

Global Action Games Competitive Landscape Professional Research Report 2025

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Abstracts

Market Overview

According to DIResearch's in-depth investigation and research, the global Action Games market size will reach Million USD in 2025 and is projected to reach Million USD by 2032, with a CAGR of % (2025-2032). Notably, the China Action Games market has changed rapidly in the past few years. By 2025, China's market size is expected to be Million USD, representing approximately % of the global market share.

Research Summary

Action games are a genre of video games that focus on real-time gameplay where players control characters to overcome challenges, obstacles, and enemies in various environments. These games typically involve exciting and fast-paced gameplay with a high level of physical or strategic skill required to progress through the levels or missions. Popular action game sub-genres include beat 'em ups, first-person shooters, platformers, and fighting games. Examples of well-known action games include Grand Theft Auto, Uncharted, Call of Duty, and Devil May Cry.

The major global suppliers of Action Games include Rockstar North, Naughty Dog, Nintendo EPD, SIE Santa Monica Studio, Konami, Capcom, Bethesda Game Studios, Guerrilla Games, EA DICE, FromSoftware, PlatinumGames, Crystal Dynamics, Rocksteady Studios, id Software, etc. The global players competition landscape in this report is divided into three tiers. The first tier comprises global leading enterprises that command a substantial market share, hold a dominant industry position, possess strong competitiveness and influence, and generate significant revenue. The second tier includes companies with a notable market presence and reputation; these firms actively

follow industry leaders in product, service, or technological innovation and maintain a moderate revenue scale. The third tier consists of smaller companies with limited market share and lower brand recognition, primarily focused on local markets and generating comparatively lower revenue.

This report studies the market size, price trends and future development prospects of Action Games. Focus on analysing the market share, product portfolio, prices, sales, revenue and gross profit margin of global major suppliers, as well as the market status and trends of different product types and applications in the global Action Games market. The report data covers historical data from 2020 to 2024, based year in 2025 and forecast data from 2026 to 2032.

The regions and countries in the report include North America, Europe, China, APAC (excl. China), Latin America and Middle East and Africa, covering the Action Games market conditions and future development trends of key regions and countries, combined with industry-related policies and the latest technological developments, analyze the development characteristics of Action Games industries in various regions and countries, help companies understand the development characteristics of each region, help companies formulate business strategies, and achieve the ultimate goal of the company's global development strategy.

The data sources of this report mainly include the National Bureau of Statistics, customs databases, industry associations, corporate financial reports, third-party databases, etc. Among them, macroeconomic data mainly comes from the National Bureau of Statistics, International Economic Research Organization; industry statistical data mainly come from industry associations; company data mainly comes from interviews, public information collection, third-party reliable databases, and price data mainly comes from various markets monitoring database.

Global Key Suppliers of Action Games Include:

Rockstar North

Naughty Dog

Nintendo EPD

SIE Santa Monica Studio

Konami

Capcom

Bethesda Game Studios

Guerrilla Games

EA DICE

FromSoftware

PlatinumGames

Crystal Dynamics

Rocksteady Studios

id Software

Action Games Product Segment Include:

Client Type

Webgame Type

Action Games Product Application Include:

PC

Mobile

Tablet

Others

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