

Global Mobile Game QA Testing Market 2026 by Company, Regions, Type and Application, Forecast to 2032

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Abstracts

According to our (Global Info Research) latest study, the global Mobile Game QA Testing market size was valued at US\$ 1215 million in 2025 and is forecast to a readjusted size of US\$ 2075 million by 2032 with a CAGR of 7.9% during review period.

Mobile Game QA Testing refer to specialized third-party testing, verification, and quality engineering services designed for games distributed through mobile ecosystems, primarily iOS and Android smartphones and tablets.

Based on our research, the Mobile Game QA Testing Services market should be understood as a specialized quality assurance layer for mobile games rather than a generic software testing category. Mobile games differ from standard mobile applications because they combine real-time interaction, graphics rendering, memory and battery constraints, online networking, in-app purchases, advertising SDKs, regional content expectations, and continuous live-operations updates. A defect in compatibility, frame rate, localization display, weak-network behavior, or monetization flow can directly affect retention, app store ratings, revenue conversion, and user acquisition efficiency. Therefore, the most reliable reporting boundary is a narrow service scope that covers third-party functional QA, localization QA, real-device compatibility testing, performance profiling, crowdtesting, security-oriented game testing, and automation or AI-assisted testing for mobile games. Broader software QA firms and localization vendors may be relevant at the long-list stage, but the core market should be limited to companies with verifiable game-specific and mobile-relevant delivery capabilities.

From the supply side, the market is organized around three layers. The first layer

consists of global game service groups and dedicated QA providers that can support large publishers across multiple regions, languages, platforms, and release stages. The second layer includes regional QA specialists, particularly in Eastern Europe, India, Southeast Asia, Japan, and China, where delivery cost, language coverage, or device access provides a competitive angle. The third layer consists of platform and tool providers, including real-device clouds, crowdtesting networks, mobile performance tools, and game automation platforms. This structure explains why the broad vendor pool is larger than the revenue-model list: many companies offer relevant services, but only a smaller number have enough mobile game focus, official service evidence, and commercial scale to support revenue attribution. Private ownership and mixed service lines also mean that estimated revenue must be treated as directional rather than definitive.

Demand is being reshaped by the operating model of mobile games. Instead of a single pre-launch testing cycle, many titles now require quality assurance across prototype validation, closed beta, soft launch, app store submission, regional launch, seasonal content updates, event operations, monetization changes, and long-term live-service maintenance. Android fragmentation, iOS version changes, global simultaneous releases, multiplayer networking, SDK integrations, local regulations, and user-generated content all increase the number of test cases and device-language-market combinations. Small and mid-sized studios tend to purchase modular services such as compatibility testing, cloud-device access, lightweight LQA, or crowd feedback, while large publishers often rely on framework agreements, dedicated QA teams, secure test labs, and structured localization QA pipelines. This creates a market with both enterprise-scale recurring contracts and fragmented project-based long-tail demand.

The product and technology route is moving toward a hybrid model that combines human testers, real-device infrastructure, automation, AI agents, and player feedback. Human QA remains critical for gameplay feel, narrative context, localization nuance, cultural sensitivity, and exploratory testing, while automation is increasingly useful for regression checks, repetitive UI flows, performance capture, crash triage, and broad coverage analysis. AI-assisted game testing is still emerging, but it is already changing how developers think about coverage, speed, and test repeatability. Over the next several years, competitive advantage is likely to shift from pure labor capacity to integrated quality platforms, game-engine compatibility, real-device coverage, secure build handling, multilingual tester networks, and the ability to connect QA results with live-operations decision-making.

This report is a detailed and comprehensive analysis for global Mobile Game QA

Testing 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 Mobile Game QA Testing market size and forecasts, in consumption value (\$ Million), 2021-2032

Global Mobile Game QA Testing market size and forecasts by region and country, in consumption value (\$ Million), 2021-2032

Global Mobile Game QA Testing market size and forecasts, by Type and by Application, in consumption value (\$ Million), 2021-2032

Global Mobile Game QA Testing market shares of main players, in revenue (\$ Million), 2021-2026

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 Mobile Game QA Testing

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 Mobile Game QA Testing 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 Keywords Studios plc, Side Inc., Lionbridge Games, DIGITAL HEARTS Co., Ltd., GlobalStep, Tencent, NetEase, TransPerfect Games, Testronic Laboratories, Room 8 Group, etc.

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

Market segmentation

Mobile Game QA Testing market is split by Type and by Application. For the period 2021-2032, 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

Functional QA Testing

Compatibility Testing

Others

Market segment by Service Delivery Model

Manual Testing

Automated Testing

Others

Market segment by Testing Phase

Prototype Testing

Closed Beta

Soft Launch Testing

Others

Market segment by Application

Casual and Hyper-casual Games

Mid-core Games

Multiplayer Competitive Games

Others

Market segment by players, this report covers

Keywords Studios plc

Side Inc.

Lionbridge Games

DIGITAL HEARTS Co., Ltd.

GlobalStep

Tencent

NetEase

TransPerfect Games

Testronic Laboratories

Room 8 Group

Testin

iXie Gaming

PlaytestCloud

UWA Technology

QAwerk

GameDriver

Game-Ace

Kevuru Games

SnoopGame

modl.ai

Localsoft Games

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 Mobile Game QA Testing product scope, market overview, market estimation caveats and base year.

Chapter 2, to profile the top players of Mobile Game QA Testing, with revenue, gross margin, and global market share of Mobile Game QA Testing from 2021 to 2026.

