

Global Multiplayer Online Battle Arena (Moba) Games Production, Demand and Key Producers, 2022-2028

<https://marketpublishers.com/r/G936286DC7A1EN.html>

Date: October 2022

Pages: 106

Price: US\$ 4,480.00 (Single User License)

ID: G936286DC7A1EN

Abstracts

This report studies the global Multiplayer Online Battle Arena (Moba) Games demand, key companies, and key regions.

This report is a detailed and comprehensive analysis of the world market for Multiplayer Online Battle Arena (Moba) Games, and provides market size (US\$ million) and Year-over-Year (YoY) growth, considering 2021 as the base year. This report explores demand trends and competition, as well as details the characteristics of Multiplayer Online Battle Arena (Moba) Games that contribute to its increasing demand across many markets.

The global Multiplayer Online Battle Arena (Moba) Games market size is expected to reach \$ million by 2028, rising at a market growth of % CAGR during the forecast period (2022-2028).

Highlights and key features of the study

Global Multiplayer Online Battle Arena (Moba) Games total market, 2017-2028, (USD Million)

Global Multiplayer Online Battle Arena (Moba) Games total market by region & country, CAGR, 2017-2028, (USD Million)

U.S. VS China: Multiplayer Online Battle Arena (Moba) Games total market, key domestic companies and share, (USD Million)

Global Multiplayer Online Battle Arena (Moba) Games revenue by player and market

share 2017-2022, (USD Million)

Global Multiplayer Online Battle Arena (Moba) Games total market by Platform, CAGR, 2017-2028, (USD Million)

Global Multiplayer Online Battle Arena (Moba) Games total market by Application, CAGR, 2017-2028, (USD Million)

This reports profiles major players in the global Multiplayer Online Battle Arena (Moba) Games 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 Riot Games, Tencent, Blizzard Entertainment, Inc, Valve Corporation, Hi-Rez, Super Evil Megacorp, Stunlock Studios, Ronimo Games and Netmarble, 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 Multiplayer Online Battle Arena (Moba) Games market

Detailed Segmentation:

Each section contains quantitative market data including market by value (US\$ Millions), by player, by regions, by Platform, and by Application. Data is given for the years 2017-2028 by year with 2021 as the base year, 2022 as the estimate year, and 2028 as the forecast year.

Global Multiplayer Online Battle Arena (Moba) Games Market, By Region:

United States

China

Europe

Japan

South Korea

ASEAN

India

Rest of World

Global Multiplayer Online Battle Arena (Moba) Games Market, Segmentation by Platform

PC

Mobile

Global Multiplayer Online Battle Arena (Moba) Games Market, Segmentation by Application

Entertainment

E-Sports Competition

Companies Profiled:

Riot Games

Tencent

Blizzard Entertainment, Inc

Valve Corporation

Hi-Rez

Super Evil Megacorp

Stunlock Studios

Ronimo Games

Netmarble

Creative Assembly Sofia

NetDragon

Netease

Key Questions Answered

1. How big is the global Multiplayer Online Battle Arena (Moba) Games market?
2. What is the demand of the global Multiplayer Online Battle Arena (Moba) Games market?
3. What is the year over year growth of the global Multiplayer Online Battle Arena (Moba) Games market?
4. What is the total value of the global Multiplayer Online Battle Arena (Moba) Games market?
5. Who are the major players in the global Multiplayer Online Battle Arena (Moba) Games market?
6. What are the growth factors driving the market demand?

Contents

1 SUPPLY SUMMARY

- 1.1 Multiplayer Online Battle Arena (Moba) Games Introduction
- 1.2 World Multiplayer Online Battle Arena (Moba) Games Market Size & Forecast (2017 & 2021 & 2028)
- 1.3 World Multiplayer Online Battle Arena (Moba) Games Total Market by Region
 - 1.3.1 World Multiplayer Online Battle Arena (Moba) Games Market Size by Region (2017-2028)
 - 1.3.2 United States Multiplayer Online Battle Arena (Moba) Games Market Size (2017-2028)
 - 1.3.3 China Multiplayer Online Battle Arena (Moba) Games Market Size (2017-2028)
 - 1.3.4 Europe Multiplayer Online Battle Arena (Moba) Games Market Size (2017-2028)
 - 1.3.5 Japan Multiplayer Online Battle Arena (Moba) Games Market Size (2017-2028)
 - 1.3.6 South Korea Multiplayer Online Battle Arena (Moba) Games Market Size (2017-2028)
 - 1.3.7 ASEAN Multiplayer Online Battle Arena (Moba) Games Market Size (2017-2028)
 - 1.3.8 India Multiplayer Online Battle Arena (Moba) Games Market Size (2017-2028)
- 1.4 Market Drivers, Restraints and Trends
 - 1.4.1 Multiplayer Online Battle Arena (Moba) Games Market Drivers
 - 1.4.2 Factors Affecting Demand
 - 1.4.3 Multiplayer Online Battle Arena (Moba) Games 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 WORLD MULTIPLAYER ONLINE BATTLE ARENA (MOBA) GAMES COMPANIES COMPETITIVE ANALYSIS

