

Global Digital Games Market 2024 by Company, Regions, Type and Application, Forecast to 2030

<https://marketpublishers.com/r/GF13E5735164EN.html>

Date: June 2024

Pages: 130

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

ID: GF13E5735164EN

Abstracts

According to our (Global Info Research) latest study, the global Digital Games market size was valued at USD 195940 million in 2023 and is forecast to a readjusted size of USD 542710 million by 2030 with a CAGR of 15.7% during review period.

A video game is an electronic game that includes a video device for human interaction with the user interface of the game. PC monitor, mobile display and TV are used as a video device. The electronic systems used to play video games are known as platforms. Different platforms include PCs, consoles, TVs, mobile devices and others. Different types of games are available for different gaming platforms. The video games are available in two formats include digital and physical. The physical format is the one in which the game is played with the use of physical disc. While digital format is the one in which the game is played after downloading and requires no physical disc to play.

Increasing number of gamers, rising disposable income and technology innovation are some of the major driving force for digital games market. The number of active game players is increasing globally. According to a research done by an independent research firm in the 110 largest countries in the world, in 2013 around 18.75% of the population is active game players and 2.4 billion are internet users. In addition, China alone has 180 million active game players which are almost equivalent to the number of active game players in the Western Europe. Increasing disposable income in the developing countries such as India and China is expected to fuel the growth rate of digital games market. Increasing disposable income allows the customer to spend more money.

The Global Info Research report includes an overview of the development of the Digital Games industry chain, the market status of Private (Digital, Physical), Commercial

(Digital, Physical), and key enterprises in developed and developing market, and analysed the cutting-edge technology, patent, hot applications and market trends of Digital Games.

Regionally, the report analyzes the Digital Games 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 Digital Games market, with robust domestic demand, supportive policies, and a strong manufacturing base.

Key Features:

The report presents comprehensive understanding of the Digital Games 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 Digital Games 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., Digital, Physical).

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 Digital Games market.

Regional Analysis: The report involves examining the Digital Games 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 Digital Games market. This may include estimating market growth rates, predicting market demand, and identifying emerging trends.

The report also involves a more granular approach to Digital Games:

Company Analysis: Report covers individual Digital Games 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 Digital Games. This may involve surveys, interviews, and analysis of consumer reviews and feedback from different by Application (Private, Commercial).

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

Competitive Landscape: By analyzing individual companies, suppliers, and consumers, the report presents insights into the competitive landscape of the Digital Games 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

Digital Games 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

Digital

Physical

Market segment by Application

Private

Commercial

Market segment by players, this report covers

Behavior Interactive

Activision Blizzard

Asobo Studio

CCP

Changyou

Cryptic Studios

4A Games

GameHouse

Electronic Arts

Gamelion

Konami

Microsoft

Nexon

Rovio Entertainment

Ubisoft Entertainment

Warner Bros

The Lego

GungHo Entertainment

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 Digital Games product scope, market overview, market estimation caveats and base year.

Chapter 2, to profile the top players of Digital Games, with revenue, gross margin and global market share of Digital Games from 2019 to 2024.

Chapter 3, the Digital Games 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 Digital Games 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 Digital Games.

Chapter 13, to describe Digital Games research findings and conclusion.

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