Chapter 3, the Mobile Game QA Testing 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 2021 to 2032.

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 2021 to 2026. and Mobile Game QA Testing market forecast, by regions, by Type and by Application, with consumption value, from 2027 to 2032.

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

Chapter 12, the key raw materials and key suppliers, and industry chain of Mobile Game QA Testing.

Chapter 13, to describe Mobile Game QA Testing research findings and conclusion.

Contents

1 MARKET OVERVIEW

1.1 Product Overview and Scope

1.2 Market Estimation Caveats and Base Year

1.3 Classification of Mobile Game QA Testing by Type

1.3.1 Overview: Global Mobile Game QA Testing Market Size by Type: 2021 Versus 2025 Versus 2032

1.3.2 Global Mobile Game QA Testing Consumption Value Market Share by Type in 2025

1.3.3 Functional QA Testing

1.3.4 Compatibility Testing

1.3.5 Others

1.4 Classification of Mobile Game QA Testing by Service Delivery Model

1.4.1 Overview: Global Mobile Game QA Testing Market Size by Service Delivery Model: 2021 Versus 2025 Versus 2032

1.4.2 Global Mobile Game QA Testing Consumption Value Market Share by Service Delivery Model in 2025

1.4.3 Manual Testing

1.4.4 Automated Testing

1.4.5 Others

1.5 Classification of Mobile Game QA Testing by Testing Phase

1.5.1 Overview: Global Mobile Game QA Testing Market Size by Testing Phase: 2021 Versus 2025 Versus 2032

1.5.2 Global Mobile Game QA Testing Consumption Value Market Share by Testing Phase in 2025

1.5.3 Prototype Testing

1.5.4 Closed Beta

1.5.5 Soft Launch Testing

1.5.6 Others

1.6 Global Mobile Game QA Testing Market by Application

1.6.1 Overview: Global Mobile Game QA Testing Market Size by Application: 2021 Versus 2025 Versus 2032

1.6.2 Casual and Hyper-casual Games

1.6.3 Mid-core Games

1.6.4 Multiplayer Competitive Games

1.6.5 Others

1.7 Global Mobile Game QA Testing Market Size & Forecast

1.8 Global Mobile Game QA Testing Market Size and Forecast by Region

1.8.1 Global Mobile Game QA Testing Market Size by Region: 2021 VS 2025 VS 2032

1.8.2 Global Mobile Game QA Testing Market Size by Region, (2021-2032)

1.8.3 North America Mobile Game QA Testing Market Size and Prospect (2021-2032)

1.8.4 Europe Mobile Game QA Testing Market Size and Prospect (2021-2032)

1.8.5 Asia-Pacific Mobile Game QA Testing Market Size and Prospect (2021-2032)

1.8.6 South America Mobile Game QA Testing Market Size and Prospect (2021-2032)

1.8.7 Middle East & Africa Mobile Game QA Testing Market Size and Prospect
(2021-2032)

2 COMPANY PROFILES

2.1 Keywords Studios plc

2.1.1 Keywords Studios plc Details

2.1.2 Keywords Studios plc Major Business

2.1.3 Keywords Studios plc Mobile Game QA Testing Product and Solutions

2.1.4 Keywords Studios plc Mobile Game QA Testing Revenue, Gross Margin and
Market Share (2021-2026)

2.1.5 Keywords Studios plc Recent Developments and Future Plans

2.2 Side Inc.

2.2.1 Side Inc. Details

2.2.2 Side Inc. Major Business

2.2.3 Side Inc. Mobile Game QA Testing Product and Solutions

2.2.4 Side Inc. Mobile Game QA Testing Revenue, Gross Margin and Market Share
(2021-2026)

2.2.5 Side Inc. Recent Developments and Future Plans

2.3 Lionbridge Games

2.3.1 Lionbridge Games Details

2.3.2 Lionbridge Games Major Business

2.3.3 Lionbridge Games Mobile Game QA Testing Product and Solutions

2.3.4 Lionbridge Games Mobile Game QA Testing Revenue, Gross Margin and Market
Share (2021-2026)

2.3.5 Lionbridge Games Recent Developments and Future Plans

2.4 DIGITAL HEARTS Co., Ltd.

2.4.1 DIGITAL HEARTS Co., Ltd. Details

2.4.2 DIGITAL HEARTS Co., Ltd. Major Business

2.4.3 DIGITAL HEARTS Co., Ltd. Mobile Game QA Testing Product and Solutions

2.4.4 DIGITAL HEARTS Co., Ltd. Mobile Game QA Testing Revenue, Gross Margin
and Market Share (2021-2026)

2.4.5 DIGITAL HEARTS Co., Ltd. Recent Developments and Future Plans

2.5 GlobalStep

2.5.1 GlobalStep Details

2.5.2 GlobalStep Major Business

2.5.3 GlobalStep Mobile Game QA Testing Product and Solutions

2.5.4 GlobalStep Mobile Game QA Testing Revenue, Gross Margin and Market Share (2021-2026)

2.5.5 GlobalStep Recent Developments and Future Plans

2.6 Tencent

2.6.1 Tencent Details

2.6.2 Tencent Major Business

2.6.3 Tencent Mobile Game QA Testing Product and Solutions