- 2.1 World Multiplayer Online Battle Arena (Moba) Games Revenue by Player (2017-2022)
- 2.2 Industry Rank and Concentration Rate (CR)
 - 2.2.1 Global Multiplayer Online Battle Arena (Moba) Games Industry Rank of Major Players
 - 2.2.2 Global Concentration Ratios (CR4) for Multiplayer Online Battle Arena (Moba) Games in 2021
 - 2.2.3 Global Concentration Ratios (CR8) for Multiplayer Online Battle Arena (Moba) Games in 2021

2.3 Multiplayer Online Battle Arena (Moba) Games Company Evaluation Quadrant

2.4 Multiplayer Online Battle Arena (Moba) Games Market: Overall Company Footprint Analysis

2.4.1 Multiplayer Online Battle Arena (Moba) Games Market: Region Footprint

2.4.2 Multiplayer Online Battle Arena (Moba) Games Market: Company Product Type Footprint

2.4.3 Multiplayer Online Battle Arena (Moba) Games Market: Company Product Application Footprint

2.5 Competitive Environment

2.5.1 Historical Structure of the Industry

2.5.2 Barriers of Market Entry

2.5.3 Factors of Competition

2.6 Mergers, Acquisitions Activity

3 UNITED STATES VS CHINA VS REST OF THE WORLD

3.1 United States VS China: Multiplayer Online Battle Arena (Moba) Games Market Comparison

3.1.1 United States VS China: Multiplayer Online Battle Arena (Moba) Games Market Size Comparison (2017 & 2021 & 2028)

3.1.2 United States VS China: Multiplayer Online Battle Arena (Moba) Games Market Size Market Share Comparison (2017 & 2021 & 2028)

3.2 United States Multiplayer Online Battle Arena (Moba) Games Major Players and Market Share, 2017-2022

3.2.1 Major Players of Multiplayer Online Battle Arena (Moba) Games in United States, Headquarters (States, Country)

3.2.2 United States Multiplayer Online Battle Arena (Moba) Games Revenue by Domestic Player, (2017-2022)

3.3 China Multiplayer Online Battle Arena (Moba) Games Major Players and Market Share, 2017-2022

3.3.1 Major Players of Multiplayer Online Battle Arena (Moba) Games in China, Headquarters (Province, Country)

3.3.2 China Multiplayer Online Battle Arena (Moba) Games Revenue by Domestic Player, (2017-2022)

3.4 Rest of World Multiplayer Online Battle Arena (Moba) Games Major Players and Market Share, 2017-2022

3.4.1 Major Players of Multiplayer Online Battle Arena (Moba) Games in Rest of World, Headquarters (State, Country)

3.4.2 Rest of World Multiplayer Online Battle Arena (Moba) Games Revenue by

Domestic Player, (2017-2022)

