

Global Immersive Sim Game Supply, Demand and Key Producers, 2023-2029

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Abstracts

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

Immersive sim game is a type of video game that emphasizes player freedom, emergent gameplay, and immersive environments. These games typically allow players to explore detailed, interactive worlds and offer multiple approaches to problem-solving. Immersive sim games often feature complex systems that interact with each other, allowing for emergent gameplay where unexpected events can occur as a result of the player's actions.

This report studies the global Immersive Sim Game demand, key companies, and key regions.

This report is a detailed and comprehensive analysis of the world market for Immersive Sim Game, 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 Immersive Sim Game that contribute to its increasing demand across many markets.

Highlights and key features of the study

Global Immersive Sim Game total market, 2018-2029, (USD Million)

Global Immersive Sim Game total market by region & country, CAGR, 2018-2029, (USD Million)

U.S. VS China: Immersive Sim Game total market, key domestic companies and share, (USD Million)

Global Immersive Sim Game revenue by player and market share 2018-2023, (USD Million)

Global Immersive Sim Game total market by Type, CAGR, 2018-2029, (USD Million)

Global Immersive Sim Game total market by Application, CAGR, 2018-2029, (USD Million)

This reports profiles major players in the global Immersive Sim 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 IO Interactive (Hitman), Arkane Studios (Arx Fatalis), WolfEye Studios (Weird West), Streum On Studio (E.Y.E: Divine Cybermancy), GSC Game World (Stalker 2), SEGA (Alien: Isolation), Take-Two Interactive (BioShock), Looking Glass Studios (Thief Gold) and Eidos Montr?al (Deus Ex), etc.

This report also provides key insights about market drivers, restraints, opportunities, new product launches or approvals, COVID-19 and Russia-Ukraine War Influence.

Stakeholders would have ease in decision-making through various strategy matrices used in analyzing the World Immersive Sim Game 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 Immersive Sim Game Market, By Region:

United States

China

Europe

Japan

South Korea

ASEAN

India

Rest of World

Global Immersive Sim Game Market, Segmentation by Type

Adventure

Survival

Others

Global Immersive Sim Game Market, Segmentation by Application

Offline Game

Online Game

Companies Profiled:

IO Interactive (Hitman)

Arkane Studios (Arx Fatalis)

WolfEye Studios (Weird West)

Streum On Studio (E.Y.E: Divine Cybermancy)

GSC Game World (Stalker 2)

SEGA (Alien: Isolation)

Take-Two Interactive (BioShock)

Looking Glass Studios (Thief Gold)

Eidos Montreal (Deus Ex)

Blue Sky Productions (Ultima Underworld: The Stygian Abyss)

Cyan Worlds (Obduction)

Ion Storm (Thief: Deadly Shadows)

Systemic Reaction (Second Extinction)

Key Questions Answered

1. How big is the global Immersive Sim Game market?
2. What is the demand of the global Immersive Sim Game market?
3. What is the year over year growth of the global Immersive Sim Game market?
4. What is the total value of the global Immersive Sim Game market?
5. Who are the major players in the global Immersive Sim Game market?
6. What are the growth factors driving the market demand?

Contents

1 SUPPLY SUMMARY

- 1.1 Immersive Sim Game Introduction
- 1.2 World Immersive Sim Game Market Size & Forecast (2018 & 2022 & 2029)
- 1.3 World Immersive Sim Game Total Market by Region (by Headquarter Location)
 - 1.3.1 World Immersive Sim Game Market Size by Region (2018-2029), (by Headquarter Location)
 - 1.3.2 United States Immersive Sim Game Market Size (2018-2029)
 - 1.3.3 China Immersive Sim Game Market Size (2018-2029)
 - 1.3.4 Europe Immersive Sim Game Market Size (2018-2029)
 - 1.3.5 Japan Immersive Sim Game Market Size (2018-2029)
 - 1.3.6 South Korea Immersive Sim Game Market Size (2018-2029)
 - 1.3.7 ASEAN Immersive Sim Game Market Size (2018-2029)
 - 1.3.8 India Immersive Sim Game Market Size (2018-2029)
- 1.4 Market Drivers, Restraints and Trends
 - 1.4.1 Immersive Sim Game Market Drivers
 - 1.4.2 Factors Affecting Demand
 - 1.4.3 Immersive Sim Game Major Market Trends
- 1.5 Influence of COVID-19 and Russia-Ukraine War
 - 1.5.1 Influence of COVID-19
 - 1.5.2 Influence of Russia-Ukraine War

