

# Global Backgammon Apps Market 2026 by Company, Regions, Type and Application, Forecast to 2032

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## Abstracts

According to our (Global Info Research) latest study, the global Backgammon Apps market size was valued at US\$ 159 million in 2025 and is forecast to a readjusted size of US\$ 205 million by 2032 with a CAGR of 3.5% during review period.

In 2025, global Backgammon Apps industry-average gross margin of approximately 40%.

Backgammon Apps refers to digital applications or services that implement backgammon rules, gameplay, and scoring, typically featuring AI opponents, online matchmaking/multiplayer, ranking systems, tutorials, and game analysis, delivered via mobile apps, desktop clients, or web platforms for entertainment or competitive play.

Backgammon Apps sits within the broader casual-to-competitive board game category and typically succeeds by balancing low-friction access with depth for repeat play. The market is driven by mobile-first usage (quick matches, AI practice, and social play), while a smaller but valuable segment focuses on competitive ladders, tournaments, and analysis tools that appeal to dedicated players. Differentiation often comes from matchmaking quality, anti-cheat and fair-play systems, strong UI/UX, credible AI difficulty, and community features (clubs, chat, leagues), with live-ops content and events supporting retention. Monetization commonly blends ads, subscriptions, and in-app purchases, but growth can be constrained by high user-acquisition costs, platform fee policies, and regulatory sensitivity if real-money or prize-based play is involved. Overall, the space tends to reward platforms that build trust and long-term engagement rather than one-off downloads.

This report is a detailed and comprehensive analysis for global Backgammon Apps

market. Both quantitative and qualitative analyses are presented by company, by region & country, by Type and by Application. As the market is constantly changing, this report explores the competition, supply and demand trends, as well as key factors that contribute to its changing demands across many markets. Company profiles and product examples of selected competitors, along with market share estimates of some of the selected leaders for the year 2025, are provided.

### **Key Features:**

Global Backgammon Apps market size and forecasts, in consumption value (\$ Million), 2021-2032

Global Backgammon Apps market size and forecasts by region and country, in consumption value (\$ Million), 2021-2032

Global Backgammon Apps market size and forecasts, by Type and by Application, in consumption value (\$ Million), 2021-2032

Global Backgammon Apps market shares of main players, in revenue (\$ Million), 2021-2026

### **The Primary Objectives in This Report Are:**

To determine the size of the total market opportunity of global and key countries

To assess the growth potential for Backgammon Apps

To forecast future growth in each product and end-use market

To assess competitive factors affecting the marketplace

This report profiles key players in the global Backgammon Apps market based on the following parameters - company overview, revenue, gross margin, product portfolio, geographical presence, and key developments. Key companies covered as a part of this study include GNU Backgammon, Nextgammon, Extreme Gammon, Backgammon NJ, BGBlitz, Play65, MobileFusion Apps Ltd., Backgammon Ace, Hardwood Backgammon, Backgammon Live, etc.

This report also provides key insights about market drivers, restraints, opportunities, new product launches or approvals.

### **Market segmentation**

Backgammon Apps market is split by Type and by Application. For the period 2021-2032, the growth among segments provides accurate calculations and forecasts for Consumption Value by Type and by Application. This analysis can help you expand your business by targeting qualified niche markets.

#### Market segment by Type

Android OS

iOS

Windows OS

Others

#### Market segment by Gameplay Mode

Single-player

Multiplayer

#### Market segment by Business Model

Free-to-play + Ads

Subscription

#### Market segment by Application

Private Entertainment

Commercial

#### Market segment by players, this report covers

GNU Backgammon

Nextgammon

Extreme Gammon

Backgammon NJ

BGBlitz

Play65

MobileFusion Apps Ltd.

Backgammon Ace

Hardwood Backgammon

Backgammon Live

GammonSite

XG Mobile

Backgammon Gold

Backgammon Masters

Backgammon Pro

Random Salad Games

BGRoom

Backgammon Blitz

Backgammon Galaxy

Backgammon Reloaded

## Backgammon Studio

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 and Rest of Asia-Pacific)

South America (Brazil, 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 Backgammon Apps product scope, market overview, market estimation caveats and base year.

Chapter 2, to profile the top players of Backgammon Apps, with revenue, gross margin, and global market share of Backgammon Apps from 2021 to 2026.

Chapter 3, the Backgammon Apps 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 by Application, with consumption value and growth rate by Type, by Application, from 2021 to 2032.

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 2021 to 2026. and Backgammon Apps market forecast, by regions, by Type and by Application, with consumption value, from 2027 to 2032.

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

Chapter 12, the key raw materials and key suppliers, and industry chain of Backgammon Apps.

Chapter 13, to describe Backgammon Apps research findings and conclusion.

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