4 MARKET ANALYSIS BY PLATFORM

4.1 World Multiplayer Online Battle Arena (Moba) Games Market Size Overview by Platform: 2017 VS 2021 VS 2028

4.2 Segment Introduction by Platform

4.2.1 PC

4.2.2 Mobile

4.3 Market Segment by Platform

4.3.1 World Multiplayer Online Battle Arena (Moba) Games Market Size by Platform (2017-2022)

4.3.2 World Multiplayer Online Battle Arena (Moba) Games Market Size by Platform (2023-2028)

4.3.3 World Multiplayer Online Battle Arena (Moba) Games Market Size Market Share by Platform (2017-2028)

5 MARKET ANALYSIS BY APPLICATION

5.1 World Multiplayer Online Battle Arena (Moba) Games Market Size Overview by Application: 2017 VS 2021 VS 2028

5.2 Segment Introduction by Application

5.2.1 Entertainment

5.2.2 E-Sports Competition

5.3 Market Segment by Application

5.3.1 World Multiplayer Online Battle Arena (Moba) Games Market Size by Application (2017-2022)

5.3.2 World Multiplayer Online Battle Arena (Moba) Games Market Size by Application (2023-2028)

5.3.3 World Multiplayer Online Battle Arena (Moba) Games Market Size by Application (2017-2028)

6 COMPANY PROFILES

6.1 Riot Games

6.1.1 Riot Games Details

6.1.2 Riot Games Major Business

6.1.3 Riot Games Multiplayer Online Battle Arena (Moba) Games Product and Services

6.1.4 Riot Games Multiplayer Online Battle Arena (Moba) Games Revenue, Gross Margin and Market Share (2017-2022)

6.1.5 Riot Games Recent Developments/Updates

6.1.6 Riot Games Competitive Strengths & Weaknesses

6.2 Tencent

6.2.1 Tencent Details

6.2.2 Tencent Major Business

6.2.3 Tencent Multiplayer Online Battle Arena (Moba) Games Product and Services

6.2.4 Tencent Multiplayer Online Battle Arena (Moba) Games Revenue, Gross Margin and Market Share (2017-2022)

6.2.5 Tencent Recent Developments/Updates

6.2.6 Tencent Competitive Strengths & Weaknesses

6.3 Blizzard Entertainment, Inc

6.3.1 Blizzard Entertainment, Inc Details

6.3.2 Blizzard Entertainment, Inc Major Business

6.3.3 Blizzard Entertainment, Inc Multiplayer Online Battle Arena (Moba) Games Product and Services

6.3.4 Blizzard Entertainment, Inc Multiplayer Online Battle Arena (Moba) Games Revenue, Gross Margin and Market Share (2017-2022)