2 DEMAND SUMMARY

- 2.1 World Immersive Sim Game Consumption Value (2018-2029)
- 2.2 World Immersive Sim Game Consumption Value by Region
 - 2.2.1 World Immersive Sim Game Consumption Value by Region (2018-2023)
 - 2.2.2 World Immersive Sim Game Consumption Value Forecast by Region (2024-2029)
- 2.3 United States Immersive Sim Game Consumption Value (2018-2029)
- 2.4 China Immersive Sim Game Consumption Value (2018-2029)
- 2.5 Europe Immersive Sim Game Consumption Value (2018-2029)
- 2.6 Japan Immersive Sim Game Consumption Value (2018-2029)
- 2.7 South Korea Immersive Sim Game Consumption Value (2018-2029)
- 2.8 ASEAN Immersive Sim Game Consumption Value (2018-2029)
- 2.9 India Immersive Sim Game Consumption Value (2018-2029)

3 WORLD IMMERSIVE SIM GAME COMPANIES COMPETITIVE ANALYSIS

- 3.1 World Immersive Sim Game Revenue by Player (2018-2023)
- 3.2 Industry Rank and Concentration Rate (CR)
 - 3.2.1 Global Immersive Sim Game Industry Rank of Major Players
 - 3.2.2 Global Concentration Ratios (CR4) for Immersive Sim Game in 2022
 - 3.2.3 Global Concentration Ratios (CR8) for Immersive Sim Game in 2022
- 3.3 Immersive Sim Game Company Evaluation Quadrant
- 3.4 Immersive Sim Game Market: Overall Company Footprint Analysis
 - 3.4.1 Immersive Sim Game Market: Region Footprint
 - 3.4.2 Immersive Sim Game Market: Company Product Type Footprint
 - 3.4.3 Immersive Sim Game Market: Company Product Application Footprint
- 3.5 Competitive Environment
 - 3.5.1 Historical Structure of the Industry
 - 3.5.2 Barriers of Market Entry
 - 3.5.3 Factors of Competition
- 3.6 Mergers, Acquisitions Activity

4 UNITED STATES VS CHINA VS REST OF THE WORLD (BY HEADQUARTER LOCATION)

- 4.1 United States VS China: Immersive Sim Game Revenue Comparison (by Headquarter Location)
 - 4.1.1 United States VS China: Immersive Sim Game Market Size Comparison (2018 & 2022 & 2029) (by Headquarter Location)
 - 4.1.2 United States VS China: Immersive Sim Game Revenue Market Share Comparison (2018 & 2022 & 2029)
- 4.2 United States Based Companies VS China Based Companies: Immersive Sim Game Consumption Value Comparison
 - 4.2.1 United States VS China: Immersive Sim Game Consumption Value Comparison (2018 & 2022 & 2029)
 - 4.2.2 United States VS China: Immersive Sim Game Consumption Value Market Share Comparison (2018 & 2022 & 2029)
- 4.3 United States Based Immersive Sim Game Companies and Market Share, 2018-2023
 - 4.3.1 United States Based Immersive Sim Game Companies, Headquarters (States, Country)
 - 4.3.2 United States Based Companies Immersive Sim Game Revenue, (2018-2023)
- 4.4 China Based Companies Immersive Sim Game Revenue and Market Share,