2.6.4 Tencent Mobile Game QA Testing Revenue, Gross Margin and Market Share (2021-2026)

2.6.5 Tencent Recent Developments and Future Plans

2.7 NetEase

2.7.1 NetEase Details

2.7.2 NetEase Major Business

2.7.3 NetEase Mobile Game QA Testing Product and Solutions

2.7.4 NetEase Mobile Game QA Testing Revenue, Gross Margin and Market Share (2021-2026)

2.7.5 NetEase Recent Developments and Future Plans

2.8 TransPerfect Games

2.8.1 TransPerfect Games Details

2.8.2 TransPerfect Games Major Business

2.8.3 TransPerfect Games Mobile Game QA Testing Product and Solutions

2.8.4 TransPerfect Games Mobile Game QA Testing Revenue, Gross Margin and Market Share (2021-2026)

2.8.5 TransPerfect Games Recent Developments and Future Plans

2.9 Testronic Laboratories

2.9.1 Testronic Laboratories Details

2.9.2 Testronic Laboratories Major Business

2.9.3 Testronic Laboratories Mobile Game QA Testing Product and Solutions

2.9.4 Testronic Laboratories Mobile Game QA Testing Revenue, Gross Margin and Market Share (2021-2026)

2.9.5 Testronic Laboratories Recent Developments and Future Plans

2.10 Room 8 Group

2.10.1 Room 8 Group Details

2.10.2 Room 8 Group Major Business

- 2.10.3 Room 8 Group Mobile Game QA Testing Product and Solutions
- 2.10.4 Room 8 Group Mobile Game QA Testing Revenue, Gross Margin and Market Share (2021-2026)
- 2.10.5 Room 8 Group Recent Developments and Future Plans
- 2.11 Testin
 - 2.11.1 Testin Details
 - 2.11.2 Testin Major Business
 - 2.11.3 Testin Mobile Game QA Testing Product and Solutions
 - 2.11.4 Testin Mobile Game QA Testing Revenue, Gross Margin and Market Share (2021-2026)
 - 2.11.5 Testin Recent Developments and Future Plans
- 2.12 iXie Gaming
 - 2.12.1 iXie Gaming Details
 - 2.12.2 iXie Gaming Major Business
 - 2.12.3 iXie Gaming Mobile Game QA Testing Product and Solutions
 - 2.12.4 iXie Gaming Mobile Game QA Testing Revenue, Gross Margin and Market Share (2021-2026)
 - 2.12.5 iXie Gaming Recent Developments and Future Plans
- 2.13 PlaytestCloud
 - 2.13.1 PlaytestCloud Details
 - 2.13.2 PlaytestCloud Major Business
 - 2.13.3 PlaytestCloud Mobile Game QA Testing Product and Solutions
 - 2.13.4 PlaytestCloud Mobile Game QA Testing Revenue, Gross Margin and Market Share (2021-2026)
 - 2.13.5 PlaytestCloud Recent Developments and Future Plans
- 2.14 UWA Technology
 - 2.14.1 UWA Technology Details
 - 2.14.2 UWA Technology Major Business
 - 2.14.3 UWA Technology Mobile Game QA Testing Product and Solutions
 - 2.14.4 UWA Technology Mobile Game QA Testing Revenue, Gross Margin and Market Share (2021-2026)
 - 2.14.5 UWA Technology Recent Developments and Future Plans
- 2.15 QAwerk
 - 2.15.1 QAwerk Details
 - 2.15.2 QAwerk Major Business
 - 2.15.3 QAwerk Mobile Game QA Testing Product and Solutions
 - 2.15.4 QAwerk Mobile Game QA Testing Revenue, Gross Margin and Market Share (2021-2026)
 - 2.15.5 QAwerk Recent Developments and Future Plans

2.16 GameDriver

2.16.1 GameDriver Details

2.16.2 GameDriver Major Business

2.16.3 GameDriver Mobile Game QA Testing Product and Solutions

2.16.4 GameDriver Mobile Game QA Testing Revenue, Gross Margin and Market Share (2021-2026)

2.16.5 GameDriver Recent Developments and Future Plans

2.17 Game-Ace

2.17.1 Game-Ace Details

2.17.2 Game-Ace Major Business

2.17.3 Game-Ace Mobile Game QA Testing Product and Solutions

2.17.4 Game-Ace Mobile Game QA Testing Revenue, Gross Margin and Market Share (2021-2026)

2.17.5 Game-Ace Recent Developments and Future Plans

2.18 Kevuru Games

2.18.1 Kevuru Games Details

2.18.2 Kevuru Games Major Business

2.18.3 Kevuru Games Mobile Game QA Testing Product and Solutions

2.18.4 Kevuru Games Mobile Game QA Testing Revenue, Gross Margin and Market Share (2021-2026)

2.18.5 Kevuru Games Recent Developments and Future Plans

2.19 SnoopGame

2.19.1 SnoopGame Details

2.19.2 SnoopGame Major Business

2.19.3 SnoopGame Mobile Game QA Testing Product and Solutions

2.19.4 SnoopGame Mobile Game QA Testing Revenue, Gross Margin and Market Share (2021-2026)

2.19.5 SnoopGame Recent Developments and Future Plans

2.20 modl.ai

2.20.1 modl.ai Details

2.20.2 modl.ai Major Business

2.20.3 modl.ai Mobile Game QA Testing Product and Solutions

2.20.4 modl.ai Mobile Game QA Testing Revenue, Gross Margin and Market Share (2021-2026)