6.3.5 Blizzard Entertainment, Inc Recent Developments/Updates

6.3.6 Blizzard Entertainment, Inc Competitive Strengths & Weaknesses

6.4 Valve Corporation

6.4.1 Valve Corporation Details

6.4.2 Valve Corporation Major Business

6.4.3 Valve Corporation Multiplayer Online Battle Arena (Moba) Games Product and Services

6.4.4 Valve Corporation Multiplayer Online Battle Arena (Moba) Games Revenue, Gross Margin and Market Share (2017-2022)

6.4.5 Valve Corporation Recent Developments/Updates

6.4.6 Valve Corporation Competitive Strengths & Weaknesses

6.5 Hi-Rez

6.5.1 Hi-Rez Details

6.5.2 Hi-Rez Major Business

6.5.3 Hi-Rez Multiplayer Online Battle Arena (Moba) Games Product and Services

6.5.4 Hi-Rez Multiplayer Online Battle Arena (Moba) Games Revenue, Gross Margin and Market Share (2017-2022)

6.5.5 Hi-Rez Recent Developments/Updates

6.5.6 Hi-Rez Competitive Strengths & Weaknesses

6.6 Super Evil Megacorp

- 6.6.1 Super Evil Megacorp Details
- 6.6.2 Super Evil Megacorp Major Business
- 6.6.3 Super Evil Megacorp Multiplayer Online Battle Arena (Moba) Games Product and Services
- 6.6.4 Super Evil Megacorp Multiplayer Online Battle Arena (Moba) Games Revenue, Gross Margin and Market Share (2017-2022)
- 6.6.5 Super Evil Megacorp Recent Developments/Updates
- 6.6.6 Super Evil Megacorp Competitive Strengths & Weaknesses
- 6.7 Stunlock Studios
 - 6.7.1 Stunlock Studios Details
 - 6.7.2 Stunlock Studios Major Business
 - 6.7.3 Stunlock Studios Multiplayer Online Battle Arena (Moba) Games Product and Services
 - 6.7.4 Stunlock Studios Multiplayer Online Battle Arena (Moba) Games Revenue, Gross Margin and Market Share (2017-2022)
 - 6.7.5 Stunlock Studios Recent Developments/Updates
 - 6.7.6 Stunlock Studios Competitive Strengths & Weaknesses
- 6.8 Ronimo Games
 - 6.8.1 Ronimo Games Details
 - 6.8.2 Ronimo Games Major Business
 - 6.8.3 Ronimo Games Multiplayer Online Battle Arena (Moba) Games Product and Services
 - 6.8.4 Ronimo Games Multiplayer Online Battle Arena (Moba) Games Revenue, Gross Margin and Market Share (2017-2022)
 - 6.8.5 Ronimo Games Recent Developments/Updates
 - 6.8.6 Ronimo Games Competitive Strengths & Weaknesses
- 6.9 Netmarble
 - 6.9.1 Netmarble Details
 - 6.9.2 Netmarble Major Business
 - 6.9.3 Netmarble Multiplayer Online Battle Arena (Moba) Games Product and Services
 - 6.9.4 Netmarble Multiplayer Online Battle Arena (Moba) Games Revenue, Gross Margin and Market Share (2017-2022)
 - 6.9.5 Netmarble Recent Developments/Updates
 - 6.9.6 Netmarble Competitive Strengths & Weaknesses
- 6.10 Creative Assembly Sofia
 - 6.10.1 Creative Assembly Sofia Details
 - 6.10.2 Creative Assembly Sofia Major Business
 - 6.10.3 Creative Assembly Sofia Multiplayer Online Battle Arena (Moba) Games Product and Services

6.10.4 Creative Assembly Sofia Multiplayer Online Battle Arena (Moba) Games Revenue, Gross Margin and Market Share (2017-2022)

6.10.5 Creative Assembly Sofia Recent Developments/Updates

6.10.6 Creative Assembly Sofia Competitive Strengths & Weaknesses

6.11 NetDragon

6.11.1 NetDragon Details

6.11.2 NetDragon Major Business

6.11.3 NetDragon Multiplayer Online Battle Arena (Moba) Games Product and Services

6.11.4 NetDragon Multiplayer Online Battle Arena (Moba) Games Revenue, Gross Margin and Market Share (2017-2022)

6.11.5 NetDragon Recent Developments/Updates

6.11.6 NetDragon Competitive Strengths & Weaknesses

6.12 Netease

6.12.1 Netease Details

6.12.2 Netease Major Business

6.12.3 Netease Multiplayer Online Battle Arena (Moba) Games Product and Services

6.12.4 Netease Multiplayer Online Battle Arena (Moba) Games Revenue, Gross Margin and Market Share (2017-2022)

6.12.5 Netease Recent Developments/Updates

6.12.6 Netease Competitive Strengths & Weaknesses

7 RAW MATERIAL AND INDUSTRY CHAIN

7.1 Raw Material of Multiplayer Online Battle Arena (Moba) Games and Key Manufacturers

7.2 Multiplayer Online Battle Arena (Moba) Games Manufacturing Costs

7.3 Multiplayer Online Battle Arena (Moba) Games Production Process

7.4 Multiplayer Online Battle Arena (Moba) Games Industrial Chain

8 DISTRIBUTION CHANNEL ANALYSIS

8.1 Distribution Channel Breakdown for Multiplayer Online Battle Arena (Moba) Games Shipments (%): 2017-2028

8.1.1 Direct Channel

8.1.2 Indirect Channel

8.2 Multiplayer Online Battle Arena (Moba) Games Typical Distributors

8.3 Multiplayer Online Battle Arena (Moba) Games Typical Customers

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 Multiplayer Online Battle Arena (Moba) Games Market Size by Region (2017, 2022 and 2028) & (USD Million)

Table 2. World Multiplayer Online Battle Arena (Moba) Games Market Size by Region (2017-2022) & (USD Million)

Table 3. World Multiplayer Online Battle Arena (Moba) Games Market Size by Region (2023-2028) & (USD Million)

Table 4. World Multiplayer Online Battle Arena (Moba) Games Market Size Market Share by Region (2017-2022)

Table 5. World Multiplayer Online Battle Arena (Moba) Games Market Size Market Share by Region (2023-2028)

Table 6. Major Market Trends

Table 7. World Multiplayer Online Battle Arena (Moba) Games Revenue by Player (2017-2022) & (USD Million)

Table 8. Revenue Market Share of Key Multiplayer Online Battle Arena (Moba) Games Players in 2021

Table 9. World Multiplayer Online Battle Arena (Moba) Games Industry Rank of Major Player, Based on Revenue in 2021

