.1 North America Multiplayer Racing Games Sales by Country
 - 8.3.2 North America Multiplayer Racing Games Market Size by Country
 - 8.3.3 U.S. Market Overview
 - 8.3.4 Canada Market Overview
 - 8.3.5 Mexico Market Overview
- 8.4 Europe
 - 8.4.1 Europe Multiplayer Racing Games Sales by Country
 - 8.4.2 Europe Multiplayer Racing Games Market Size by Country
 - 8.4.3 Germany Market Overview
 - 8.4.4 France Market Overview
 - 8.4.5 U.K. Market Overview
 - 8.4.6 Italy Market Overview
 - 8.4.7 Spain Market Overview
- 8.5 Asia Pacific
 - 8.5.1 Asia Pacific Multiplayer Racing Games Sales by Region
 - 8.5.2 Asia Pacific Multiplayer Racing Games Market Size by Region
 - 8.5.3 China Market Overview
 - 8.5.4 Japan Market Overview
 - 8.5.5 South Korea Market Overview
 - 8.5.6 India Market Overview
 - 8.5.7 Southeast Asia Market Overview
- 8.6 South America
 - 8.6.1 South America Multiplayer Racing Games Sales by Country
 - 8.6.2 South America Multiplayer Racing Games Market Size by Country

- 8.6.3 Brazil Market Overview
- 8.6.4 Argentina Market Overview
- 8.6.5 Columbia Market Overview
- 8.7 Middle East and Africa
 - 8.7.1 Middle East and Africa Multiplayer Racing Games Sales by Region
 - 8.7.2 Middle East and Africa Multiplayer Racing Games Market Size by Region
 - 8.7.3 Saudi Arabia Market Overview
 - 8.7.4 UAE Market Overview
 - 8.7.5 Egypt Market Overview
 - 8.7.6 Nigeria Market Overview
 - 8.7.7 South Africa Market Overview

9 MULTIPLAYER RACING GAMES MARKET PRODUCTION BY REGION

- 9.1 Global Production of Multiplayer Racing Games by Region(2020-2025)
- 9.2 Global Multiplayer Racing Games Revenue Market Share by Region (2020-2025)
- 9.3 Global Multiplayer Racing Games Production, Revenue, Price and Gross Margin (2020-2025)
- 9.4 North America Multiplayer Racing Games Production
 - 9.4.1 North America Multiplayer Racing Games Production Growth Rate (2020-2025)
 - 9.4.2 North America Multiplayer Racing Games Production, Revenue, Price and Gross Margin (2020-2025)
- 9.5 Europe Multiplayer Racing Games Production
 - 9.5.1 Europe Multiplayer Racing Games Production Growth Rate (2020-2025)
 - 9.5.2 Europe Multiplayer Racing Games Production, Revenue, Price and Gross Margin (2020-2025)
- 9.6 Japan Multiplayer Racing Games Production (2020-2025)
 - 9.6.1 Japan Multiplayer Racing Games Production Growth Rate (2020-2025)
 - 9.6.2 Japan Multiplayer Racing Games Production, Revenue, Price and Gross Margin (2020-2025)
- 9.7 China Multiplayer Racing Games Production (2020-2025)
 - 9.7.1 China Multiplayer Racing Games Production Growth Rate (2020-2025)
 - 9.7.2 China Multiplayer Racing Games Production, Revenue, Price and Gross Margin (2020-2025)