2.20.5 modl.ai Recent Developments and Future Plans

2.21 Localsoft Games

2.21.1 Localsoft Games Details

2.21.2 Localsoft Games Major Business

2.21.3 Localsoft Games Mobile Game QA Testing Product and Solutions

2.21.4 Localsoft Games Mobile Game QA Testing Revenue, Gross Margin and Market Share (2021-2026)

2.21.5 Localsoft Games Recent Developments and Future Plans

3 MARKET COMPETITION, BY PLAYERS

3.1 Global Mobile Game QA Testing Revenue and Share by Players (2021-2026)

3.2 Market Share Analysis (2025)

3.2.1 Market Share of Mobile Game QA Testing by Company Revenue

3.2.2 Top 3 Mobile Game QA Testing Players Market Share in 2025

3.2.3 Top 6 Mobile Game QA Testing Players Market Share in 2025

3.3 Mobile Game QA Testing Market: Overall Company Footprint Analysis

3.3.1 Mobile Game QA Testing Market: Region Footprint

3.3.2 Mobile Game QA Testing Market: Company Product Type Footprint

3.3.3 Mobile Game QA Testing Market: Company Product Application Footprint

3.4 New Market Entrants and Barriers to Market Entry

3.5 Mergers, Acquisition, Agreements, and Collaborations

4 MARKET SIZE SEGMENT BY TYPE

4.1 Global Mobile Game QA Testing Consumption Value and Market Share by Type (2021-2026)

4.2 Global Mobile Game QA Testing Market Forecast by Type (2027-2032)

5 MARKET SIZE SEGMENT BY APPLICATION

5.1 Global Mobile Game QA Testing Consumption Value Market Share by Application (2021-2026)

5.2 Global Mobile Game QA Testing Market Forecast by Application (2027-2032)

6 NORTH AMERICA

6.1 North America Mobile Game QA Testing Consumption Value by Type (2021-2032)

6.2 North America Mobile Game QA Testing Market Size by Application (2021-2032)

6.3 North America Mobile Game QA Testing Market Size by Country

6.3.1 North America Mobile Game QA Testing Consumption Value by Country (2021-2032)

6.3.2 United States Mobile Game QA Testing Market Size and Forecast (2021-2032)

6.3.3 Canada Mobile Game QA Testing Market Size and Forecast (2021-2032)

6.3.4 Mexico Mobile Game QA Testing Market Size and Forecast (2021-2032)

7 EUROPE

7.1 Europe Mobile Game QA Testing Consumption Value by Type (2021-2032)

7.2 Europe Mobile Game QA Testing Consumption Value by Application (2021-2032)

7.3 Europe Mobile Game QA Testing Market Size by Country

7.3.1 Europe Mobile Game QA Testing Consumption Value by Country (2021-2032)

7.3.2 Germany Mobile Game QA Testing Market Size and Forecast (2021-2032)

7.3.3 France Mobile Game QA Testing Market Size and Forecast (2021-2032)

7.3.4 United Kingdom Mobile Game QA Testing Market Size and Forecast (2021-2032)

7.3.5 Russia Mobile Game QA Testing Market Size and Forecast (2021-2032)

7.3.6 Italy Mobile Game QA Testing Market Size and Forecast (2021-2032)

8 ASIA-PACIFIC

8.1 Asia-Pacific Mobile Game QA Testing Consumption Value by Type (2021-2032)

8.2 Asia-Pacific Mobile Game QA Testing Consumption Value by Application (2021-2032)

8.3 Asia-Pacific Mobile Game QA Testing Market Size by Region

8.3.1 Asia-Pacific Mobile Game QA Testing Consumption Value by Region (2021-2032)

8.3.2 China Mobile Game QA Testing Market Size and Forecast (2021-2032)

8.3.3 Japan Mobile Game QA Testing Market Size and Forecast (2021-2032)

8.3.4 South Korea Mobile Game QA Testing Market Size and Forecast (2021-2032)

8.3.5 India Mobile Game QA Testing Market Size and Forecast (2021-2032)

8.3.6 Southeast Asia Mobile Game QA Testing Market Size and Forecast (2021-2032)

8.3.7 Australia Mobile Game QA Testing Market Size and Forecast (2021-2032)

9 SOUTH AMERICA

9.1 South America Mobile Game QA Testing Consumption Value by Type (2021-2032)

9.2 South America Mobile Game QA Testing Consumption Value by Application (2021-2032)

9.3 South America Mobile Game QA Testing Market Size by Country

9.3.1 South America Mobile Game QA Testing Consumption Value by Country (2021-2032)

9.3.2 Brazil Mobile Game QA Testing Market Size and Forecast (2021-2032)

9.3.3 Argentina Mobile Game QA Testing Market Size and Forecast (2021-2032)

10 MIDDLE EAST & AFRICA

10.1 Middle East & Africa Mobile Game QA Testing Consumption Value by Type (2021-2032)

10.2 Middle East & Africa Mobile Game QA Testing Consumption Value by Application (2021-2032)

10.3 Middle East & Africa Mobile Game QA Testing Market Size by Country

10.3.1 Middle East & Africa Mobile Game QA Testing Consumption Value by Country (2021-2032)

10.3.2 Turkey Mobile Game QA Testing Market Size and Forecast (2021-2032)

10.3.3 Saudi Arabia Mobile Game QA Testing Market Size and Forecast (2021-2032)

10.3.4 UAE Mobile Game QA Testing Market Size and Forecast (2021-2032)

11 MARKET DYNAMICS

11.1 Mobile Game QA Testing Market Drivers

11.2 Mobile Game QA Testing Market Restraints

11.3 Mobile Game QA Testing Trends Analysis

11.4 Porters Five Forces Analysis