Table 10. Global Multiplayer Online Battle Arena (Moba) Games Company Evaluation Quadrant

Table 11. Head Office of Key Multiplayer Online Battle Arena (Moba) Games Player

Table 12. Multiplayer Online Battle Arena (Moba) Games Market: Company Product Type Footprint

Table 13. Multiplayer Online Battle Arena (Moba) Games Market: Company Product Application Footprint

Table 14. Multiplayer Online Battle Arena (Moba) Games Mergers & Acquisitions Activity

Table 15. United States VS China Multiplayer Online Battle Arena (Moba) Games Market Size Comparison, (2017 & 2021 & 2028) & (USD Million)

Table 16. Major Player of Multiplayer Online Battle Arena (Moba) Games in United States, Headquarters (States, Country)

Table 17. United States Multiplayer Online Battle Arena (Moba) Games Revenue by Domestic Player, (2017-2022) & (USD Million)

Table 18. United States Multiplayer Online Battle Arena (Moba) Games Revenue Market Share by Domestic Player, (2017-2022)

Table 19. Major Player of Multiplayer Online Battle Arena (Moba) Games in China,

Company Headquarters (Province, Country)

Table 20. China Multiplayer Online Battle Arena (Moba) Games Revenue by Domestic Player, (2017-2022) & (USD Million)

Table 21. China Multiplayer Online Battle Arena (Moba) Games Revenue Market Share by Domestic Player, (2017-2022)

Table 22. Major Player of Multiplayer Online Battle Arena (Moba) Games in Rest of World, Company Headquarters (State, Country)

Table 23. Rest of World Multiplayer Online Battle Arena (Moba) Games Revenue by Domestic Player, (2017-2022) & (USD Million)

Table 24. Rest of World Multiplayer Online Battle Arena (Moba) Games Revenue Market Share by Domestic Player, (2017-2022)

Table 25. World Multiplayer Online Battle Arena (Moba) Games Revenue by Platform, (USD Million), 2017 & 2021 & 2028

Table 26. World Multiplayer Online Battle Arena (Moba) Games Revenue by Platform (2017-2022) & (USD Million)

Table 27. World Multiplayer Online Battle Arena (Moba) Games Revenue by Platform (2023-2028) & (USD Million)

Table 28. World Multiplayer Online Battle Arena (Moba) Games Revenue by Application, (USD Million), 2017 & 2021 & 2028

Table 29. World Multiplayer Online Battle Arena (Moba) Games Revenue by Application (2017-2022) & (USD Million)

Table 30. World Multiplayer Online Battle Arena (Moba) Games Revenue by Application (2023-2028) & (USD Million)

Table 31. Riot Games Basic Information, Manufacturing Base and Competitors

Table 32. Riot Games Major Business

Table 33. Riot Games Multiplayer Online Battle Arena (Moba) Games Product and Services

Table 34. Riot Games Multiplayer Online Battle Arena (Moba) Games Revenue, Gross Margin and Market Share (2017-2022) & (USD Million)

Table 35. Riot Games Recent Developments/Updates

Table 36. Riot Games Competitive Strengths & Weaknesses

Table 37. Tencent Basic Information, Manufacturing Base and Competitors

Table 38. Tencent Major Business

Table 39. Tencent Multiplayer Online Battle Arena (Moba) Games Product and Services

Table 40. Tencent Multiplayer Online Battle Arena (Moba) Games Revenue, Gross Margin and Market Share (2017-2022) & (USD Million)

Table 41. Tencent Recent Developments/Updates

Table 42. Tencent Competitive Strengths & Weaknesses

Table 43. Blizzard Entertainment, Inc Basic Information, Manufacturing Base and

Competitors

Table 44. Blizzard Entertainment, Inc Major Business

Table 45. Blizzard Entertainment, Inc Multiplayer Online Battle Arena (Moba) Games Product and Services

Table 46. Blizzard Entertainment, Inc Multiplayer Online Battle Arena (Moba) Games Revenue, Gross Margin and Market Share (2017-2022) & (USD Million)

Table 47. Blizzard Entertainment, Inc Recent Developments/Updates

Table 48. Blizzard Entertainment, Inc Competitive Strengths & Weaknesses

Table 49. Valve Corporation Basic Information, Manufacturing Base and Competitors