2018-2023

4.4.1 China Based Immersive Sim Game Companies, Company Headquarters (Province, Country)

4.4.2 China Based Companies Immersive Sim Game Revenue, (2018-2023)

4.5 Rest of World Based Immersive Sim Game Companies and Market Share, 2018-2023

4.5.1 Rest of World Based Immersive Sim Game Companies, Headquarters (States, Country)

4.5.2 Rest of World Based Companies Immersive Sim Game Revenue, (2018-2023)

5 MARKET ANALYSIS BY TYPE

5.1 World Immersive Sim Game Market Size Overview by Type: 2018 VS 2022 VS 2029

5.2 Segment Introduction by Type

5.2.1 Adventure

5.2.2 Survival

5.2.3 Others

5.3 Market Segment by Type

5.3.1 World Immersive Sim Game Market Size by Type (2018-2023)

5.3.2 World Immersive Sim Game Market Size by Type (2024-2029)

5.3.3 World Immersive Sim Game Market Size Market Share by Type (2018-2029)

6 MARKET ANALYSIS BY APPLICATION

6.1 World Immersive Sim Game Market Size Overview by Application: 2018 VS 2022 VS 2029

6.2 Segment Introduction by Application

6.2.1 Offline Game

6.2.2 Online Game

6.3 Market Segment by Application

6.3.1 World Immersive Sim Game Market Size by Application (2018-2023)

6.3.2 World Immersive Sim Game Market Size by Application (2024-2029)

6.3.3 World Immersive Sim Game Market Size by Application (2018-2029)

7 COMPANY PROFILES

7.1 IO Interactive (Hitman)

7.1.1 IO Interactive (Hitman) Details

- 7.1.2 IO Interactive (Hitman) Major Business
- 7.1.3 IO Interactive (Hitman) Immersive Sim Game Product and Services
- 7.1.4 IO Interactive (Hitman) Immersive Sim Game Revenue, Gross Margin and Market Share (2018-2023)
- 7.1.5 IO Interactive (Hitman) Recent Developments/Updates
- 7.1.6 IO Interactive (Hitman) Competitive Strengths & Weaknesses
- 7.2 Arkane Studios (Arx Fatalis)
 - 7.2.1 Arkane Studios (Arx Fatalis) Details
 - 7.2.2 Arkane Studios (Arx Fatalis) Major Business
 - 7.2.3 Arkane Studios (Arx Fatalis) Immersive Sim Game Product and Services
 - 7.2.4 Arkane Studios (Arx Fatalis) Immersive Sim Game Revenue, Gross Margin and Market Share (2018-2023)
 - 7.2.5 Arkane Studios (Arx Fatalis) Recent Developments/Updates
 - 7.2.6 Arkane Studios (Arx Fatalis) Competitive Strengths & Weaknesses
- 7.3 WolfEye Studios (Weird West)
 - 7.3.1 WolfEye Studios (Weird West) Details
 - 7.3.2 WolfEye Studios (Weird West) Major Business
 - 7.3.3 WolfEye Studios (Weird West) Immersive Sim Game Product and Services
 - 7.3.4 WolfEye Studios (Weird West) Immersive Sim Game Revenue, Gross Margin and Market Share (2018-2023)
 - 7.3.5 WolfEye Studios (Weird West) Recent Developments/Updates
 - 7.3.6 WolfEye Studios (Weird West) Competitive Strengths & Weaknesses
- 7.4 Streum On Studio (E.Y.E: Divine Cybermancy)
 - 7.4.1 Streum On Studio (E.Y.E: Divine Cybermancy) Details
 - 7.4.2 Streum On Studio (E.Y.E: Divine Cybermancy) Major Business
 - 7.4.3 Streum On Studio (E.Y.E: Divine Cybermancy) Immersive Sim Game Product and Services
 - 7.4.4 Streum On Studio (E.Y.E: Divine Cybermancy) Immersive Sim Game Revenue, Gross Margin and Market Share (2018-2023)
 - 7.4.5 Streum On Studio (E.Y.E: Divine Cybermancy) Recent Developments/Updates
 - 7.4.6 Streum On Studio (E.Y.E: Divine Cybermancy) Competitive Strengths & Weaknesses
- 7.5 GSC Game World (Stalker 2)
 - 7.5.1 GSC Game World (Stalker 2) Details
 - 7.5.2 GSC Game World (Stalker 2) Major Business
 - 7.5.3 GSC Game World (Stalker 2) Immersive Sim Game Product and Services
 - 7.5.4 GSC Game World (Stalker 2) Immersive Sim Game Revenue, Gross Margin and Market Share (2018-2023)
 - 7.5.5 GSC Game World (Stalker 2) Recent Developments/Updates