11.4.1 Threat of New Entrants

11.4.2 Bargaining Power of Suppliers

11.4.3 Bargaining Power of Buyers

11.4.4 Threat of Substitutes

11.4.5 Competitive Rivalry

12 INDUSTRY CHAIN ANALYSIS

12.1 Mobile Game QA Testing Industry Chain

12.2 Mobile Game QA Testing Upstream Analysis

12.3 Mobile Game QA Testing Midstream Analysis

12.4 Mobile Game QA Testing Downstream Analysis

13 RESEARCH FINDINGS AND CONCLUSION

14 APPENDIX

14.1 Methodology

14.2 Research Process and Data Source

14.3 Disclaimer

List Of Tables

LIST OF TABLES

Table 1. Global Mobile Game QA Testing Consumption Value by Type, (USD Million), 2021 & 2025 & 2032

Table 2. Global Mobile Game QA Testing Consumption Value by Service Delivery Model, (USD Million), 2021 & 2025 & 2032

Table 3. Global Mobile Game QA Testing Consumption Value by Testing Phase, (USD Million), 2021 & 2025 & 2032

Table 4. Global Mobile Game QA Testing Consumption Value by Application, (USD Million), 2021 & 2025 & 2032

Table 5. Global Mobile Game QA Testing Consumption Value by Region (2021-2026) & (USD Million)

Table 6. Global Mobile Game QA Testing Consumption Value by Region (2027-2032) & (USD Million)

Table 7. Keywords Studios plc Company Information, Head Office, and Major Competitors

Table 8. Keywords Studios plc Major Business

Table 9. Keywords Studios plc Mobile Game QA Testing Product and Solutions

Table 10. Keywords Studios plc Mobile Game QA Testing Revenue (USD Million), Gross Margin and Market Share (2021-2026)

Table 11. Keywords Studios plc Recent Developments and Future Plans

Table 12. Side Inc. Company Information, Head Office, and Major Competitors

Table 13. Side Inc. Major Business

Table 14. Side Inc. Mobile Game QA Testing Product and Solutions

Table 15. Side Inc. Mobile Game QA Testing Revenue (USD Million), Gross Margin and Market Share (2021-2026)

Table 16. Side Inc. Recent Developments and Future Plans

Table 17. Lionbridge Games Company Information, Head Office, and Major Competitors

Table 18. Lionbridge Games Major Business

Table 19. Lionbridge Games Mobile Game QA Testing Product and Solutions

Table 20. Lionbridge Games Mobile Game QA Testing Revenue (USD Million), Gross Margin and Market Share (2021-2026)

Table 21. DIGITAL HEARTS Co., Ltd. Company Information, Head Office, and Major Competitors

Table 22. DIGITAL HEARTS Co., Ltd. Major Business

Table 23. DIGITAL HEARTS Co., Ltd. Mobile Game QA Testing Product and Solutions

Table 24. DIGITAL HEARTS Co., Ltd. Mobile Game QA Testing Revenue (USD Million),

Gross Margin and Market Share (2021-2026)

Table 25. DIGITAL HEARTS Co., Ltd. Recent Developments and Future Plans

Table 26. GlobalStep Company Information, Head Office, and Major Competitors

Table 27. GlobalStep Major Business

Table 28. GlobalStep Mobile Game QA Testing Product and Solutions

Table 29. GlobalStep Mobile Game QA Testing Revenue (USD Million), Gross Margin and Market Share (2021-2026)

Table 30. GlobalStep Recent Developments and Future Plans

Table 31. Tencent Company Information, Head Office, and Major Competitors

Table 32. Tencent Major Business

Table 33. Tencent Mobile Game QA Testing Product and Solutions

Table 34. Tencent Mobile Game QA Testing Revenue (USD Million), Gross Margin and Market Share (2021-2026)

Table 35. Tencent Recent Developments and Future Plans

Table 36. NetEase Company Information, Head Office, and Major Competitors

Table 37. NetEase Major Business

Table 38. NetEase Mobile Game QA Testing Product and Solutions

Table 39. NetEase Mobile Game QA Testing Revenue (USD Million), Gross Margin and Market Share (2021-2026)

Table 40. NetEase Recent Developments and Future Plans

Table 41. TransPerfect Games Company Information, Head Office, and Major Competitors

Table 42. TransPerfect Games Major Business

Table 43. TransPerfect Games Mobile Game QA Testing Product and Solutions

Table 44. TransPerfect Games Mobile Game QA Testing Revenue (USD Million), Gross Margin and Market Share (2021-2026)

Table 45. TransPerfect Games Recent Developments and Future Plans

Table 46. Testronic Laboratories Company Information, Head Office, and Major Competitors

Table 47. Testronic Laboratories Major Business

Table 48. Testronic Laboratories Mobile Game QA Testing Product and Solutions

Table 49. Testronic Laboratories Mobile Game QA Testing Revenue (USD Million), Gross Margin and Market Share (2021-2026)

Table 50. Testronic Laboratories Recent Developments and Future Plans

Table 51. Room 8 Group Company Information, Head Office, and Major Competitors

Table 52. Room 8 Group Major Business

Table 53. Room 8 Group Mobile Game QA Testing Product and Solutions

Table 54. Room 8 Group Mobile Game QA Testing Revenue (USD Million), Gross Margin and Market Share (2021-2026)

