

Global Offline FPS Games Production, Demand and Key Producers, 2022-2028

<https://marketpublishers.com/r/GE5EF16B015FEN.html>

Date: October 2022

Pages: 111

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

ID: GE5EF16B015FEN

Abstracts

This report studies the global Offline FPS Games demand, key companies, and key regions.

This report is a detailed and comprehensive analysis of the world market for Offline FPS 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 Offline FPS Games that contribute to its increasing demand across many markets.

The global Offline FPS 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 Offline FPS Games total market, 2017-2028, (USD Million)

Global Offline FPS Games total market by region & country, CAGR, 2017-2028, (USD Million)

U.S. VS China: Offline FPS Games total market, key domestic companies and share, (USD Million)

Global Offline FPS Games revenue by player and market share 2017-2022, (USD Million)

Global Offline FPS Games total market by Type, CAGR, 2017-2028, (USD Million)

Global Offline FPS Games total market by Application, CAGR, 2017-2028, (USD Million)

This reports profiles major players in the global Offline FPS 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 Tencent, DICE, Gearbox Software, NetEase, Respawn Entertainment, id Software, Eidos Montr?al, Arkane Studios and 2K Games, 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 Offline FPS Games 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 2017-2028 by year with 2021 as the base year, 2022 as the estimate year, and 2028 as the forecast year.

Global Offline FPS Games Market, By Region:

United States

China

Europe

Japan

South Korea

ASEAN

India

Rest of World

Global Offline FPS Games Market, Segmentation by Type

F2P

P2P

Global Offline FPS Games Market, Segmentation by Application

PC

Mobile

Console

Companies Profiled:

Tencent

DICE

Gearbox Software

NetEase

Respawn Entertainment

id Software

Eidos Montréal

Arkane Studios

2K Games

Ubisoft

ZeniMax Media

Key Questions Answered

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

Contents

1 SUPPLY SUMMARY

- 1.1 Offline FPS Games Introduction
- 1.2 World Offline FPS Games Market Size & Forecast (2017 & 2021 & 2028)
- 1.3 World Offline FPS Games Total Market by Region
 - 1.3.1 World Offline FPS Games Market Size by Region (2017-2028)
 - 1.3.2 United States Offline FPS Games Market Size (2017-2028)
 - 1.3.3 China Offline FPS Games Market Size (2017-2028)
 - 1.3.4 Europe Offline FPS Games Market Size (2017-2028)
 - 1.3.5 Japan Offline FPS Games Market Size (2017-2028)
 - 1.3.6 South Korea Offline FPS Games Market Size (2017-2028)
 - 1.3.7 ASEAN Offline FPS Games Market Size (2017-2028)
 - 1.3.8 India Offline FPS Games Market Size (2017-2028)
- 1.4 Market Drivers, Restraints and Trends
 - 1.4.1 Offline FPS Games Market Drivers
 - 1.4.2 Factors Affecting Demand
 - 1.4.3 Offline FPS 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 OFFLINE FPS GAMES COMPANIES COMPETITIVE ANALYSIS

- 2.1 World Offline FPS Games Revenue by Player (2017-2022)
- 2.2 Industry Rank and Concentration Rate (CR)
 - 2.2.1 Global Offline FPS Games Industry Rank of Major Players
 - 2.2.2 Global Concentration Ratios (CR4) for Offline FPS Games in 2021
 - 2.2.3 Global Concentration Ratios (CR8) for Offline FPS Games in 2021
- 2.3 Offline FPS Games Company Evaluation Quadrant
- 2.4 Offline FPS Games Market: Overall Company Footprint Analysis
 - 2.4.1 Offline FPS Games Market: Region Footprint
 - 2.4.2 Offline FPS Games Market: Company Product Type Footprint
 - 2.4.3 Offline FPS 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: Offline FPS Games Market Comparison