10 KEY COMPANIES PROFILE

- 10.1 Tencent
 - 10.1.1 Tencent Basic Information

- 10.1.2 Tencent Multiplayer Racing Games Product Overview
- 10.1.3 Tencent Multiplayer Racing Games Product Market Performance
- 10.1.4 Tencent Business Overview
- 10.1.5 Tencent SWOT Analysis
- 10.1.6 Tencent Recent Developments
- 10.2 Gameloft
 - 10.2.1 Gameloft Basic Information
 - 10.2.2 Gameloft Multiplayer Racing Games Product Overview
 - 10.2.3 Gameloft Multiplayer Racing Games Product Market Performance
 - 10.2.4 Gameloft Business Overview
 - 10.2.5 Gameloft SWOT Analysis
 - 10.2.6 Gameloft Recent Developments
- 10.3 Aquiris Game Studio
 - 10.3.1 Aquiris Game Studio Basic Information
 - 10.3.2 Aquiris Game Studio Multiplayer Racing Games Product Overview
 - 10.3.3 Aquiris Game Studio Multiplayer Racing Games Product Market Performance
 - 10.3.4 Aquiris Game Studio Business Overview
 - 10.3.5 Aquiris Game Studio SWOT Analysis
 - 10.3.6 Aquiris Game Studio Recent Developments
- 10.4 Vector Unit
 - 10.4.1 Vector Unit Basic Information
 - 10.4.2 Vector Unit Multiplayer Racing Games Product Overview
 - 10.4.3 Vector Unit Multiplayer Racing Games Product Market Performance
 - 10.4.4 Vector Unit Business Overview
 - 10.4.5 Vector Unit Recent Developments
- 10.5 Shanghai Posts and Telecommunications Technology
 - 10.5.1 Shanghai Posts and Telecommunications Technology Basic Information
 - 10.5.2 Shanghai Posts and Telecommunications Technology Multiplayer Racing Games Product Overview
 - 10.5.3 Shanghai Posts and Telecommunications Technology Multiplayer Racing Games Product Market Performance
 - 10.5.4 Shanghai Posts and Telecommunications Technology Business Overview
 - 10.5.5 Shanghai Posts and Telecommunications Technology Recent Developments
- 10.6 Criterion
 - 10.6.1 Criterion Basic Information
 - 10.6.2 Criterion Multiplayer Racing Games Product Overview
 - 10.6.3 Criterion Multiplayer Racing Games Product Market Performance
 - 10.6.4 Criterion Business Overview
 - 10.6.5 Criterion Recent Developments

10.7 Turn 10 Studios

- 10.7.1 Turn 10 Studios Basic Information
- 10.7.2 Turn 10 Studios Multiplayer Racing Games Product Overview
- 10.7.3 Turn 10 Studios Multiplayer Racing Games Product Market Performance
- 10.7.4 Turn 10 Studios Business Overview
- 10.7.5 Turn 10 Studios Recent Developments

10.8 Codemasters

- 10.8.1 Codemasters Basic Information
- 10.8.2 Codemasters Multiplayer Racing Games Product Overview
- 10.8.3 Codemasters Multiplayer Racing Games Product Market Performance
- 10.8.4 Codemasters Business Overview
- 10.8.5 Codemasters Recent Developments

10.9 Electronic Arts

- 10.9.1 Electronic Arts Basic Information
- 10.9.2 Electronic Arts Multiplayer Racing Games Product Overview
- 10.9.3 Electronic Arts Multiplayer Racing Games Product Market Performance
- 10.9.4 Electronic Arts Business Overview
- 10.9.5 Electronic Arts Recent Developments

10.10 NaturalMotion

- 10.10.1 NaturalMotion Basic Information
- 10.10.2 NaturalMotion Multiplayer Racing Games Product Overview
- 10.10.3 NaturalMotion Multiplayer Racing Games Product Market Performance
- 10.10.4 NaturalMotion Business Overview
- 10.10.5 NaturalMotion Recent Developments

10.11 Ubisoft

- 10.11.1 Ubisoft Basic Information
- 10.11.2 Ubisoft Multiplayer Racing Games Product Overview
- 10.11.3 Ubisoft Multiplayer Racing Games Product Market Performance
- 10.11.4 Ubisoft Business Overview
- 10.11.5 Ubisoft Recent Developments

10.12 THQ Nordic

- 10.12.1 THQ Nordic Basic Information
- 10.12.2 THQ Nordic Multiplayer Racing Games Product Overview
- 10.12.3 THQ Nordic Multiplayer Racing Games Product Market Performance
- 10.12.4 THQ Nordic Business Overview
- 10.12.5 THQ Nordic Recent Developments

10.13 Fingersoft

- 10.13.1 Fingersoft Basic Information
- 10.13.2 Fingersoft Multiplayer Racing Games Product Overview

- 10.13.3 Fingersoft Multiplayer Racing Games Product Market Performance
- 10.13.4 Fingersoft Business Overview
- 10.13.5 Fingersoft Recent Developments
- 10.14 Slightly Mad Studios
 - 10.14.1 Slightly Mad Studios Basic Information
 - 10.14.2 Slightly Mad Studios Multiplayer Racing Games Product Overview
 - 10.14.3 Slightly Mad Studios Multiplayer Racing Games Product Market Performance
 - 10.14.4 Slightly Mad Studios Business Overview
 - 10.14.5 Slightly Mad Studios Recent Developments
- 10.15 iRacing
 - 10.15.1 iRacing Basic Information
 - 10.15.2 iRacing Multiplayer Racing Games Product Overview
 - 10.15.3 iRacing Multiplayer Racing Games Product Market Performance
 - 10.15.4 iRacing Business Overview
 - 10.15.5 iRacing Recent Developments
- 10.16 Creative Mobile
 - 10.16.1 Creative Mobile Basic Information
 - 10.16.2 Creative Mobile Multiplayer Racing Games Product Overview
 - 10.16.3 Creative Mobile Multiplayer Racing Games Product Market Performance
 - 10.16.4 Creative Mobile Business Overview
 - 10.16.5 Creative Mobile Recent Developments
- 10.17 Bongfish
 - 10.17.1 Bongfish Basic Information
 - 10.17.2 Bongfish Multiplayer Racing Games Product Overview
 - 10.17.3 Bongfish Multiplayer Racing Games Product Market Performance
 - 10.17.4 Bongfish Business Overview
 - 10.17.5 Bongfish Recent Developments