- 7.5.6 GSC Game World (Stalker 2) Competitive Strengths & Weaknesses
- 7.6 SEGA (Alien: Isolation)
 - 7.6.1 SEGA (Alien: Isolation) Details
 - 7.6.2 SEGA (Alien: Isolation) Major Business
 - 7.6.3 SEGA (Alien: Isolation) Immersive Sim Game Product and Services
 - 7.6.4 SEGA (Alien: Isolation) Immersive Sim Game Revenue, Gross Margin and Market Share (2018-2023)
 - 7.6.5 SEGA (Alien: Isolation) Recent Developments/Updates
 - 7.6.6 SEGA (Alien: Isolation) Competitive Strengths & Weaknesses
- 7.7 Take-Two Interactive (BioShock)
 - 7.7.1 Take-Two Interactive (BioShock) Details
 - 7.7.2 Take-Two Interactive (BioShock) Major Business
 - 7.7.3 Take-Two Interactive (BioShock) Immersive Sim Game Product and Services
 - 7.7.4 Take-Two Interactive (BioShock) Immersive Sim Game Revenue, Gross Margin and Market Share (2018-2023)
 - 7.7.5 Take-Two Interactive (BioShock) Recent Developments/Updates
 - 7.7.6 Take-Two Interactive (BioShock) Competitive Strengths & Weaknesses
- 7.8 Looking Glass Studios (Thief Gold)
 - 7.8.1 Looking Glass Studios (Thief Gold) Details
 - 7.8.2 Looking Glass Studios (Thief Gold) Major Business
 - 7.8.3 Looking Glass Studios (Thief Gold) Immersive Sim Game Product and Services
 - 7.8.4 Looking Glass Studios (Thief Gold) Immersive Sim Game Revenue, Gross Margin and Market Share (2018-2023)
 - 7.8.5 Looking Glass Studios (Thief Gold) Recent Developments/Updates
 - 7.8.6 Looking Glass Studios (Thief Gold) Competitive Strengths & Weaknesses
- 7.9 Eidos Montr?al (Deus Ex)
 - 7.9.1 Eidos Montr?al (Deus Ex) Details
 - 7.9.2 Eidos Montr?al (Deus Ex) Major Business
 - 7.9.3 Eidos Montr?al (Deus Ex) Immersive Sim Game Product and Services
 - 7.9.4 Eidos Montr?al (Deus Ex) Immersive Sim Game Revenue, Gross Margin and Market Share (2018-2023)
 - 7.9.5 Eidos Montr?al (Deus Ex) Recent Developments/Updates
 - 7.9.6 Eidos Montr?al (Deus Ex) Competitive Strengths & Weaknesses
- 7.10 Blue Sky Productions (Ultima Underworld: The Stygian Abyss)
 - 7.10.1 Blue Sky Productions (Ultima Underworld: The Stygian Abyss) Details
 - 7.10.2 Blue Sky Productions (Ultima Underworld: The Stygian Abyss) Major Business
 - 7.10.3 Blue Sky Productions (Ultima Underworld: The Stygian Abyss) Immersive Sim Game Product and Services
 - 7.10.4 Blue Sky Productions (Ultima Underworld: The Stygian Abyss) Immersive Sim

Game Revenue, Gross Margin and Market Share (2018-2023)