3.1.1 United States VS China: Offline FPS Games Market Size Comparison (2017 & 2021 & 2028)

3.1.2 United States VS China: Offline FPS Games Market Size Market Share Comparison (2017 & 2021 & 2028)

3.2 United States Offline FPS Games Major Players and Market Share, 2017-2022

3.2.1 Major Players of Offline FPS Games in United States, Headquarters (States, Country)

3.2.2 United States Offline FPS Games Revenue by Domestic Player, (2017-2022)

3.3 China Offline FPS Games Major Players and Market Share, 2017-2022

3.3.1 Major Players of Offline FPS Games in China, Headquarters (Province, Country)

3.3.2 China Offline FPS Games Revenue by Domestic Player, (2017-2022)

3.4 Rest of World Offline FPS Games Major Players and Market Share, 2017-2022

3.4.1 Major Players of Offline FPS Games in Rest of World, Headquarters (State, Country)

3.4.2 Rest of World Offline FPS Games Revenue by Domestic Player, (2017-2022)

4 MARKET ANALYSIS BY TYPE

4.1 World Offline FPS Games Market Size Overview by Type: 2017 VS 2021 VS 2028

4.2 Segment Introduction by Type

4.2.1 F2P

4.2.2 P2P

4.3 Market Segment by Type

4.3.1 World Offline FPS Games Market Size by Type (2017-2022)

4.3.2 World Offline FPS Games Market Size by Type (2023-2028)

4.3.3 World Offline FPS Games Market Size Market Share by Type (2017-2028)

5 MARKET ANALYSIS BY APPLICATION

5.1 World Offline FPS Games Market Size Overview by Application: 2017 VS 2021 VS 2028

5.2 Segment Introduction by Application

5.2.1 PC

5.2.2 Mobile

5.2.3 Console

5.3 Market Segment by Application

5.3.1 World Offline FPS Games Market Size by Application (2017-2022)

5.3.2 World Offline FPS Games Market Size by Application (2023-2028)

5.3.3 World Offline FPS Games Market Size by Application (2017-2028)

6 COMPANY PROFILES

6.1 Tencent

6.1.1 Tencent Details

6.1.2 Tencent Major Business

6.1.3 Tencent Offline FPS Games Product and Services

6.1.4 Tencent Offline FPS Games Revenue, Gross Margin and Market Share (2017-2022)

6.1.5 Tencent Recent Developments/Updates

6.1.6 Tencent Competitive Strengths & Weaknesses

6.2 DICE

6.2.1 DICE Details

6.2.2 DICE Major Business

6.2.3 DICE Offline FPS Games Product and Services

6.2.4 DICE Offline FPS Games Revenue, Gross Margin and Market Share (2017-2022)

6.2.5 DICE Recent Developments/Updates

6.2.6 DICE Competitive Strengths & Weaknesses

6.3 Gearbox Software

6.3.1 Gearbox Software Details

6.3.2 Gearbox Software Major Business

6.3.3 Gearbox Software Offline FPS Games Product and Services

6.3.4 Gearbox Software Offline FPS Games Revenue, Gross Margin and Market Share (2017-2022)

6.3.5 Gearbox Software Recent Developments/Updates

6.3.6 Gearbox Software Competitive Strengths & Weaknesses

6.4 NetEase

6.4.1 NetEase Details

6.4.2 NetEase Major Business

6.4.3 NetEase Offline FPS Games Product and Services

6.4.4 NetEase Offline FPS Games Revenue, Gross Margin and Market Share (2017-2022)

6.4.5 NetEase Recent Developments/Updates

- 6.4.6 NetEase Competitive Strengths & Weaknesses
- 6.5 Respawn Entertainment
 - 6.5.1 Respawn Entertainment Details
 - 6.5.2 Respawn Entertainment Major Business
 - 6.5.3 Respawn Entertainment Offline FPS Games Product and Services
 - 6.5.4 Respawn Entertainment Offline FPS Games Revenue, Gross Margin and Market Share (2017-2022)
 - 6.5.5 Respawn Entertainment Recent Developments/Updates
 - 6.5.6 Respawn Entertainment Competitive Strengths & Weaknesses
- 6.6 id Software
 - 6.6.1 id Software Details
 - 6.6.2 id Software Major Business
 - 6.6.3 id Software Offline FPS Games Product and Services
 - 6.6.4 id Software Offline FPS Games Revenue, Gross Margin and Market Share (2017-2022)
 - 6.6.5 id Software Recent Developments/Updates
 - 6.6.6 id Software Competitive Strengths & Weaknesses
- 6.7 Eidos Montr?al
 - 6.7.1 Eidos Montr?al Details
 - 6.7.2 Eidos Montr?al Major Business
 - 6.7.3 Eidos Montr?al Offline FPS Games Product and Services
 - 6.7.4 Eidos Montr?al Offline FPS Games Revenue, Gross Margin and Market Share (2017-2022)
 - 6.7.5 Eidos Montr?al Recent Developments/Updates
 - 6.7.6 Eidos Montr?al Competitive Strengths & Weaknesses
- 6.8 Arkane Studios
 - 6.8.1 Arkane Studios Details
 - 6.8.2 Arkane Studios Major Business
 - 6.8.3 Arkane Studios Offline FPS Games Product and Services
 - 6.8.4 Arkane Studios Offline FPS Games Revenue, Gross Margin and Market Share (2017-2022)
 - 6.8.5 Arkane Studios Recent Developments/Updates
 - 6.8.6 Arkane Studios Competitive Strengths & Weaknesses
- 6.9 2K Games
 - 6.9.1 2K Games Details
 - 6.9.2 2K Games Major Business
 - 6.9.3 2K Games Offline FPS Games Product and Services
 - 6.9.4 2K Games Offline FPS Games Revenue, Gross Margin and Market Share (2017-2022)