11 MULTIPLAYER RACING GAMES MARKET FORECAST BY REGION

- 11.1 Global Multiplayer Racing Games Market Size Forecast
- 11.2 Global Multiplayer Racing Games Market Forecast by Region
 - 11.2.1 North America Market Size Forecast by Country
 - 11.2.2 Europe Multiplayer Racing Games Market Size Forecast by Country
 - 11.2.3 Asia Pacific Multiplayer Racing Games Market Size Forecast by Region
 - 11.2.4 South America Multiplayer Racing Games Market Size Forecast by Country
 - 11.2.5 Middle East and Africa Forecasted Sales of Multiplayer Racing Games by Country

12 FORECAST MARKET BY TYPE AND BY APPLICATION (2026-2033)

12.1 Global Multiplayer Racing Games Market Forecast by Type (2026-2033)

12.1.1 Global Forecasted Sales of Multiplayer Racing Games by Type (2026-2033)

12.1.2 Global Multiplayer Racing Games Market Size Forecast by Type (2026-2033)

12.1.3 Global Forecasted Price of Multiplayer Racing Games by Type (2026-2033)

12.2 Global Multiplayer Racing Games Market Forecast by Application (2026-2033)

12.2.1 Global Multiplayer Racing Games Sales (K MT) Forecast by Application

12.2.2 Global Multiplayer Racing Games Market Size (M USD) Forecast by Application (2026-2033)

13 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. Multiplayer Racing Games Market Size Comparison by Region (M USD)
- Table 5. Global Multiplayer Racing Games Sales (K MT) by Manufacturers (2020-2025)
- Table 6. Global Multiplayer Racing Games Sales Market Share by Manufacturers (2020-2025)
- Table 7. Global Multiplayer Racing Games Revenue (M USD) by Manufacturers (2020-2025)
- Table 8. Global Multiplayer Racing Games Revenue Share by Manufacturers (2020-2025)
- Table 9. Company Type (Tier 1, Tier 2, and Tier 3) & (based on the Revenue in Multiplayer Racing Games as of 2024)
- Table 10. Global Market Multiplayer Racing Games Average Price (USD/KG) of Key Manufacturers (2020-2025)
- Table 11. Manufacturers? Manufacturing Sites, Areas Served
- Table 12. Manufacturers? Product Type
- Table 13. Global Multiplayer Racing Games Manufacturers Market Concentration Ratio (CR5 and HHI)
- Table 14. Mergers & Acquisitions, Expansion Plans
- Table 15. Market Overview of Key Raw Materials
- Table 16. Midstream Market Analysis
- Table 17. Downstream Customer Analysis
- Table 18. Key Development Trends
- Table 19. Driving Factors
- Table 20. Multiplayer Racing Games Market Challenges
- Table 21. Goldman Sachs' forecast real GDP growth rate for 2024-2026
- Table 22. S&P Global ' Forecast Real GDP Growth Rate For 2024-2027
- Table 23. World Bank ' Forecast Real GDP Growth Rate For 2024-2026
- Table 24. The Tariff Rates Imposed by the United States on Major Commodity Trading Countries
- Table 25. Global Multiplayer Racing Games Sales by Type (K MT)
- Table 26. Global Multiplayer Racing Games Market Size by Type (M USD)
- Table 27. Global Multiplayer Racing Games Sales (K MT) by Type (2020-2025)
- Table 28. Global Multiplayer Racing Games Sales Market Share by Type (2020-2025)