Table 55. Room 8 Group Recent Developments and Future Plans

Table 56. Testin Company Information, Head Office, and Major Competitors

Table 57. Testin Major Business

Table 58. Testin Mobile Game QA Testing Product and Solutions

Table 59. Testin Mobile Game QA Testing Revenue (USD Million), Gross Margin and Market Share (2021-2026)

Table 60. Testin Recent Developments and Future Plans

Table 61. iXie Gaming Company Information, Head Office, and Major Competitors

Table 62. iXie Gaming Major Business

Table 63. iXie Gaming Mobile Game QA Testing Product and Solutions

Table 64. iXie Gaming Mobile Game QA Testing Revenue (USD Million), Gross Margin and Market Share (2021-2026)

Table 65. iXie Gaming Recent Developments and Future Plans

Table 66. PlaytestCloud Company Information, Head Office, and Major Competitors

Table 67. PlaytestCloud Major Business

Table 68. PlaytestCloud Mobile Game QA Testing Product and Solutions

Table 69. PlaytestCloud Mobile Game QA Testing Revenue (USD Million), Gross Margin and Market Share (2021-2026)

Table 70. PlaytestCloud Recent Developments and Future Plans

Table 71. UWA Technology Company Information, Head Office, and Major Competitors

Table 72. UWA Technology Major Business

Table 73. UWA Technology Mobile Game QA Testing Product and Solutions

Table 74. UWA Technology Mobile Game QA Testing Revenue (USD Million), Gross Margin and Market Share (2021-2026)

Table 75. UWA Technology Recent Developments and Future Plans

Table 76. QAwerk Company Information, Head Office, and Major Competitors

Table 77. QAwerk Major Business

Table 78. QAwerk Mobile Game QA Testing Product and Solutions

Table 79. QAwerk Mobile Game QA Testing Revenue (USD Million), Gross Margin and Market Share (2021-2026)

Table 80. QAwerk Recent Developments and Future Plans

Table 81. GameDriver Company Information, Head Office, and Major Competitors

Table 82. GameDriver Major Business

Table 83. GameDriver Mobile Game QA Testing Product and Solutions

Table 84. GameDriver Mobile Game QA Testing Revenue (USD Million), Gross Margin and Market Share (2021-2026)

Table 85. GameDriver Recent Developments and Future Plans

Table 86. Game-Ace Company Information, Head Office, and Major Competitors

Table 87. Game-Ace Major Business

Table 88. Game-Ace Mobile Game QA Testing Product and Solutions
Table 89. Game-Ace Mobile Game QA Testing Revenue (USD Million), Gross Margin and Market Share (2021-2026)
Table 90. Game-Ace Recent Developments and Future Plans
Table 91. Kevuru Games Company Information, Head Office, and Major Competitors
Table 92. Kevuru Games Major Business
Table 93. Kevuru Games Mobile Game QA Testing Product and Solutions
Table 94. Kevuru Games Mobile Game QA Testing Revenue (USD Million), Gross Margin and Market Share (2021-2026)
Table 95. Kevuru Games Recent Developments and Future Plans
Table 96. SnoopGame Company Information, Head Office, and Major Competitors
Table 97. SnoopGame Major Business
Table 98. SnoopGame Mobile Game QA Testing Product and Solutions
Table 99. SnoopGame Mobile Game QA Testing Revenue (USD Million), Gross Margin and Market Share (2021-2026)
Table 100. SnoopGame Recent Developments and Future Plans
Table 101. modl.ai Company Information, Head Office, and Major Competitors
Table 102. modl.ai Major Business
Table 103. modl.ai Mobile Game QA Testing Product and Solutions
Table 104. modl.ai Mobile Game QA Testing Revenue (USD Million), Gross Margin and Market Share (2021-2026)
Table 105. modl.ai Recent Developments and Future Plans
Table 106. Localsoft Games Company Information, Head Office, and Major Competitors
Table 107. Localsoft Games Major Business
Table 108. Localsoft Games Mobile Game QA Testing Product and Solutions
Table 109. Localsoft Games Mobile Game QA Testing Revenue (USD Million), Gross Margin and Market Share (2021-2026)
Table 110. Localsoft Games Recent Developments and Future Plans
Table 111. Global Mobile Game QA Testing Revenue (USD Million) by Players (2021-2026)
Table 112. Global Mobile Game QA Testing Revenue Share by Players (2021-2026)
Table 113. Breakdown of Mobile Game QA Testing by Company Type (Tier 1, Tier 2, and Tier 3)
Table 114. Market Position of Players in Mobile Game QA Testing, (Tier 1, Tier 2, and Tier 3), Based on Revenue in 2025
Table 115. Head Office of Key Mobile Game QA Testing Players
Table 116. Mobile Game QA Testing Market: Company Product Type Footprint
Table 117. Mobile Game QA Testing Market: Company Product Application Footprint
Table 118. Mobile Game QA Testing New Market Entrants and Barriers to Market Entry

Table 119. Mobile Game QA Testing Mergers, Acquisition, Agreements, and Collaborations

Table 120. Global Mobile Game QA Testing Consumption Value (USD Million) by Type (2021-2026)

Table 121. Global Mobile Game QA Testing Consumption Value Share by Type (2021-2026)

Table 122. Global Mobile Game QA Testing Consumption Value Forecast by Type (2027-2032)

Table 123. Global Mobile Game QA Testing Consumption Value by Application (2021-2026)

Table 124. Global Mobile Game QA Testing Consumption Value Forecast by Application (2027-2032)

Table 125. North America Mobile Game QA Testing Consumption Value by Type (2021-2026) & (USD Million)

