

Global Online Casual Game Market 2025 by Company, Regions, Type and Application, Forecast to 2031

<https://marketpublishers.com/r/G136E3307476EN.html>

Date: April 2025

Pages: 120

Price: US\$ 3,480.00 (Single User License)

ID: G136E3307476EN

Abstracts

According to our (Global Info Research) latest study, the global Online Casual Game market size was valued at US\$ 3626 million in 2024 and is forecast to a readjusted size of USD 5610 million by 2031 with a CAGR of 6.8% during review period.

Online Casual Game is an electronic game that is easy to play, does not involve a large amount of or heavy mental activity in a short period of time, has relatively simple rules, and is not limited to game themes and types.

This report is a detailed and comprehensive analysis for global Online Casual Game 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 Online Casual Game market size and forecasts, in consumption value (\$ Million), 2020-2031

Global Online Casual Game market size and forecasts by region and country, in consumption value (\$ Million), 2020-2031

Global Online Casual Game market size and forecasts, by Type and by Application, in consumption value (\$ Million), 2020-2031

Global Online Casual Game market shares of main players, in revenue (\$ Million), 2020-2025

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 Online Casual Game

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 Online Casual 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 Konami, Namco Bandai, King Digital, Gimica GmbH, SuperPlay, Candivore, Nintendo, PM Studios, Moon Active, Playrix, etc.

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

Market segmentation

Online Casual Game market is split by Type and by Application. For the period 2020-2031, 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

Puzzle Game

Match 3 Game

Card Game

Others

Market segment by Application

PC

Mobile

Market segment by players, this report covers

Konami

Namco Bandai

King Digital

Gimica GmbH

SuperPlay

Candivore

Nintendo

PM Studios

Moon Active

Playrix

GungHo Online Entertainment

Tencent

Netease Games

37Games

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 Online Casual Game product scope, market overview, market estimation caveats and base year.

Chapter 2, to profile the top players of Online Casual Game, with revenue, gross margin, and global market share of Online Casual Game from 2020 to 2025.

Chapter 3, the Online Casual Game 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 2020 to 2031

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 2020 to 2025. and Online Casual Game market forecast, by regions, by Type and by Application, with consumption value, from 2026 to 2031.

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

Chapter 12, the key raw materials and key suppliers, and industry chain of Online Casual Game.

Chapter 13, to describe Online Casual Game 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 Online Casual Game by Type