- Table 29. Global Multiplayer Racing Games Market Size (M USD) by Type (2020-2025)
- Table 30. Global Multiplayer Racing Games Market Size Share by Type (2020-2025)
- Table 31. Global Multiplayer Racing Games Price (USD/KG) by Type (2020-2025)
- Table 32. Global Multiplayer Racing Games Sales (K MT) by Application
- Table 33. Global Multiplayer Racing Games Market Size by Application
- Table 34. Global Multiplayer Racing Games Sales by Application (2020-2025) & (K MT)
- Table 35. Global Multiplayer Racing Games Sales Market Share by Application (2020-2025)
- Table 36. Global Multiplayer Racing Games Market Size by Application (2020-2025) & (M USD)
- Table 37. Global Multiplayer Racing Games Market Share by Application (2020-2025)
- Table 38. Global Multiplayer Racing Games Sales Growth Rate by Application (2020-2025)
- Table 39. Global Multiplayer Racing Games Sales by Region (2020-2025) & (K MT)
- Table 40. Global Multiplayer Racing Games Sales Market Share by Region (2020-2025)
- Table 41. Global Multiplayer Racing Games Market Size by Region (2020-2025) & (M USD)
- Table 42. Global Multiplayer Racing Games Market Size Market Share by Region (2020-2025)
- Table 43. North America Multiplayer Racing Games Sales by Country (2020-2025) & (K MT)
- Table 44. North America Multiplayer Racing Games Market Size by Country (2020-2025) & (M USD)
- Table 45. Europe Multiplayer Racing Games Sales by Country (2020-2025) & (K MT)
- Table 46. Europe Multiplayer Racing Games Market Size by Country (2020-2025) & (M USD)
- Table 47. Asia Pacific Multiplayer Racing Games Sales by Region (2020-2025) & (K MT)
- Table 48. Asia Pacific Multiplayer Racing Games Market Size by Region (2020-2025) & (M USD)
- Table 49. South America Multiplayer Racing Games Sales by Country (2020-2025) & (K MT)
- Table 50. South America Multiplayer Racing Games Market Size by Country (2020-2025) & (M USD)
- Table 51. Middle East and Africa Multiplayer Racing Games Sales by Region (2020-2025) & (K MT)
- Table 52. Middle East and Africa Multiplayer Racing Games Market Size by Region (2020-2025) & (M USD)
- Table 53. Global Multiplayer Racing Games Production (K MT) by Region(2020-2025)

Table 54. Global Multiplayer Racing Games Revenue (US\$ Million) by Region (2020-2025)

Table 55. Global Multiplayer Racing Games Revenue Market Share by Region (2020-2025)

Table 56. Global Multiplayer Racing Games Production (K MT), Revenue (US\$ Million), Price (USD/KG) and Gross Margin (2020-2025)

Table 57. North America Multiplayer Racing Games Production (K MT), Revenue (US\$ Million), Price (USD/KG) and Gross Margin (2020-2025)

Table 58. Europe Multiplayer Racing Games Production (K MT), Revenue (US\$ Million), Price (USD/KG) and Gross Margin (2020-2025)

Table 59. Japan Multiplayer Racing Games Production (K MT), Revenue (US\$ Million), Price (USD/KG) and Gross Margin (2020-2025)

Table 60. China Multiplayer Racing Games Production (K MT), Revenue (US\$ Million), Price (USD/KG) and Gross Margin (2020-2025)

Table 61. Tencent Basic Information

Table 62. Tencent Multiplayer Racing Games Product Overview

Table 63. Tencent Multiplayer Racing Games Sales (K MT), Revenue (M USD), Price (USD/KG) and Gross Margin (2020-2025)

Table 64. Tencent Business Overview

Table 65. Tencent SWOT Analysis

Table 66. Tencent Recent Developments

Table 67. Gameloft Basic Information

Table 68. Gameloft Multiplayer Racing Games Product Overview

Table 69. Gameloft Multiplayer Racing Games Sales (K MT), Revenue (M USD), Price (USD/KG) and Gross Margin (2020-2025)

Table 70. Gameloft Business Overview

Table 71. Gameloft SWOT Analysis

Table 72. Gameloft Recent Developments

Table 73. Aquiris Game Studio Basic Information

Table 74. Aquiris Game Studio Multiplayer Racing Games Product Overview

Table 75. Aquiris Game Studio Multiplayer Racing Games Sales (K MT), Revenue (M USD), Price (USD/KG) and Gross Margin (2020-2025)

Table 76. Aquiris Game Studio Business Overview

Table 77. Aquiris Game Studio SWOT Analysis

Table 78. Aquiris Game Studio Recent Developments

Table 79. Vector Unit Basic Information

Table 80. Vector Unit Multiplayer Racing Games Product Overview

Table 81. Vector Unit Multiplayer Racing Games Sales (K MT), Revenue (M USD), Price (USD/KG) and Gross Margin (2020-2025)