6.9.5 2K Games Recent Developments/Updates

6.9.6 2K Games Competitive Strengths & Weaknesses

6.10 Ubisoft

6.10.1 Ubisoft Details

6.10.2 Ubisoft Major Business

6.10.3 Ubisoft Offline FPS Games Product and Services

6.10.4 Ubisoft Offline FPS Games Revenue, Gross Margin and Market Share
(2017-2022)

6.10.5 Ubisoft Recent Developments/Updates

6.10.6 Ubisoft Competitive Strengths & Weaknesses

6.11 ZeniMax Media

6.11.1 ZeniMax Media Details

6.11.2 ZeniMax Media Major Business

6.11.3 ZeniMax Media Offline FPS Games Product and Services

6.11.4 ZeniMax Media Offline FPS Games Revenue, Gross Margin and Market Share
(2017-2022)

6.11.5 ZeniMax Media Recent Developments/Updates

6.11.6 ZeniMax Media Competitive Strengths & Weaknesses

7 RAW MATERIAL AND INDUSTRY CHAIN

7.1 Raw Material of Offline FPS Games and Key Manufacturers

7.2 Offline FPS Games Manufacturing Costs

7.3 Offline FPS Games Production Process

7.4 Offline FPS Games Industrial Chain

8 DISTRIBUTION CHANNEL ANALYSIS

8.1 Distribution Channel Breakdown for Offline FPS Games Shipments (%): 2017-2028

8.1.1 Direct Channel

8.1.2 Indirect Channel

8.2 Offline FPS Games Typical Distributors

8.3 Offline FPS 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 Offline FPS Games Market Size by Region (2017, 2022 and 2028) & (USD Million)

Table 2. World Offline FPS Games Market Size by Region (2017-2022) & (USD Million)

Table 3. World Offline FPS Games Market Size by Region (2023-2028) & (USD Million)

Table 4. World Offline FPS Games Market Size Market Share by Region (2017-2022)

Table 5. World Offline FPS Games Market Size Market Share by Region (2023-2028)

Table 6. Major Market Trends

Table 7. World Offline FPS Games Revenue by Player (2017-2022) & (USD Million)

Table 8. Revenue Market Share of Key Offline FPS Games Players in 2021

Table 9. World Offline FPS Games Industry Rank of Major Player, Based on Revenue in 2021

Table 10. Global Offline FPS Games Company Evaluation Quadrant

Table 11. Head Office of Key Offline FPS Games Player

Table 12. Offline FPS Games Market: Company Product Type Footprint

Table 13. Offline FPS Games Market: Company Product Application Footprint

Table 14. Offline FPS Games Mergers & Acquisitions Activity

Table 15. United States VS China Offline FPS Games Market Size Comparison, (2017 & 2021 & 2028) & (USD Million)

Table 16. Major Player of Offline FPS Games in United States, Headquarters (States, Country)

Table 17. United States Offline FPS Games Revenue by Domestic Player, (2017-2022) & (USD Million)

Table 18. United States Offline FPS Games Revenue Market Share by Domestic Player, (2017-2022)

Table 19. Major Player of Offline FPS Games in China, Company Headquarters (Province, Country)

Table 20. China Offline FPS Games Revenue by Domestic Player, (2017-2022) & (USD Million)