7.10.5 Blue Sky Productions (Ultima Underworld: The Stygian Abyss) Recent Developments/Updates

7.10.6 Blue Sky Productions (Ultima Underworld: The Stygian Abyss) Competitive Strengths & Weaknesses

7.11 Cyan Worlds (Obduction)

7.11.1 Cyan Worlds (Obduction) Details

7.11.2 Cyan Worlds (Obduction) Major Business

7.11.3 Cyan Worlds (Obduction) Immersive Sim Game Product and Services

7.11.4 Cyan Worlds (Obduction) Immersive Sim Game Revenue, Gross Margin and Market Share (2018-2023)

7.11.5 Cyan Worlds (Obduction) Recent Developments/Updates

7.11.6 Cyan Worlds (Obduction) Competitive Strengths & Weaknesses

7.12 Ion Storm (Thief: Deadly Shadows)

7.12.1 Ion Storm (Thief: Deadly Shadows) Details

7.12.2 Ion Storm (Thief: Deadly Shadows) Major Business

7.12.3 Ion Storm (Thief: Deadly Shadows) Immersive Sim Game Product and Services

7.12.4 Ion Storm (Thief: Deadly Shadows) Immersive Sim Game Revenue, Gross Margin and Market Share (2018-2023)

7.12.5 Ion Storm (Thief: Deadly Shadows) Recent Developments/Updates

7.12.6 Ion Storm (Thief: Deadly Shadows) Competitive Strengths & Weaknesses

7.13 Systemic Reaction (Second Extinction)

7.13.1 Systemic Reaction (Second Extinction) Details

7.13.2 Systemic Reaction (Second Extinction) Major Business

7.13.3 Systemic Reaction (Second Extinction) Immersive Sim Game Product and Services

7.13.4 Systemic Reaction (Second Extinction) Immersive Sim Game Revenue, Gross Margin and Market Share (2018-2023)

7.13.5 Systemic Reaction (Second Extinction) Recent Developments/Updates

7.13.6 Systemic Reaction (Second Extinction) Competitive Strengths & Weaknesses

8 INDUSTRY CHAIN ANALYSIS

8.1 Immersive Sim Game Industry Chain

8.2 Immersive Sim Game Upstream Analysis

8.3 Immersive Sim Game Midstream Analysis

8.4 Immersive Sim Game Downstream Analysis

9 RESEARCH FINDINGS AND CONCLUSION

10 APPENDIX

10.1 Methodology

10.2 Research Process and Data Source

10.3 Disclaimer

List Of Tables

LIST OF TABLES

Table 1. World Immersive Sim Game Revenue by Region (2018, 2022 and 2029) & (USD Million), (by Headquarter Location)

Table 2. World Immersive Sim Game Revenue by Region (2018-2023) & (USD Million), (by Headquarter Location)

Table 3. World Immersive Sim Game Revenue by Region (2024-2029) & (USD Million), (by Headquarter Location)

Table 4. World Immersive Sim Game Revenue Market Share by Region (2018-2023), (by Headquarter Location)

Table 5. World Immersive Sim Game Revenue Market Share by Region (2024-2029), (by Headquarter Location)

Table 6. Major Market Trends

Table 7. World Immersive Sim Game Consumption Value Growth Rate Forecast by Region (2018 & 2022 & 2029) & (USD Million)

Table 8. World Immersive Sim Game Consumption Value by Region (2018-2023) & (USD Million)

Table 9. World Immersive Sim Game Consumption Value Forecast by Region (2024-2029) & (USD Million)

Table 10. World Immersive Sim Game Revenue by Player (2018-2023) & (USD Million)

Table 11. Revenue Market Share of Key Immersive Sim Game Players in 2022

Table 12. World Immersive Sim Game Industry Rank of Major Player, Based on Revenue in 2022

Table 13. Global Immersive Sim Game Company Evaluation Quadrant

Table 14. Head Office of Key Immersive Sim Game Player

Table 15. Immersive Sim Game Market: Company Product Type Footprint

Table 16. Immersive Sim Game Market: Company Product Application Footprint

Table 17. Immersive Sim Game Mergers & Acquisitions Activity

Table 18. United States VS China Immersive Sim Game Market Size Comparison, (2018 & 2022 & 2029) & (USD Million)