Table 82. Vector Unit Business Overview

Table 83. Vector Unit Recent Developments

Table 84. Shanghai Posts and Telecommunications Technology Basic Information

Table 85. Shanghai Posts and Telecommunications Technology Multiplayer Racing Games Product Overview

Table 86. Shanghai Posts and Telecommunications Technology Multiplayer Racing Games Sales (K MT), Revenue (M USD), Price (USD/KG) and Gross Margin (2020-2025)

Table 87. Shanghai Posts and Telecommunications Technology Business Overview

Table 88. Shanghai Posts and Telecommunications Technology Recent Developments

Table 89. Criterion Basic Information

Table 90. Criterion Multiplayer Racing Games Product Overview

Table 91. Criterion Multiplayer Racing Games Sales (K MT), Revenue (M USD), Price (USD/KG) and Gross Margin (2020-2025)

Table 92. Criterion Business Overview

Table 93. Criterion Recent Developments

Table 94. Turn 10 Studios Basic Information

Table 95. Turn 10 Studios Multiplayer Racing Games Product Overview

Table 96. Turn 10 Studios Multiplayer Racing Games Sales (K MT), Revenue (M USD), Price (USD/KG) and Gross Margin (2020-2025)

Table 97. Turn 10 Studios Business Overview

Table 98. Turn 10 Studios Recent Developments

Table 99. Codemasters Basic Information

Table 100. Codemasters Multiplayer Racing Games Product Overview

Table 101. Codemasters Multiplayer Racing Games Sales (K MT), Revenue (M USD), Price (USD/KG) and Gross Margin (2020-2025)

Table 102. Codemasters Business Overview

Table 103. Codemasters Recent Developments

Table 104. Electronic Arts Basic Information

Table 105. Electronic Arts Multiplayer Racing Games Product Overview

Table 106. Electronic Arts Multiplayer Racing Games Sales (K MT), Revenue (M USD), Price (USD/KG) and Gross Margin (2020-2025)

Table 107. Electronic Arts Business Overview

Table 108. Electronic Arts Recent Developments

Table 109. NaturalMotion Basic Information

Table 110. NaturalMotion Multiplayer Racing Games Product Overview

Table 111. NaturalMotion Multiplayer Racing Games Sales (K MT), Revenue (M USD), Price (USD/KG) and Gross Margin (2020-2025)

Table 112. NaturalMotion Business Overview

- Table 113. NaturalMotion Recent Developments
- Table 114. Ubisoft Basic Information
- Table 115. Ubisoft Multiplayer Racing Games Product Overview
- Table 116. Ubisoft Multiplayer Racing Games Sales (K MT), Revenue (M USD), Price (USD/KG) and Gross Margin (2020-2025)
- Table 117. Ubisoft Business Overview
- Table 118. Ubisoft Recent Developments
- Table 119. THQ Nordic Basic Information
- Table 120. THQ Nordic Multiplayer Racing Games Product Overview
- Table 121. THQ Nordic Multiplayer Racing Games Sales (K MT), Revenue (M USD), Price (USD/KG) and Gross Margin (2020-2025)
- Table 122. THQ Nordic Business Overview
- Table 123. THQ Nordic Recent Developments
- Table 124. Fingersoft Basic Information
- Table 125. Fingersoft Multiplayer Racing Games Product Overview
- Table 126. Fingersoft Multiplayer Racing Games Sales (K MT), Revenue (M USD), Price (USD/KG) and Gross Margin (2020-2025)
- Table 127. Fingersoft Business Overview
- Table 128. Fingersoft Recent Developments
- Table 129. Slightly Mad Studios Basic Information
- Table 130. Slightly Mad Studios Multiplayer Racing Games Product Overview
- Table 131. Slightly Mad Studios Multiplayer Racing Games Sales (K MT), Revenue (M USD), Price (USD/KG) and Gross Margin (2020-2025)
- Table 132. Slightly Mad Studios Business Overview
- Table 133. Slightly Mad Studios Recent Developments
- Table 134. iRacing Basic Information
- Table 135. iRacing Multiplayer Racing Games Product Overview
- Table 136. iRacing Multiplayer Racing Games Sales (K MT), Revenue (M USD), Price (USD/KG) and Gross Margin (2020-2025)
- Table 137. iRacing Business Overview
- Table 138. iRacing Recent Developments
- Table 139. Creative Mobile Basic Information
- Table 140. Creative Mobile Multiplayer Racing Games Product Overview
- Table 141. Creative Mobile Multiplayer Racing Games Sales (K MT), Revenue (M USD), Price (USD/KG) and Gross Margin (2020-2025)
- Table 142. Creative Mobile Business Overview
- Table 143. Creative Mobile Recent Developments
- Table 144. Bongfish Basic Information
- Table 145. Bongfish Multiplayer Racing Games Product Overview

