

# Global Digital Games for Desktop Supply, Demand and Key Producers, 2023-2029

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## Abstracts

The global Digital Games for Desktop market size is expected to reach \$ million by 2029, rising at a market growth of % CAGR during the forecast period (2023-2029).

Digital games for desktop refers to computer games or video games that are designed to be played on personal computers or desktop systems. These games are typically available in digital form and can be downloaded or purchased through online platforms. Digital Games for Desktop offer a wide range of genres and gameplay experiences, providing entertainment and interactive experiences for players on their computer screens.

This report studies the global Digital Games for Desktop demand, key companies, and key regions.

This report is a detailed and comprehensive analysis of the world market for Digital Games for Desktop, and provides market size (US\$ million) and Year-over-Year (YoY) growth, considering 2022 as the base year. This report explores demand trends and competition, as well as details the characteristics of Digital Games for Desktop that contribute to its increasing demand across many markets.

Highlights and key features of the study

Global Digital Games for Desktop total market, 2018-2029, (USD Million)

Global Digital Games for Desktop total market by region & country, CAGR, 2018-2029, (USD Million)

U.S. VS China: Digital Games for Desktop total market, key domestic companies and share, (USD Million)

Global Digital Games for Desktop revenue by player and market share 2018-2023, (USD Million)

Global Digital Games for Desktop total market by Type, CAGR, 2018-2029, (USD Million)

Global Digital Games for Desktop total market by Application, CAGR, 2018-2029, (USD Million).

This reports profiles major players in the global Digital Games for Desktop 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 Activision Blizzard, Electronic Arts, GungHo, Microsoft, NCSoft, Nintendo, Sony, Take-Two Interactive Software and Ubisoft, etc.

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

Stakeholders would have ease in decision-making through various strategy matrices used in analyzing the World Digital Games for Desktop market.

Detailed Segmentation:

Each section contains quantitative market data including market by value (US\$ Millions), by player, by regions, by Type, and by Application. Data is given for the years 2018-2029 by year with 2022 as the base year, 2023 as the estimate year, and 2024-2029 as the forecast year.

Global Digital Games for Desktop Market, By Region:

United States

China

Europe

Japan

South Korea

ASEAN

India

Rest of World

### Global Digital Games for Desktop Market, Segmentation by Type

Competitive Games

Casual Games

Others

### Global Digital Games for Desktop Market, Segmentation by Application

Single Player

Multiplayer

### Companies Profiled:

Activision Blizzard

Electronic Arts

GungHo

Microsoft

NCSoft

Nintendo

Sony

Take-Two Interactive Software

Ubisoft

Zynga

4A Games

Asobo Studio

Behaviour Interactive

Tencent

NetEase Games

Perfect World

## Key Questions Answered

1. How big is the global Digital Games for Desktop market?
2. What is the demand of the global Digital Games for Desktop market?
3. What is the year over year growth of the global Digital Games for Desktop market?
4. What is the total value of the global Digital Games for Desktop market?
5. Who are the major players in the global Digital Games for Desktop market?

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