Table 19. United States VS China Immersive Sim Game Consumption Value Comparison, (2018 & 2022 & 2029) & (USD Million)

Table 20. United States Based Immersive Sim Game Companies, Headquarters (States, Country)

Table 21. United States Based Companies Immersive Sim Game Revenue, (2018-2023) & (USD Million)

Table 22. United States Based Companies Immersive Sim Game Revenue Market

Share (2018-2023)

Table 23. China Based Immersive Sim Game Companies, Headquarters (Province, Country)

Table 24. China Based Companies Immersive Sim Game Revenue, (2018-2023) & (USD Million)

Table 25. China Based Companies Immersive Sim Game Revenue Market Share (2018-2023)

Table 26. Rest of World Based Immersive Sim Game Companies, Headquarters (States, Country)

Table 27. Rest of World Based Companies Immersive Sim Game Revenue, (2018-2023) & (USD Million)

Table 28. Rest of World Based Companies Immersive Sim Game Revenue Market Share (2018-2023)

Table 29. World Immersive Sim Game Market Size by Type, (USD Million), 2018 & 2022 & 2029

Table 30. World Immersive Sim Game Market Size by Type (2018-2023) & (USD Million)

Table 31. World Immersive Sim Game Market Size by Type (2024-2029) & (USD Million)

Table 32. World Immersive Sim Game Market Size by Application, (USD Million), 2018 & 2022 & 2029

Table 33. World Immersive Sim Game Market Size by Application (2018-2023) & (USD Million)

Table 34. World Immersive Sim Game Market Size by Application (2024-2029) & (USD Million)

Table 35. IO Interactive (Hitman) Basic Information, Area Served and Competitors

Table 36. IO Interactive (Hitman) Major Business

Table 37. IO Interactive (Hitman) Immersive Sim Game Product and Services

Table 38. IO Interactive (Hitman) Immersive Sim Game Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)

Table 39. IO Interactive (Hitman) Recent Developments/Updates

Table 40. IO Interactive (Hitman) Competitive Strengths & Weaknesses

Table 41. Arkane Studios (Arx Fatalis) Basic Information, Area Served and Competitors

Table 42. Arkane Studios (Arx Fatalis) Major Business

Table 43. Arkane Studios (Arx Fatalis) Immersive Sim Game Product and Services

Table 44. Arkane Studios (Arx Fatalis) Immersive Sim Game Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)

Table 45. Arkane Studios (Arx Fatalis) Recent Developments/Updates

Table 46. Arkane Studios (Arx Fatalis) Competitive Strengths & Weaknesses

- Table 47. WolfEye Studios (Weird West) Basic Information, Area Served and Competitors
- Table 48. WolfEye Studios (Weird West) Major Business
- Table 49. WolfEye Studios (Weird West) Immersive Sim Game Product and Services
- Table 50. WolfEye Studios (Weird West) Immersive Sim Game Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)
- Table 51. WolfEye Studios (Weird West) Recent Developments/Updates
- Table 52. WolfEye Studios (Weird West) Competitive Strengths & Weaknesses
- Table 53. Streum On Studio (E.Y.E: Divine Cybermancy) Basic Information, Area Served and Competitors
- Table 54. Streum On Studio (E.Y.E: Divine Cybermancy) Major Business
- Table 55. Streum On Studio (E.Y.E: Divine Cybermancy) Immersive Sim Game Product and Services
- Table 56. Streum On Studio (E.Y.E: Divine Cybermancy) Immersive Sim Game Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)
- Table 57. Streum On Studio (E.Y.E: Divine Cybermancy) Recent Developments/Updates
- Table 58. Streum On Studio (E.Y.E: Divine Cybermancy) Competitive Strengths & Weaknesses
- Table 59. GSC Game World (Stalker 2) Basic Information, Area Served and Competitors
- Table 60. GSC Game World (Stalker 2) Major Business
- Table 61. GSC Game World (Stalker 2) Immersive Sim Game Product and Services
- Table 62. GSC Game World (Stalker 2) Immersive Sim Game Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)
- Table 63. GSC Game World (Stalker 2) Recent Developments/Updates
- Table 64. GSC Game World (Stalker 2) Competitive Strengths & Weaknesses
- Table 65. SEGA (Alien: Isolation) Basic Information, Area Served and Competitors
- Table 66. SEGA (Alien: Isolation) Major Business
- Table 67. SEGA (Alien: Isolation) Immersive Sim Game Product and Services
- Table 68. SEGA (Alien: Isolation) Immersive Sim Game Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)
- Table 69. SEGA (Alien: Isolation) Recent Developments/Updates
- Table 70. SEGA (Alien: Isolation) Competitive Strengths & Weaknesses
- Table 71. Take-Two Interactive (BioShock) Basic Information, Area Served and Competitors
- Table 72. Take-Two Interactive (BioShock) Major Business
- Table 73. Take-Two Interactive (BioShock) Immersive Sim Game Product and Services
- Table 74. Take-Two Interactive (BioShock) Immersive Sim Game Revenue, Gross