Table 146. Bongfish Multiplayer Racing Games Sales (K MT), Revenue (M USD), Price (USD/KG) and Gross Margin (2020-2025)

Table 147. Bongfish Business Overview

Table 148. Bongfish Recent Developments

Table 149. Global Multiplayer Racing Games Sales Forecast by Region (2026-2033) & (K MT)

Table 150. Global Multiplayer Racing Games Market Size Forecast by Region (2026-2033) & (M USD)

Table 151. North America Multiplayer Racing Games Sales Forecast by Country (2026-2033) & (K MT)

Table 152. North America Multiplayer Racing Games Market Size Forecast by Country (2026-2033) & (M USD)

Table 153. Europe Multiplayer Racing Games Sales Forecast by Country (2026-2033) & (K MT)

Table 154. Europe Multiplayer Racing Games Market Size Forecast by Country (2026-2033) & (M USD)

Table 155. Asia Pacific Multiplayer Racing Games Sales Forecast by Region (2026-2033) & (K MT)

Table 156. Asia Pacific Multiplayer Racing Games Market Size Forecast by Region (2026-2033) & (M USD)

Table 157. South America Multiplayer Racing Games Sales Forecast by Country (2026-2033) & (K MT)

Table 158. South America Multiplayer Racing Games Market Size Forecast by Country (2026-2033) & (M USD)

Table 159. Middle East and Africa Multiplayer Racing Games Sales Forecast by Country (2026-2033) & (Units)

Table 160. Middle East and Africa Multiplayer Racing Games Market Size Forecast by Country (2026-2033) & (M USD)

Table 161. Global Multiplayer Racing Games Sales Forecast by Type (2026-2033) & (K MT)

Table 162. Global Multiplayer Racing Games Market Size Forecast by Type (2026-2033) & (M USD)

Table 163. Global Multiplayer Racing Games Price Forecast by Type (2026-2033) & (USD/KG)

Table 164. Global Multiplayer Racing Games Sales (K MT) Forecast by Application (2026-2033)

Table 165. Global Multiplayer Racing Games Market Size Forecast by Application (2026-2033) & (M USD)

List Of Figures

LIST OF FIGURES

- Figure 1. Product Picture of Multiplayer Racing Games
- Figure 2. Data Triangulation
- Figure 3. Key Caveats
- Figure 4. Global Multiplayer Racing Games Market Size (M USD), 2024-2033
- Figure 5. Global Multiplayer Racing Games Market Size (M USD) (2020-2033)
- Figure 6. Global Multiplayer Racing Games Sales (K MT) & (2020-2033)
- Figure 7. Evaluation Matrix of Segment Market Development Potential (Type)
- Figure 8. Evaluation Matrix of Segment Market Development Potential (Application)
- Figure 9. Evaluation Matrix of Regional Market Development Potential
- Figure 10. Multiplayer Racing Games Market Size by Country (M USD)
- Figure 11. Company Assessment Quadrant
- Figure 12. Global Multiplayer Racing Games Product Life Cycle
- Figure 13. Multiplayer Racing Games Sales Share by Manufacturers in 2024
- Figure 14. Global Multiplayer Racing Games Revenue Share by Manufacturers in 2024
- Figure 15. Multiplayer Racing Games Market Share by Company Type (Tier 1, Tier 2 and Tier 3): 2024
- Figure 16. Global Market Multiplayer Racing Games Average Price (USD/KG) of Key Manufacturers in 2024
- Figure 17. The Global 5 and 10 Largest Players: Market Share by Multiplayer Racing Games Revenue in 2024
- Figure 18. Industry Chain Map of Multiplayer Racing Games
- Figure 19. Global Multiplayer Racing Games Market PEST Analysis
- Figure 20. Global Multiplayer Racing Games Market Porter's Five Forces Analysis
- Figure 21. Global Merchandise Trade as a Percentage Of GDP
- Figure 22. US - Imports of Goods by Country
- Figure 23. China Exports by Country
- Figure 24. ESG Rating Distribution of The Leading Company Compared With Its Peers
- Figure 25. Evaluation Matrix of Segment Market Development Potential (Type)
- Figure 26. Global Multiplayer Racing Games Market Share by Type
- Figure 27. Sales Market Share of Multiplayer Racing Games by Type (2020-2025)
- Figure 28. Sales Market Share of Multiplayer Racing Games by Type in 2024
- Figure 29. Market Size Share of Multiplayer Racing Games by Type (2020-2025)
- Figure 30. Market Size Share of Multiplayer Racing Games by Type in 2024
- Figure 31. Evaluation Matrix of Segment Market Development Potential (Application)
- Figure 32. Global Multiplayer Racing Games Market Share by Application