1.3.1 Overview: Global Online Casual Game Market Size by Type: 2020 Versus 2024 Versus 2031

1.3.2 Global Online Casual Game Consumption Value Market Share by Type in 2024

1.3.3 Puzzle Game

1.3.4 Match 3 Game

1.3.5 Card Game

1.3.6 Others

1.4 Global Online Casual Game Market by Application

1.4.1 Overview: Global Online Casual Game Market Size by Application: 2020 Versus 2024 Versus 2031

1.4.2 PC

1.4.3 Mobile

1.5 Global Online Casual Game Market Size & Forecast

1.6 Global Online Casual Game Market Size and Forecast by Region

1.6.1 Global Online Casual Game Market Size by Region: 2020 VS 2024 VS 2031

1.6.2 Global Online Casual Game Market Size by Region, (2020-2031)

1.6.3 North America Online Casual Game Market Size and Prospect (2020-2031)

1.6.4 Europe Online Casual Game Market Size and Prospect (2020-2031)

1.6.5 Asia-Pacific Online Casual Game Market Size and Prospect (2020-2031)

1.6.6 South America Online Casual Game Market Size and Prospect (2020-2031)

1.6.7 Middle East & Africa Online Casual Game Market Size and Prospect (2020-2031)

2 COMPANY PROFILES

2.1 Konami

2.1.1 Konami Details

2.1.2 Konami Major Business

2.1.3 Konami Online Casual Game Product and Solutions

2.1.4 Konami Online Casual Game Revenue, Gross Margin and Market Share (2020-2025)

2.1.5 Konami Recent Developments and Future Plans

2.2 Namco Bandai

2.2.1 Namco Bandai Details

2.2.2 Namco Bandai Major Business

2.2.3 Namco Bandai Online Casual Game Product and Solutions

2.2.4 Namco Bandai Online Casual Game Revenue, Gross Margin and Market Share (2020-2025)

2.2.5 Namco Bandai Recent Developments and Future Plans

2.3 King Digital

2.3.1 King Digital Details

2.3.2 King Digital Major Business

2.3.3 King Digital Online Casual Game Product and Solutions

2.3.4 King Digital Online Casual Game Revenue, Gross Margin and Market Share (2020-2025)

2.3.5 King Digital Recent Developments and Future Plans

2.4 Gimica GmbH

2.4.1 Gimica GmbH Details

2.4.2 Gimica GmbH Major Business

2.4.3 Gimica GmbH Online Casual Game Product and Solutions

2.4.4 Gimica GmbH Online Casual Game Revenue, Gross Margin and Market Share (2020-2025)

2.4.5 Gimica GmbH Recent Developments and Future Plans

2.5 SuperPlay

2.5.1 SuperPlay Details

2.5.2 SuperPlay Major Business

2.5.3 SuperPlay Online Casual Game Product and Solutions

2.5.4 SuperPlay Online Casual Game Revenue, Gross Margin and Market Share (2020-2025)

2.5.5 SuperPlay Recent Developments and Future Plans

2.6 Candivore

2.6.1 Candivore Details

2.6.2 Candivore Major Business

2.6.3 Candivore Online Casual Game Product and Solutions

2.6.4 Candivore Online Casual Game Revenue, Gross Margin and Market Share (2020-2025)

2.6.5 Candivore Recent Developments and Future Plans

2.7 Nintendo

2.7.1 Nintendo Details

2.7.2 Nintendo Major Business

2.7.3 Nintendo Online Casual Game Product and Solutions

- 2.7.4 Nintendo Online Casual Game Revenue, Gross Margin and Market Share (2020-2025)
- 2.7.5 Nintendo Recent Developments and Future Plans
- 2.8 PM Studios
 - 2.8.1 PM Studios Details
 - 2.8.2 PM Studios Major Business
 - 2.8.3 PM Studios Online Casual Game Product and Solutions
 - 2.8.4 PM Studios Online Casual Game Revenue, Gross Margin and Market Share (2020-2025)
 - 2.8.5 PM Studios Recent Developments and Future Plans
- 2.9 Moon Active
 - 2.9.1 Moon Active Details
 - 2.9.2 Moon Active Major Business
 - 2.9.3 Moon Active Online Casual Game Product and Solutions
 - 2.9.4 Moon Active Online Casual Game Revenue, Gross Margin and Market Share (2020-2025)
 - 2.9.5 Moon Active Recent Developments and Future Plans
- 2.10 Playrix
 - 2.10.1 Playrix Details
 - 2.10.2 Playrix Major Business
 - 2.10.3 Playrix Online Casual Game Product and Solutions
 - 2.10.4 Playrix Online Casual Game Revenue, Gross Margin and Market Share (2020-2025)
 - 2.10.5 Playrix Recent Developments and Future Plans
- 2.11 GungHo Online Entertainment
 - 2.11.1 GungHo Online Entertainment Details
 - 2.11.2 GungHo Online Entertainment Major Business
 - 2.11.3 GungHo Online Entertainment Online Casual Game Product and Solutions
 - 2.11.4 GungHo Online Entertainment Online Casual Game Revenue, Gross Margin and Market Share (2020-2025)
 - 2.11.5 GungHo Online Entertainment Recent Developments and Future Plans
- 2.12 Tencent
 - 2.12.1 Tencent Details
 - 2.12.2 Tencent Major Business
 - 2.12.3 Tencent Online Casual Game Product and Solutions
 - 2.12.4 Tencent Online Casual Game Revenue, Gross Margin and Market Share (2020-2025)
 - 2.12.5 Tencent Recent Developments and Future Plans
- 2.13 Netease Games

- 2.13.1 Netease Games Details
- 2.13.2 Netease Games Major Business
- 2.13.3 Netease Games Online Casual Game Product and Solutions
- 2.13.4 Netease Games Online Casual Game Revenue, Gross Margin and Market Share (2020-2025)
- 2.13.5 Netease Games Recent Developments and Future Plans
- 2.14 37Games
 - 2.14.1 37Games Details
 - 2.14.2 37Games Major Business
 - 2.14.3 37Games Online Casual Game Product and Solutions
 - 2.14.4 37Games Online Casual Game Revenue, Gross Margin and Market Share (2020-2025)
 - 2.14.5 37Games Recent Developments and Future Plans