Table 21. China Offline FPS Games Revenue Market Share by Domestic Player, (2017-2022)

Table 22. Major Player of Offline FPS Games in Rest of World, Company Headquarters (State, Country)

Table 23. Rest of World Offline FPS Games Revenue by Domestic Player, (2017-2022) & (USD Million)

Table 24. Rest of World Offline FPS Games Revenue Market Share by Domestic

Player, (2017-2022)

Table 25. World Offline FPS Games Revenue by Type, (USD Million), 2017 & 2021 & 2028

Table 26. World Offline FPS Games Revenue by Type (2017-2022) & (USD Million)

Table 27. World Offline FPS Games Revenue by Type (2023-2028) & (USD Million)

Table 28. World Offline FPS Games Revenue by Application, (USD Million), 2017 & 2021 & 2028

Table 29. World Offline FPS Games Revenue by Application (2017-2022) & (USD Million)

Table 30. World Offline FPS Games Revenue by Application (2023-2028) & (USD Million)

Table 31. Tencent Basic Information, Manufacturing Base and Competitors

Table 32. Tencent Major Business

Table 33. Tencent Offline FPS Games Product and Services

Table 34. Tencent Offline FPS Games Revenue, Gross Margin and Market Share (2017-2022) & (USD Million)

Table 35. Tencent Recent Developments/Updates

Table 36. Tencent Competitive Strengths & Weaknesses

Table 37. DICE Basic Information, Manufacturing Base and Competitors

Table 38. DICE Major Business

Table 39. DICE Offline FPS Games Product and Services

Table 40. DICE Offline FPS Games Revenue, Gross Margin and Market Share (2017-2022) & (USD Million)

Table 41. DICE Recent Developments/Updates

Table 42. DICE Competitive Strengths & Weaknesses

Table 43. Gearbox Software Basic Information, Manufacturing Base and Competitors

Table 44. Gearbox Software Major Business

Table 45. Gearbox Software Offline FPS Games Product and Services

Table 46. Gearbox Software Offline FPS Games Revenue, Gross Margin and Market Share (2017-2022) & (USD Million)

Table 47. Gearbox Software Recent Developments/Updates

Table 48. Gearbox Software Competitive Strengths & Weaknesses

Table 49. NetEase Basic Information, Manufacturing Base and Competitors

Table 50. NetEase Major Business

Table 51. NetEase Offline FPS Games Product and Services

Table 52. NetEase Offline FPS Games Revenue, Gross Margin and Market Share (2017-2022) & (USD Million)

Table 53. NetEase Recent Developments/Updates

Table 54. NetEase Competitive Strengths & Weaknesses

Table 55. Respawn Entertainment Basic Information, Manufacturing Base and Competitors

Table 56. Respawn Entertainment Major Business

Table 57. Respawn Entertainment Offline FPS Games Product and Services

Table 58. Respawn Entertainment Offline FPS Games Revenue, Gross Margin and Market Share (2017-2022) & (USD Million)

Table 59. Respawn Entertainment Recent Developments/Updates

Table 60. Respawn Entertainment Competitive Strengths & Weaknesses

Table 61. id Software Basic Information, Manufacturing Base and Competitors

Table 62. id Software Major Business

Table 63. id Software Offline FPS Games Product and Services

Table 64. id Software Offline FPS Games Revenue, Gross Margin and Market Share (2017-2022) & (USD Million)

Table 65. id Software Recent Developments/Updates

Table 66. id Software Competitive Strengths & Weaknesses

Table 67. Eidos Montr?al Basic Information, Manufacturing Base and Competitors

Table 68. Eidos Montr?al Major Business

Table 69. Eidos Montr?al Offline FPS Games Product and Services

Table 70. Eidos Montr?al Offline FPS Games Revenue, Gross Margin and Market Share (2017-2022) & (USD Million)

Table 71. Eidos Montr?al Recent Developments/Updates

Table 72. Eidos Montr?al Competitive Strengths & Weaknesses

Table 73. Arkane Studios Basic Information, Manufacturing Base and Competitors

Table 74. Arkane Studios Major Business

Table 75. Arkane Studios Offline FPS Games Product and Services

Table 76. Arkane Studios Offline FPS Games Revenue, Gross Margin and Market Share (2017-2022) & (USD Million)