Figure 33. Global Multiplayer Racing Games Sales Market Share by Application (2020-2025)

Figure 34. Global Multiplayer Racing Games Sales Market Share by Application in 2024

Figure 35. Global Multiplayer Racing Games Market Share by Application (2020-2025)

Figure 36. Global Multiplayer Racing Games Market Share by Application in 2024

Figure 37. Global Multiplayer Racing Games Sales Growth Rate by Application (2020-2025)

Figure 38. Global Multiplayer Racing Games Sales Market Share by Region (2020-2025)

Figure 39. Global Multiplayer Racing Games Market Size Market Share by Region (2020-2025)

Figure 40. North America Multiplayer Racing Games Sales and Growth Rate (2020-2025) & (K MT)

Figure 41. North America Multiplayer Racing Games Sales and Growth Rate (2020-2025) & (K MT)

Figure 42. North America Multiplayer Racing Games Sales Market Share by Country in 2024

Figure 43. North America Multiplayer Racing Games Market Size and Growth Rate (2020-2025) & (M USD)

Figure 44. North America Multiplayer Racing Games Market Size Market Share by Country in 2024

Figure 45. U.S. Multiplayer Racing Games Sales and Growth Rate (2020-2025) & (K MT)

Figure 46. U.S. Multiplayer Racing Games Market Size and Growth Rate (2020-2025) & (M USD)

Figure 47. Canada Multiplayer Racing Games Sales (K MT) and Growth Rate (2020-2025)

Figure 48. Canada Multiplayer Racing Games Market Size (M USD) and Growth Rate (2020-2025)

Figure 49. Mexico Multiplayer Racing Games Sales (Units) and Growth Rate (2020-2025)

Figure 50. Mexico Multiplayer Racing Games Market Size (Units) and Growth Rate (2020-2025)

Figure 51. Europe Multiplayer Racing Games Sales and Growth Rate (2020-2025) & (K MT)

Figure 52. Europe Multiplayer Racing Games Sales Market Share by Country in 2024

Figure 53. Europe Multiplayer Racing Games Market Size and Growth Rate (2020-2025) & (M USD)

Figure 54. Europe Multiplayer Racing Games Market Size Market Share by Country in

2024

Figure 55. Germany Multiplayer Racing Games Sales and Growth Rate (2020-2025) & (K MT)

Figure 56. Germany Multiplayer Racing Games Market Size and Growth Rate (2020-2025) & (M USD)

Figure 57. France Multiplayer Racing Games Sales and Growth Rate (2020-2025) & (K MT)

Figure 58. France Multiplayer Racing Games Market Size and Growth Rate (2020-2025) & (M USD)

Figure 59. U.K. Multiplayer Racing Games Sales and Growth Rate (2020-2025) & (K MT)

Figure 60. U.K. Multiplayer Racing Games Market Size and Growth Rate (2020-2025) & (M USD)

Figure 61. Italy Multiplayer Racing Games Sales and Growth Rate (2020-2025) & (K MT)

Figure 62. Italy Multiplayer Racing Games Market Size and Growth Rate (2020-2025) & (M USD)

Figure 63. Spain Multiplayer Racing Games Sales and Growth Rate (2020-2025) & (K MT)

Figure 64. Spain Multiplayer Racing Games Market Size and Growth Rate (2020-2025) & (M USD)

Figure 65. Asia Pacific Multiplayer Racing Games Sales and Growth Rate (K MT)

Figure 66. Asia Pacific Multiplayer Racing Games Sales Market Share by Region in 2024

Figure 67. Asia Pacific Multiplayer Racing Games Market Size Market Share by Region in 2024

Figure 68. China Multiplayer Racing Games Sales and Growth Rate (2020-2025) & (K MT)

Figure 69. China Multiplayer Racing Games Market Size and Growth Rate (2020-2025) & (M USD)

Figure 70. Japan Multiplayer Racing Games Sales and Growth Rate (2020-2025) & (K MT)

Figure 71. Japan Multiplayer Racing Games Market Size and Growth Rate (2020-2025) & (M USD)

Figure 72. South Korea Multiplayer Racing Games Sales and Growth Rate (2020-2025) & (K MT)

Figure 73. South Korea Multiplayer Racing Games Market Size and Growth Rate (2020-2025) & (M USD)