Margin and Market Share (2018-2023) & (USD Million)

Table 75. Take-Two Interactive (BioShock) Recent Developments/Updates

Table 76. Take-Two Interactive (BioShock) Competitive Strengths & Weaknesses

Table 77. Looking Glass Studios (Thief Gold) Basic Information, Area Served and Competitors

Table 78. Looking Glass Studios (Thief Gold) Major Business

Table 79. Looking Glass Studios (Thief Gold) Immersive Sim Game Product and Services

Table 80. Looking Glass Studios (Thief Gold) Immersive Sim Game Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)

Table 81. Looking Glass Studios (Thief Gold) Recent Developments/Updates

Table 82. Looking Glass Studios (Thief Gold) Competitive Strengths & Weaknesses

Table 83. Eidos Montr?al (Deus Ex) Basic Information, Area Served and Competitors

Table 84. Eidos Montr?al (Deus Ex) Major Business

Table 85. Eidos Montr?al (Deus Ex) Immersive Sim Game Product and Services

Table 86. Eidos Montr?al (Deus Ex) Immersive Sim Game Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)

Table 87. Eidos Montr?al (Deus Ex) Recent Developments/Updates

Table 88. Eidos Montr?al (Deus Ex) Competitive Strengths & Weaknesses

Table 89. Blue Sky Productions (Ultima Underworld: The Stygian Abyss) Basic Information, Area Served and Competitors

Table 90. Blue Sky Productions (Ultima Underworld: The Stygian Abyss) Major Business

Table 91. Blue Sky Productions (Ultima Underworld: The Stygian Abyss) Immersive Sim Game Product and Services

Table 92. Blue Sky Productions (Ultima Underworld: The Stygian Abyss) Immersive Sim Game Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)

Table 93. Blue Sky Productions (Ultima Underworld: The Stygian Abyss) Recent Developments/Updates

Table 94. Blue Sky Productions (Ultima Underworld: The Stygian Abyss) Competitive Strengths & Weaknesses

Table 95. Cyan Worlds (Obduction) Basic Information, Area Served and Competitors

Table 96. Cyan Worlds (Obduction) Major Business

Table 97. Cyan Worlds (Obduction) Immersive Sim Game Product and Services

Table 98. Cyan Worlds (Obduction) Immersive Sim Game Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)

Table 99. Cyan Worlds (Obduction) Recent Developments/Updates

Table 100. Cyan Worlds (Obduction) Competitive Strengths & Weaknesses

Table 101. Ion Storm (Thief: Deadly Shadows) Basic Information, Area Served and

Competitors

Table 102. Ion Storm (Thief: Deadly Shadows) Major Business

Table 103. Ion Storm (Thief: Deadly Shadows) Immersive Sim Game Product and Services

Table 104. Ion Storm (Thief: Deadly Shadows) Immersive Sim Game Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)

Table 105. Ion Storm (Thief: Deadly Shadows) Recent Developments/Updates

Table 106. Systemic Reaction (Second Extinction) Basic Information, Area Served and Competitors

