

Global Racing 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 Racing Games market size will reach 2,216.96 Million USD in 2025 and is projected to reach 4,456.75 Million USD by 2032, with a CAGR of 10.49% (2025-2032). Notably, the China Racing 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

Racing games are a genre of video games that simulate the experience of driving vehicles in a competitive manner. These games often feature a variety of vehicles, including cars, motorcycles, trucks, and more, and can take place on closed circuits, city streets, off-road tracks, or fantastical environments. Racing games offer players the opportunity to compete against computer-controlled opponents or other players, either online or in split-screen multiplayer modes. The genre includes a wide range of sub-genres, from realistic simulations that strive to replicate the physics and mechanics of actual racing, to arcade-style games that prioritize fast-paced and entertaining gameplay. Racing games often incorporate elements such as time trials, vehicle customization, and a progression system to enhance the gaming experience. They have been popular since the early days of video gaming, and advancements in technology continue to push the boundaries of realism and immersion in contemporary racing game titles.

The major global suppliers of Racing Games include Turn 10 Studios (Microsoft),

Codemasters, Electronic Arts Inc., Ubisoft, THQ Nordic, Gameloft, Milestone, Criterion, NaturalMotion, Slightly Mad Studios, iRacing, Creative Mobile, Bongfish, Fingersoft, Aquiris Game Studio, Vector Unit, 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 Racing 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 Racing 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 Racing 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 Racing 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 Racing Games Include:

Turn 10 Studios (Microsoft)

Codemasters

Electronic Arts Inc.

Ubisoft

THQ Nordic

Gameloft

Milestone

Criterion

NaturalMotion

Slightly Mad Studios

iRacing

Creative Mobile

Bongfish

Fingersoft

Aquiris Game Studio

Vector Unit

Racing Games Product Segment Include:

F2P

P2P

Racing Games Product Application Include:

PC

Mobile

Console

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