Table 126. North America Mobile Game QA Testing Consumption Value by Type (2027-2032) & (USD Million)

Table 127. North America Mobile Game QA Testing Consumption Value by Application (2021-2026) & (USD Million)

Table 128. North America Mobile Game QA Testing Consumption Value by Application (2027-2032) & (USD Million)

Table 129. North America Mobile Game QA Testing Consumption Value by Country (2021-2026) & (USD Million)

Table 130. North America Mobile Game QA Testing Consumption Value by Country (2027-2032) & (USD Million)

Table 131. Europe Mobile Game QA Testing Consumption Value by Type (2021-2026) & (USD Million)

Table 132. Europe Mobile Game QA Testing Consumption Value by Type (2027-2032) & (USD Million)

Table 133. Europe Mobile Game QA Testing Consumption Value by Application (2021-2026) & (USD Million)

Table 134. Europe Mobile Game QA Testing Consumption Value by Application (2027-2032) & (USD Million)

Table 135. Europe Mobile Game QA Testing Consumption Value by Country (2021-2026) & (USD Million)

Table 136. Europe Mobile Game QA Testing Consumption Value by Country (2027-2032) & (USD Million)

Table 137. Asia-Pacific Mobile Game QA Testing Consumption Value by Type (2021-2026) & (USD Million)

Table 138. Asia-Pacific Mobile Game QA Testing Consumption Value by Type

(2027-2032) & (USD Million)

Table 139. Asia-Pacific Mobile Game QA Testing Consumption Value by Application (2021-2026) & (USD Million)

Table 140. Asia-Pacific Mobile Game QA Testing Consumption Value by Application (2027-2032) & (USD Million)

Table 141. Asia-Pacific Mobile Game QA Testing Consumption Value by Region (2021-2026) & (USD Million)

Table 142. Asia-Pacific Mobile Game QA Testing Consumption Value by Region (2027-2032) & (USD Million)

Table 143. South America Mobile Game QA Testing Consumption Value by Type (2021-2026) & (USD Million)

Table 144. South America Mobile Game QA Testing Consumption Value by Type (2027-2032) & (USD Million)

Table 145. South America Mobile Game QA Testing Consumption Value by Application (2021-2026) & (USD Million)

Table 146. South America Mobile Game QA Testing Consumption Value by Application (2027-2032) & (USD Million)

Table 147. South America Mobile Game QA Testing Consumption Value by Country (2021-2026) & (USD Million)

Table 148. South America Mobile Game QA Testing Consumption Value by Country (2027-2032) & (USD Million)

Table 149. Middle East & Africa Mobile Game QA Testing Consumption Value by Type (2021-2026) & (USD Million)

Table 150. Middle East & Africa Mobile Game QA Testing Consumption Value by Type (2027-2032) & (USD Million)

Table 151. Middle East & Africa Mobile Game QA Testing Consumption Value by Application (2021-2026) & (USD Million)

Table 152. Middle East & Africa Mobile Game QA Testing Consumption Value by Application (2027-2032) & (USD Million)

Table 153. Middle East & Africa Mobile Game QA Testing Consumption Value by Country (2021-2026) & (USD Million)

Table 154. Middle East & Africa Mobile Game QA Testing Consumption Value by Country (2027-2032) & (USD Million)

Table 155. Global Key Players of Mobile Game QA Testing Upstream (Raw Materials)

Table 156. Global Mobile Game QA Testing Typical Customers

List Of Figures

LIST OF FIGURES

- Figure 1. Mobile Game QA Testing Picture
- Figure 2. Global Mobile Game QA Testing Consumption Value by Type, (USD Million), 2021 & 2025 & 2032
- Figure 3. Global Mobile Game QA Testing Consumption Value Market Share by Type in 2025
- Figure 4. Functional QA Testing
- Figure 5. Compatibility Testing
- Figure 6. Others
- Figure 7. Global Mobile Game QA Testing Consumption Value by Service Delivery Model, (USD Million), 2021 & 2025 & 2032
- Figure 8. Global Mobile Game QA Testing Consumption Value Market Share by Service Delivery Model in 2025
- Figure 9. Manual Testing
- Figure 10. Automated Testing
- Figure 11. Others
- Figure 12. Global Mobile Game QA Testing Consumption Value by Testing Phase, (USD Million), 2021 & 2025 & 2032
- Figure 13. Global Mobile Game QA Testing Consumption Value Market Share by Testing Phase in 2025
- Figure 14. Prototype Testing
- Figure 15. Closed Beta
- Figure 16. Soft Launch Testing
- Figure 17. Others
- Figure 18. Global Mobile Game QA Testing Consumption Value by Application, (USD Million), 2021 & 2025 & 2032
- Figure 19. Mobile Game QA Testing Consumption Value Market Share by Application in 2025
- Figure 20. Casual and Hyper-casual Games Picture
- Figure 21. Mid-core Games Picture
- Figure 22. Multiplayer Competitive Games Picture
- Figure 23. Others Picture
- Figure 24. Global Mobile Game QA Testing Consumption Value, (USD Million): 2021 & 2025 & 2032
- Figure 25. Global Mobile Game QA Testing Consumption Value and Forecast (2021-2032) & (USD Million)

Figure 26. Global Market Mobile Game QA Testing Consumption Value (USD Million) Comparison by Region (2021 VS 2025 VS 2032)

Figure 27. Global Mobile Game QA Testing Consumption Value Market Share by Region (2021-2032)