Table 107. Systemic Reaction (Second Extinction) Major Business

Table 108. Systemic Reaction (Second Extinction) Immersive Sim Game Product and Services

Table 109. Systemic Reaction (Second Extinction) Immersive Sim Game Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)

Table 110. Global Key Players of Immersive Sim Game Upstream (Raw Materials)

Table 111. Immersive Sim Game Typical Customers

List Of Figures

LIST OF FIGURES

Figure 1. Immersive Sim Game Picture

Figure 2. World Immersive Sim Game Total Market Size: 2018 & 2022 & 2029, (USD Million)

Figure 3. World Immersive Sim Game Total Market Size (2018-2029) & (USD Million)

Figure 4. World Immersive Sim Game Revenue Market Share by Region (2018, 2022 and 2029) & (USD Million) , (by Headquarter Location)

Figure 5. World Immersive Sim Game Revenue Market Share by Region (2018-2029), (by Headquarter Location)

Figure 6. United States Based Company Immersive Sim Game Revenue (2018-2029) & (USD Million)

Figure 7. China Based Company Immersive Sim Game Revenue (2018-2029) & (USD Million)

Figure 8. Europe Based Company Immersive Sim Game Revenue (2018-2029) & (USD Million)

Figure 9. Japan Based Company Immersive Sim Game Revenue (2018-2029) & (USD Million)

Figure 10. South Korea Based Company Immersive Sim Game Revenue (2018-2029) & (USD Million)

Figure 11. ASEAN Based Company Immersive Sim Game Revenue (2018-2029) & (USD Million)

Figure 12. India Based Company Immersive Sim Game Revenue (2018-2029) & (USD Million)

Figure 13. Immersive Sim Game Market Drivers

Figure 14. Factors Affecting Demand

Figure 15. World Immersive Sim Game Consumption Value (2018-2029) & (USD Million)

Figure 16. World Immersive Sim Game Consumption Value Market Share by Region (2018-2029)

Figure 17. United States Immersive Sim Game Consumption Value (2018-2029) & (USD Million)

Figure 18. China Immersive Sim Game Consumption Value (2018-2029) & (USD Million)

Figure 19. Europe Immersive Sim Game Consumption Value (2018-2029) & (USD Million)

Figure 20. Japan Immersive Sim Game Consumption Value (2018-2029) & (USD Million)

Million)

Figure 21. South Korea Immersive Sim Game Consumption Value (2018-2029) & (USD Million)

Figure 22. ASEAN Immersive Sim Game Consumption Value (2018-2029) & (USD Million)

Figure 23. India Immersive Sim Game Consumption Value (2018-2029) & (USD Million)

Figure 24. Producer Shipments of Immersive Sim Game by Player Revenue (\$MM) and Market Share (%): 2022

Figure 25. Global Four-firm Concentration Ratios (CR4) for Immersive Sim Game Markets in 2022

Figure 26. Global Four-firm Concentration Ratios (CR8) for Immersive Sim Game Markets in 2022

Figure 27. United States VS China: Immersive Sim Game Revenue Market Share Comparison (2018 & 2022 & 2029)

Figure 28. United States VS China: Immersive Sim Game Consumption Value Market Share Comparison (2018 & 2022 & 2029)

Figure 29. World Immersive Sim Game Market Size by Type, (USD Million), 2018 & 2022 & 2029

Figure 30. World Immersive Sim Game Market Size Market Share by Type in 2022

Figure 31. Adventure

Figure 32. Survival

Figure 33. Others

Figure 34. World Immersive Sim Game Market Size Market Share by Type (2018-2029)

Figure 35. World Immersive Sim Game Market Size by Application, (USD Million), 2018 & 2022 & 2029

Figure 36. World Immersive Sim Game Market Size Market Share by Application in 2022

Figure 37. Offline Game

Figure 38. Online Game

Figure 39. Immersive Sim Game Industrial Chain

Figure 40. Methodology

Figure 41. Research Process and Data Source

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