Table 50. Valve Corporation Major Business

Table 51. Valve Corporation Multiplayer Online Battle Arena (Moba) Games Product and Services

Table 52. Valve Corporation Multiplayer Online Battle Arena (Moba) Games Revenue, Gross Margin and Market Share (2017-2022) & (USD Million)

Table 53. Valve Corporation Recent Developments/Updates

Table 54. Valve Corporation Competitive Strengths & Weaknesses

Table 55. Hi-Rez Basic Information, Manufacturing Base and Competitors

Table 56. Hi-Rez Major Business

Table 57. Hi-Rez Multiplayer Online Battle Arena (Moba) Games Product and Services

Table 58. Hi-Rez Multiplayer Online Battle Arena (Moba) Games Revenue, Gross Margin and Market Share (2017-2022) & (USD Million)

Table 59. Hi-Rez Recent Developments/Updates

Table 60. Hi-Rez Competitive Strengths & Weaknesses

Table 61. Super Evil Megacorp Basic Information, Manufacturing Base and Competitors

Table 62. Super Evil Megacorp Major Business

Table 63. Super Evil Megacorp Multiplayer Online Battle Arena (Moba) Games Product and Services

Table 64. Super Evil Megacorp Multiplayer Online Battle Arena (Moba) Games Revenue, Gross Margin and Market Share (2017-2022) & (USD Million)

Table 65. Super Evil Megacorp Recent Developments/Updates

Table 66. Super Evil Megacorp Competitive Strengths & Weaknesses

Table 67. Stunlock Studios Basic Information, Manufacturing Base and Competitors

Table 68. Stunlock Studios Major Business

Table 69. Stunlock Studios Multiplayer Online Battle Arena (Moba) Games Product and Services

Table 70. Stunlock Studios Multiplayer Online Battle Arena (Moba) Games Revenue, Gross Margin and Market Share (2017-2022) & (USD Million)

Table 71. Stunlock Studios Recent Developments/Updates

Table 72. Stunlock Studios Competitive Strengths & Weaknesses

Table 73. Ronimo Games Basic Information, Manufacturing Base and Competitors

Table 74. Ronimo Games Major Business

Table 75. Ronimo Games Multiplayer Online Battle Arena (Moba) Games Product and Services

Table 76. Ronimo Games Multiplayer Online Battle Arena (Moba) Games Revenue, Gross Margin and Market Share (2017-2022) & (USD Million)

Table 77. Ronimo Games Recent Developments/Updates

Table 78. Ronimo Games Competitive Strengths & Weaknesses

Table 79. Netmarble Basic Information, Manufacturing Base and Competitors

Table 80. Netmarble Major Business

Table 81. Netmarble Multiplayer Online Battle Arena (Moba) Games Product and Services

Table 82. Netmarble Multiplayer Online Battle Arena (Moba) Games Revenue, Gross Margin and Market Share (2017-2022) & (USD Million)

Table 83. Netmarble Recent Developments/Updates

Table 84. Netmarble Competitive Strengths & Weaknesses

Table 85. Creative Assembly Sofia Basic Information, Manufacturing Base and Competitors

Table 86. Creative Assembly Sofia Major Business

Table 87. Creative Assembly Sofia Multiplayer Online Battle Arena (Moba) Games Product and Services

Table 88. Creative Assembly Sofia Multiplayer Online Battle Arena (Moba) Games Revenue, Gross Margin and Market Share (2017-2022) & (USD Million)

Table 89. Creative Assembly Sofia Recent Developments/Updates

Table 90. Creative Assembly Sofia Competitive Strengths & Weaknesses

Table 91. NetDragon Basic Information, Manufacturing Base and Competitors

Table 92. NetDragon Major Business

Table 93. NetDragon Multiplayer Online Battle Arena (Moba) Games Product and Services

Table 94. NetDragon Multiplayer Online Battle Arena (Moba) Games Revenue, Gross Margin and Market Share (2017-2022) & (USD Million)

Table 95. NetDragon Recent Developments/Updates

Table 96. Netease Basic Information, Manufacturing Base and Competitors

Table 97. Netease Major Business

Table 98. Netease Multiplayer Online Battle Arena (Moba) Games Product and Services

Table 99. Netease Multiplayer Online Battle Arena (Moba) Games Revenue, Gross Margin and Market Share (2017-2022) & (USD Million)