Table 77. Arkane Studios Recent Developments/Updates

Table 78. Arkane Studios Competitive Strengths & Weaknesses

Table 79. 2K Games Basic Information, Manufacturing Base and Competitors

Table 80. 2K Games Major Business

Table 81. 2K Games Offline FPS Games Product and Services

Table 82. 2K Games Offline FPS Games Revenue, Gross Margin and Market Share (2017-2022) & (USD Million)

Table 83. 2K Games Recent Developments/Updates

Table 84. 2K Games Competitive Strengths & Weaknesses

Table 85. Ubisoft Basic Information, Manufacturing Base and Competitors

Table 86. Ubisoft Major Business

Table 87. Ubisoft Offline FPS Games Product and Services

Table 88. Ubisoft Offline FPS Games Revenue, Gross Margin and Market Share (2017-2022) & (USD Million)

Table 89. Ubisoft Recent Developments/Updates

Table 90. ZeniMax Media Basic Information, Manufacturing Base and Competitors

Table 91. ZeniMax Media Major Business

Table 92. ZeniMax Media Offline FPS Games Product and Services

Table 93. ZeniMax Media Offline FPS Games Revenue, Gross Margin and Market Share (2017-2022) & (USD Million)

Table 94. Offline FPS Games Raw Material

Table 95. Key Manufacturers of Offline FPS Games Raw Materials

Table 96. Offline FPS Games Typical Distributors

Table 97. Offline FPS Games Typical Customers

List Of Figures

LIST OF FIGURES

Figure 1. Offline FPS Games Picture

Figure 2. World Offline FPS Games Total Market Size: 2017 & 2021 & 2028, (USD Million)

Figure 3. World Offline FPS Games Total Market Size (2017-2028) & (USD Million)

Figure 4. World Offline FPS Games Market Size Market Share by Region (2017-2028)

Figure 5. United States Offline FPS Games Market Size (2017-2028) & (USD Million)

Figure 6. China Offline FPS Games Market Size (2017-2028) & (USD Million)

Figure 7. Europe Offline FPS Games Market Size (2017-2028) & (USD Million)

Figure 8. Japan Offline FPS Games Market Size (2017-2028) & (USD Million)

Figure 9. South Korea Offline FPS Games Market Size (2017-2028) & (USD Million)

Figure 10. ASEAN Offline FPS Games Market Size (2017-2028) & (USD Million)

Figure 11. India Offline FPS Games Market Size (2017-2028) & (USD Million)

Figure 12. Offline FPS Games Market Drivers

Figure 13. Factors Affecting Demand

Figure 14. Producer Shipments of Offline FPS Games by Player Revenue (\$MM) and Market Share (%): 2021

Figure 15. Global Four-firm Concentration Ratios (CR4) for Offline FPS Games Markets in 2021

Figure 16. Global Four-firm Concentration Ratios (CR8) for Offline FPS Games Markets in 2021

Figure 17. United States VS China: Offline FPS Games Market Size Market Share Comparison (2017 & 2021 & 2028)

Figure 18. World Offline FPS Games Market Size by Type, (USD Million), 2017 & 2021 & 2028

Figure 19. World Offline FPS Games Market Size Market Share by Type in 2021

Figure 20. F2P

Figure 21. P2P

Figure 22. World Offline FPS Games Market Size Market Share by Type (2017-2028)

Figure 23. World Offline FPS Games Market Size by Application, (USD Million), 2017 & 2021 & 2028

Figure 24. World Offline FPS Games Market Size Market Share by Application in 2021

Figure 25. PC

Figure 26. Mobile

Figure 27. Console

Figure 28. World Offline FPS Games Market Size Market Share by Application

(2017-2028)

Figure 29. Manufacturing Cost Structure Analysis of Offline FPS Games in 2021

Figure 30. Manufacturing Process Analysis of Offline FPS Games

Figure 31. Offline FPS Games Industrial Chain

Figure 32. Distribution Channel Breakdown for Offline FPS Games Shipments (%):
2017-2028

Figure 33. Direct Channel Pros & Cons

Figure 34. Indirect Channel Pros & Cons

Figure 35. Methodology

Figure 36. Research Process and Data Source

I would like to order

Product name: Global Offline FPS Games Production, Demand and Key Producers, 2022-2028

Product link: <https://marketpublishers.com/r/GE5EF16B015FEN.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/GE5EF16B015FEN.html>