Figure 74. India Multiplayer Racing Games Sales and Growth Rate (2020-2025) & (K

MT)

Figure 75. India Multiplayer Racing Games Market Size and Growth Rate (2020-2025) & (M USD)

Figure 76. Southeast Asia Multiplayer Racing Games Sales and Growth Rate (2020-2025) & (K MT)

Figure 77. Southeast Asia Multiplayer Racing Games Market Size and Growth Rate (2020-2025) & (M USD)

Figure 78. South America Multiplayer Racing Games Sales and Growth Rate (K MT)

Figure 79. South America Multiplayer Racing Games Sales Market Share by Country in 2024

Figure 80. South America Multiplayer Racing Games Market Size and Growth Rate (M USD)

Figure 81. South America Multiplayer Racing Games Market Size Market Share by Country in 2024

Figure 82. Brazil Multiplayer Racing Games Sales and Growth Rate (2020-2025) & (K MT)

Figure 83. Brazil Multiplayer Racing Games Market Size and Growth Rate (2020-2025) & (M USD)

Figure 84. Argentina Multiplayer Racing Games Sales and Growth Rate (2020-2025) & (K MT)

Figure 85. Argentina Multiplayer Racing Games Market Size and Growth Rate (2020-2025) & (M USD)

Figure 86. Columbia Multiplayer Racing Games Sales and Growth Rate (2020-2025) & (K MT)

Figure 87. Columbia Multiplayer Racing Games Market Size and Growth Rate (2020-2025) & (M USD)

Figure 88. Middle East and Africa Multiplayer Racing Games Sales and Growth Rate (K MT)

Figure 89. Middle East and Africa Multiplayer Racing Games Sales Market Share by Region in 2024

Figure 90. Middle East and Africa Multiplayer Racing Games Market Size and Growth Rate (M USD)

Figure 91. Middle East and Africa Multiplayer Racing Games Market Size Market Share by Region in 2024

Figure 92. Saudi Arabia Multiplayer Racing Games Sales and Growth Rate (2020-2025) & (K MT)

Figure 93. Saudi Arabia Multiplayer Racing Games Market Size and Growth Rate (2020-2025) & (M USD)

Figure 94. UAE Multiplayer Racing Games Sales and Growth Rate (2020-2025) & (K

MT)

Figure 95. UAE Multiplayer Racing Games Market Size and Growth Rate (2020-2025) & (M USD)

Figure 96. Egypt Multiplayer Racing Games Sales and Growth Rate (2020-2025) & (K MT)

Figure 97. Egypt Multiplayer Racing Games Market Size and Growth Rate (2020-2025) & (M USD)

Figure 98. Nigeria Multiplayer Racing Games Sales and Growth Rate (2020-2025) & (K MT)

Figure 99. Nigeria Multiplayer Racing Games Market Size and Growth Rate (2020-2025) & (M USD)

Figure 100. South Africa Multiplayer Racing Games Sales and Growth Rate (2020-2025) & (K MT)

Figure 101. South Africa Multiplayer Racing Games Market Size and Growth Rate (2020-2025) & (M USD)

Figure 102. Global Multiplayer Racing Games Production Market Share by Region (2020-2025)

Figure 103. North America Multiplayer Racing Games Production (K MT) Growth Rate (2020-2025)

Figure 104. Europe Multiplayer Racing Games Production (K MT) Growth Rate (2020-2025)

Figure 105. Japan Multiplayer Racing Games Production (K MT) Growth Rate (2020-2025)

Figure 106. China Multiplayer Racing Games Production (K MT) Growth Rate (2020-2025)

Figure 107. Global Multiplayer Racing Games Sales Forecast by Volume (2020-2033) & (K MT)

Figure 108. Global Multiplayer Racing Games Market Size Forecast by Value (2020-2033) & (M USD)

Figure 109. Global Multiplayer Racing Games Sales Market Share Forecast by Type (2026-2033)

Figure 110. Global Multiplayer Racing Games Market Share Forecast by Type (2026-2033)

Figure 111. Global Multiplayer Racing Games Sales Forecast by Application (2026-2033)

Figure 112. Global Multiplayer Racing Games Market Share Forecast by Application (2026-2033)

I would like to order

Product name: Global Multiplayer Racing Games Market Research Report 2025(Status and Outlook)

Product link: <https://marketpublishers.com/r/M099CE8AAB41EN.html>

Price: US\$ 3,200.00 (Single User License / Electronic Delivery)

If you want to order Corporate License or Hard Copy, please, contact our Customer Service:

info@marketpublishers.com

Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/M099CE8AAB41EN.html>