

Global Artificial Intelligence in Gaming Market 2024 by Company, Regions, Type and Application, Forecast to 2030

<https://marketpublishers.com/r/G3E088DD377DEN.html>

Date: October 2024

Pages: 155

Price: US\$ 3,480.00 (Single User License)

ID: G3E088DD377DEN

Abstracts

According to our (Global Info Research) latest study, the global Artificial Intelligence in Gaming market size was valued at USD million in 2023 and is forecast to a readjusted size of USD million by 2030 with a CAGR of % during review period.

China and the United States are two leaders in AI industry. On the AI 100 list (2022) released by CB Insights, the number of companies in the United States ranks first, with more than 70 companies, followed by the United Kingdom, with 8 companies on the list. China and Canada both holds 5 companies on the list. According to data from the China Academy of Information and Communications Technology, the scale of China's core artificial intelligence industry reached ?508 billion in 2022, a year-on-year increase of 18%. From 2013 to November 2022, the cumulative number of patent applications for artificial intelligence inventions in the world reached 729,000, and the cumulative number of applications in China reached 389,000, accounting for 53.4%. However, the Global Artificial Intelligence Innovation Index Report 2021 released by the China Institute of Scientific and Technological Information shows that the overall strength of the United States is still far ahead. The number of artificial intelligence companies in the United States is about 4,670, while China has only 880. China's data center is less than 1/76 of that of the United States.

The Global Info Research report includes an overview of the development of the Artificial Intelligence in Gaming industry chain, the market status of PC Gaming (On-Premise, Cloud-based), TV Gaming (On-Premise, Cloud-based), and key enterprises in developed and developing market, and analysed the cutting-edge technology, patent, hot applications and market trends of Artificial Intelligence in Gaming.

Regionally, the report analyzes the Artificial Intelligence in Gaming markets in key regions. North America and Europe are experiencing steady growth, driven by government initiatives and increasing consumer awareness. Asia-Pacific, particularly China, leads the global Artificial Intelligence in Gaming market, with robust domestic demand, supportive policies, and a strong manufacturing base.

Key Features:

The report presents comprehensive understanding of the Artificial Intelligence in Gaming market. It provides a holistic view of the industry, as well as detailed insights into individual components and stakeholders. The report analysis market dynamics, trends, challenges, and opportunities within the Artificial Intelligence in Gaming industry.

The report involves analyzing the market at a macro level:

Market Sizing and Segmentation: Report collect data on the overall market size, including the revenue generated, and market share of different by Type (e.g., On-Premise, Cloud-based).

Industry Analysis: Report analyse the broader industry trends, such as government policies and regulations, technological advancements, consumer preferences, and market dynamics. This analysis helps in understanding the key drivers and challenges influencing the Artificial Intelligence in Gaming market.

Regional Analysis: The report involves examining the Artificial Intelligence in Gaming market at a regional or national level. Report analyses regional factors such as government incentives, infrastructure development, economic conditions, and consumer behaviour to identify variations and opportunities within different markets.

Market Projections: Report covers the gathered data and analysis to make future projections and forecasts for the Artificial Intelligence in Gaming market. This may include estimating market growth rates, predicting market demand, and identifying emerging trends.

The report also involves a more granular approach to Artificial Intelligence in Gaming:

Company Analysis: Report covers individual Artificial Intelligence in Gaming players, suppliers, and other relevant industry players. This analysis includes studying their financial performance, market positioning, product portfolios, partnerships, and

strategies.

Consumer Analysis: Report covers data on consumer behaviour, preferences, and attitudes towards Artificial Intelligence in Gaming. This may involve surveys, interviews, and analysis of consumer reviews and feedback from different by Application (PC Gaming, TV Gaming).

Technology Analysis: Report covers specific technologies relevant to Artificial Intelligence in Gaming. It assesses the current state, advancements, and potential future developments in Artificial Intelligence in Gaming areas.

Competitive Landscape: By analyzing individual companies, suppliers, and consumers, the report presents insights into the competitive landscape of the Artificial Intelligence in Gaming market. This analysis helps understand market share, competitive advantages, and potential areas for differentiation among industry players.

Market Validation: The report involves validating findings and projections through primary research, such as surveys, interviews, and focus groups.

Market Segmentation

Artificial Intelligence in Gaming market is split by Type and by Application. For the period 2019-2030, the growth among segments provides accurate calculations and forecasts for consumption value by Type, and by Application in terms of value.

Market segment by Type

On-Premise

Cloud-based

Market segment by Application

PC Gaming

TV Gaming

Smartphone & Tablet Gaming

Market segment by players, this report covers

Ubisoft

EA

Tencent

Sony

Microsoft

Playtika

Activision Blizzard

NetEase

Nintendo

Square Enix

Konami

Take-Two Interactive

NCSOFT

Google

Baidu

IBM

SAP

Intel

Salesforce

Brighterion

KITT.AI

Market segment by regions, regional analysis covers

North America (United States, Canada, and Mexico)

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

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

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

Middle East & Africa (Turkey, Saudi Arabia, UAE, Rest of Middle East & Africa)

The content of the study subjects, includes a total of 13 chapters:

Chapter 1, to describe Artificial Intelligence in Gaming product scope, market overview, market estimation caveats and base year.

Chapter 2, to profile the top players of Artificial Intelligence in Gaming, with revenue, gross margin and global market share of Artificial Intelligence in Gaming from 2019 to 2024.

Chapter 3, the Artificial Intelligence in Gaming competitive situation, revenue and global market share of top players are analyzed emphatically by landscape contrast.

Chapter 4 and 5, to segment the market size by Type and application, with consumption value and growth rate by Type, application, from 2019 to 2030.

Chapter 6, 7, 8, 9, and 10, to break the market size data at the country level, with revenue and market share for key countries in the world, from 2019 to 2024.and

Artificial Intelligence in Gaming market forecast, by regions, type and application, with consumption value, from 2025 to 2030.

Chapter 11, market dynamics, drivers, restraints, trends and Porters Five Forces analysis.

Chapter 12, the key raw materials and key suppliers, and industry chain of Artificial Intelligence in Gaming.

Chapter 13, to describe Artificial Intelligence in Gaming research findings and conclusion.

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