Table 100. Multiplayer Online Battle Arena (Moba) Games Raw Material

Table 101. Key Manufacturers of Multiplayer Online Battle Arena (Moba) Games Raw

Materials

Table 102. Multiplayer Online Battle Arena (Moba) Games Typical Distributors

Table 103. Multiplayer Online Battle Arena (Moba) Games Typical Customers

List of Figure

Figure 1. Multiplayer Online Battle Arena (Moba) Games Picture

Figure 2. World Multiplayer Online Battle Arena (Moba) Games Total Market Size: 2017 & 2021 & 2028, (USD Million)

Figure 3. World Multiplayer Online Battle Arena (Moba) Games Total Market Size (2017-2028) & (USD Million)

Figure 4. World Multiplayer Online Battle Arena (Moba) Games Market Size Market Share by Region (2017-2028)

Figure 5. United States Multiplayer Online Battle Arena (Moba) Games Market Size (2017-2028) & (USD Million)

Figure 6. China Multiplayer Online Battle Arena (Moba) Games Market Size (2017-2028) & (USD Million)

Figure 7. Europe Multiplayer Online Battle Arena (Moba) Games Market Size (2017-2028) & (USD Million)

Figure 8. Japan Multiplayer Online Battle Arena (Moba) Games Market Size (2017-2028) & (USD Million)

Figure 9. South Korea Multiplayer Online Battle Arena (Moba) Games Market Size (2017-2028) & (USD Million)

Figure 10. ASEAN Multiplayer Online Battle Arena (Moba) Games Market Size (2017-2028) & (USD Million)

Figure 11. India Multiplayer Online Battle Arena (Moba) Games Market Size (2017-2028) & (USD Million)

Figure 12. Multiplayer Online Battle Arena (Moba) Games Market Drivers

Figure 13. Factors Affecting Demand

Figure 14. Producer Shipments of Multiplayer Online Battle Arena (Moba) Games by Player Revenue (\$MM) and Market Share (%): 2021

Figure 15. Global Four-firm Concentration Ratios (CR4) for Multiplayer Online Battle Arena (Moba) Games Markets in 2021

Figure 16. Global Four-firm Concentration Ratios (CR8) for Multiplayer Online Battle Arena (Moba) Games Markets in 2021

Figure 17. United States VS China: Multiplayer Online Battle Arena (Moba) Games Market Size Market Share Comparison (2017 & 2021 & 2028)

Figure 18. World Multiplayer Online Battle Arena (Moba) Games Market Size by Platform, (USD Million), 2017 & 2021 & 2028

Figure 19. World Multiplayer Online Battle Arena (Moba) Games Market Size Market Share by Platform in 2021

Figure 20. PC

Figure 21. Mobile

Figure 22. World Multiplayer Online Battle Arena (Moba) Games Market Size Market Share by Platform (2017-2028)

Figure 23. World Multiplayer Online Battle Arena (Moba) Games Market Size by Application, (USD Million), 2017 & 2021 & 2028

Figure 24. World Multiplayer Online Battle Arena (Moba) Games Market Size Market Share by Application in 2021

Figure 25. Entertainment

Figure 26. E-Sports Competition

Figure 27. World Multiplayer Online Battle Arena (Moba) Games Market Size Market Share by Application (2017-2028)

Figure 28. Manufacturing Cost Structure Analysis of Multiplayer Online Battle Arena (Moba) Games in 2021

Figure 29. Manufacturing Process Analysis of Multiplayer Online Battle Arena (Moba) Games

Figure 30. Multiplayer Online Battle Arena (Moba) Games Industrial Chain

Figure 31. Distribution Channel Breakdown for Multiplayer Online Battle Arena (Moba) Games Shipments (%): 2017-2028

Figure 32. Direct Channel Pros & Cons

Figure 33. Indirect Channel Pros & Cons

Figure 34. Methodology

Figure 35. Research Process and Data Source

I would like to order

Product name: Global Multiplayer Online Battle Arena (Moba) Games Production, Demand and Key Producers, 2022-2028

Product link: <https://marketpublishers.com/r/G936286DC7A1EN.html>

Price: US\$ 4,480.00 (Single User License / Electronic Delivery)

If you want to order Corporate License or Hard Copy, please, contact our Customer Service:

info@marketpublishers.com

Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/G936286DC7A1EN.html>