Figure 28. Global Mobile Game QA Testing Consumption Value Market Share by Region in 2025

Figure 29. North America Mobile Game QA Testing Consumption Value (2021-2032) & (USD Million)

Figure 30. Europe Mobile Game QA Testing Consumption Value (2021-2032) & (USD Million)

Figure 31. Asia-Pacific Mobile Game QA Testing Consumption Value (2021-2032) & (USD Million)

Figure 32. South America Mobile Game QA Testing Consumption Value (2021-2032) & (USD Million)

Figure 33. Middle East & Africa Mobile Game QA Testing Consumption Value (2021-2032) & (USD Million)

Figure 34. Company Three Recent Developments and Future Plans

Figure 35. Global Mobile Game QA Testing Revenue Share by Players in 2025

Figure 36. Mobile Game QA Testing Market Share by Company Type (Tier 1, Tier 2, and Tier 3) in 2025

Figure 37. Market Share of Mobile Game QA Testing by Player Revenue in 2025

Figure 38. Top 3 Mobile Game QA Testing Players Market Share in 2025

Figure 39. Top 6 Mobile Game QA Testing Players Market Share in 2025

Figure 40. Global Mobile Game QA Testing Consumption Value Share by Type (2021-2026)

Figure 41. Global Mobile Game QA Testing Market Share Forecast by Type (2027-2032)

Figure 42. Global Mobile Game QA Testing Consumption Value Share by Application (2021-2026)

Figure 43. Global Mobile Game QA Testing Market Share Forecast by Application (2027-2032)

Figure 44. North America Mobile Game QA Testing Consumption Value Market Share by Type (2021-2032)

Figure 45. North America Mobile Game QA Testing Consumption Value Market Share by Application (2021-2032)

Figure 46. North America Mobile Game QA Testing Consumption Value Market Share by Country (2021-2032)

Figure 47. United States Mobile Game QA Testing Consumption Value (2021-2032) & (USD Million)

Figure 48. Canada Mobile Game QA Testing Consumption Value (2021-2032) & (USD Million)

Figure 49. Mexico Mobile Game QA Testing Consumption Value (2021-2032) & (USD Million)

Figure 50. Europe Mobile Game QA Testing Consumption Value Market Share by Type (2021-2032)

Figure 51. Europe Mobile Game QA Testing Consumption Value Market Share by Application (2021-2032)

Figure 52. Europe Mobile Game QA Testing Consumption Value Market Share by Country (2021-2032)

Figure 53. Germany Mobile Game QA Testing Consumption Value (2021-2032) & (USD Million)

Figure 54. France Mobile Game QA Testing Consumption Value (2021-2032) & (USD Million)

Figure 55. United Kingdom Mobile Game QA Testing Consumption Value (2021-2032) & (USD Million)

Figure 56. Russia Mobile Game QA Testing Consumption Value (2021-2032) & (USD Million)

Figure 57. Italy Mobile Game QA Testing Consumption Value (2021-2032) & (USD Million)

Figure 58. Asia-Pacific Mobile Game QA Testing Consumption Value Market Share by Type (2021-2032)

Figure 59. Asia-Pacific Mobile Game QA Testing Consumption Value Market Share by Application (2021-2032)

Figure 60. Asia-Pacific Mobile Game QA Testing Consumption Value Market Share by Region (2021-2032)

Figure 61. China Mobile Game QA Testing Consumption Value (2021-2032) & (USD Million)

Figure 62. Japan Mobile Game QA Testing Consumption Value (2021-2032) & (USD Million)

Figure 63. South Korea Mobile Game QA Testing Consumption Value (2021-2032) & (USD Million)

Figure 64. India Mobile Game QA Testing Consumption Value (2021-2032) & (USD Million)

Figure 65. Southeast Asia Mobile Game QA Testing Consumption Value (2021-2032) & (USD Million)

Figure 66. Australia Mobile Game QA Testing Consumption Value (2021-2032) & (USD Million)

Figure 67. South America Mobile Game QA Testing Consumption Value Market Share

by Type (2021-2032)

Figure 68. South America Mobile Game QA Testing Consumption Value Market Share by Application (2021-2032)

Figure 69. South America Mobile Game QA Testing Consumption Value Market Share by Country (2021-2032)

Figure 70. Brazil Mobile Game QA Testing Consumption Value (2021-2032) & (USD Million)

Figure 71. Argentina Mobile Game QA Testing Consumption Value (2021-2032) & (USD Million)

Figure 72. Middle East & Africa Mobile Game QA Testing Consumption Value Market Share by Type (2021-2032)

Figure 73. Middle East & Africa Mobile Game QA Testing Consumption Value Market Share by Application (2021-2032)

Figure 74. Middle East & Africa Mobile Game QA Testing Consumption Value Market Share by Country (2021-2032)

Figure 75. Turkey Mobile Game QA Testing Consumption Value (2021-2032) & (USD Million)

Figure 76. Saudi Arabia Mobile Game QA Testing Consumption Value (2021-2032) & (USD Million)

Figure 77. UAE Mobile Game QA Testing Consumption Value (2021-2032) & (USD Million)

Figure 78. Mobile Game QA Testing Market Drivers

Figure 79. Mobile Game QA Testing Market Restraints

Figure 80. Mobile Game QA Testing Market Trends

Figure 81. Porters Five Forces Analysis

Figure 82. Mobile Game QA Testing Industrial Chain

Figure 83. Methodology

Figure 84. Research Process and Data Source

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