

# Global Gaming Market 2024 by Company, Regions, Type and Application, Forecast to 2030

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## Abstracts

According to our (Global Info Research) latest study, the global Gaming market size was valued at USD 194640 million in 2023 and is forecast to a readjusted size of USD 437040 million by 2030 with a CAGR of 12.2% during review period.

Gaming refers to playing electronic games, whether through consoles, computers, mobile phones or another medium altogether. Gaming is a nuanced term that suggests regular gameplay, possibly as a hobby. Although traditionally a solitary form of relaxation, online multiplayer video games have made gaming a popular group activity as well.

Global Gaming key players include Activision Blizzard, Microsoft, Sony, Tencent, Apple, etc. Global top five manufacturers hold a share about 45%.

Asia-Pacific is the largest market, with a share about 45%, followed by North America and Europe, both have a share over 45 percent.

In terms of product, Mobile Gaming is the largest segment, with a share over 50%. And in terms of application, the largest application is Amateur, followed by Professional.

The Global Info Research report includes an overview of the development of the Gaming industry chain, the market status of Amateur (Mobile Gaming, Console Gaming), Professional (Mobile Gaming, Console Gaming), and key enterprises in developed and developing market, and analysed the cutting-edge technology, patent, hot applications and market trends of Gaming.

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

#### Key Features:

The report presents comprehensive understanding of the 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 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., Mobile Gaming, Console Gaming).

**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 Gaming market.

**Regional Analysis:** The report involves examining the 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 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 Gaming:

**Company Analysis:** Report covers individual 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 Gaming This may involve surveys, interviews, and analysis of consumer reviews and feedback from different by Application (Amateur, Professional).

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

**Competitive Landscape:** By analyzing individual companies, suppliers, and consumers, the report present insights into the competitive landscape of the 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

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

Mobile Gaming

Console Gaming

PC Gaming

### Market segment by Application

Amateur

Professional

Market segment by players, this report covers

Activision Blizzard

Electronic Arts

Microsoft

NetEase

Nintendo

Sony

Tencent

ChangYou

DeNA

GungHo

Apple

Google

Nexon

Sega

Warner Bros

Namco Bandai

Ubisoft

Square Enix

Take-Two Interactive

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

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

Chapter 3, the 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 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 Gaming.

Chapter 13, to describe Gaming research findings and conclusion.

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