

# Global First Person Shooters (FPS) Mobile Game Market 2025 by Company, Regions, Type and Application, Forecast to 2031

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## Abstracts

According to our (Global Info Research) latest study, the global First Person Shooters (FPS) Mobile Game market size was valued at US\$ 349 million in 2024 and is forecast to a readjusted size of USD 508 million by 2031 with a CAGR of 5.6% during review period.

These mobile shooter games are true masterpieces. Mobile gaming has come a long way. Here are some incredible first-person shooters that gamers can enjoy anywhere.

This report is a detailed and comprehensive analysis for global First Person Shooters (FPS) Mobile Game 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 First Person Shooters (FPS) Mobile Game market size and forecasts, in consumption value (\$ Million), 2020-2031

Global First Person Shooters (FPS) Mobile Game market size and forecasts by region and country, in consumption value (\$ Million), 2020-2031

Global First Person Shooters (FPS) Mobile Game market size and forecasts, by Type

and by Application, in consumption value (\$ Million), 2020-2031

Global First Person Shooters (FPS) Mobile Game market shares of main players, in revenue (\$ Million), 2020-2025

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 First Person Shooters (FPS) Mobile Game

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 First Person Shooters (FPS) Mobile Game 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 Tencent, Net Ease, Electronic Arts Inc., Firecraft Studios, Lilith Games, Critical Force Ltd, BadFly Interactive, Square Enix Montreal, Prodigy Design Limited, etc.

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

Market segmentation

First Person Shooters (FPS) Mobile Game market is split by Type and by Application. For the period 2020-2031, 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

Pay to Play

Free to Play

## Market segment by Application

Android

IOS

## Market segment by players, this report covers

Tencent

Net Ease

Electronic Arts Inc.

Firecraft Studios

Lilith Games

Critical Force Ltd

BadFly Interactive

Square Enix Montreal

Prodigy Design Limited

## 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 First Person Shooters (FPS) Mobile Game product scope, market overview, market estimation caveats and base year.

Chapter 2, to profile the top players of First Person Shooters (FPS) Mobile Game, with revenue, gross margin, and global market share of First Person Shooters (FPS) Mobile Game from 2020 to 2025.

Chapter 3, the First Person Shooters (FPS) Mobile Game 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 2020 to 2031

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 2020 to 2025. and First Person Shooters (FPS) Mobile Game market forecast, by regions, by Type and by Application, with consumption value, from 2026 to 2031.

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

Chapter 12, the key raw materials and key suppliers, and industry chain of First Person Shooters (FPS) Mobile Game.

Chapter 13, to describe First Person Shooters (FPS) Mobile Game research findings and conclusion.

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