3 MARKET COMPETITION, BY PLAYERS

- 3.1 Global Online Casual Game Revenue and Share by Players (2020-2025)
- 3.2 Market Share Analysis (2024)
 - 3.2.1 Market Share of Online Casual Game by Company Revenue
 - 3.2.2 Top 3 Online Casual Game Players Market Share in 2024
 - 3.2.3 Top 6 Online Casual Game Players Market Share in 2024
- 3.3 Online Casual Game Market: Overall Company Footprint Analysis
 - 3.3.1 Online Casual Game Market: Region Footprint
 - 3.3.2 Online Casual Game Market: Company Product Type Footprint
 - 3.3.3 Online Casual Game 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 Online Casual Game Consumption Value and Market Share by Type (2020-2025)
- 4.2 Global Online Casual Game Market Forecast by Type (2026-2031)

5 MARKET SIZE SEGMENT BY APPLICATION

- 5.1 Global Online Casual Game Consumption Value Market Share by Application (2020-2025)
- 5.2 Global Online Casual Game Market Forecast by Application (2026-2031)

6 NORTH AMERICA

6.1 North America Online Casual Game Consumption Value by Type (2020-2031)

6.2 North America Online Casual Game Market Size by Application (2020-2031)

6.3 North America Online Casual Game Market Size by Country

6.3.1 North America Online Casual Game Consumption Value by Country (2020-2031)

6.3.2 United States Online Casual Game Market Size and Forecast (2020-2031)

6.3.3 Canada Online Casual Game Market Size and Forecast (2020-2031)

6.3.4 Mexico Online Casual Game Market Size and Forecast (2020-2031)

7 EUROPE

7.1 Europe Online Casual Game Consumption Value by Type (2020-2031)

7.2 Europe Online Casual Game Consumption Value by Application (2020-2031)

7.3 Europe Online Casual Game Market Size by Country

7.3.1 Europe Online Casual Game Consumption Value by Country (2020-2031)

7.3.2 Germany Online Casual Game Market Size and Forecast (2020-2031)

7.3.3 France Online Casual Game Market Size and Forecast (2020-2031)

7.3.4 United Kingdom Online Casual Game Market Size and Forecast (2020-2031)

7.3.5 Russia Online Casual Game Market Size and Forecast (2020-2031)

7.3.6 Italy Online Casual Game Market Size and Forecast (2020-2031)

8 ASIA-PACIFIC

8.1 Asia-Pacific Online Casual Game Consumption Value by Type (2020-2031)

8.2 Asia-Pacific Online Casual Game Consumption Value by Application (2020-2031)

8.3 Asia-Pacific Online Casual Game Market Size by Region

8.3.1 Asia-Pacific Online Casual Game Consumption Value by Region (2020-2031)

8.3.2 China Online Casual Game Market Size and Forecast (2020-2031)

8.3.3 Japan Online Casual Game Market Size and Forecast (2020-2031)

8.3.4 South Korea Online Casual Game Market Size and Forecast (2020-2031)

8.3.5 India Online Casual Game Market Size and Forecast (2020-2031)

8.3.6 Southeast Asia Online Casual Game Market Size and Forecast (2020-2031)

8.3.7 Australia Online Casual Game Market Size and Forecast (2020-2031)

9 SOUTH AMERICA

9.1 South America Online Casual Game Consumption Value by Type (2020-2031)

9.2 South America Online Casual Game Consumption Value by Application (2020-2031)

9.3 South America Online Casual Game Market Size by Country

9.3.1 South America Online Casual Game Consumption Value by Country (2020-2031)

9.3.2 Brazil Online Casual Game Market Size and Forecast (2020-2031)

9.3.3 Argentina Online Casual Game Market Size and Forecast (2020-2031)

10 MIDDLE EAST & AFRICA

10.1 Middle East & Africa Online Casual Game Consumption Value by Type (2020-2031)

10.2 Middle East & Africa Online Casual Game Consumption Value by Application (2020-2031)

10.3 Middle East & Africa Online Casual Game Market Size by Country

10.3.1 Middle East & Africa Online Casual Game Consumption Value by Country (2020-2031)

10.3.2 Turkey Online Casual Game Market Size and Forecast (2020-2031)

10.3.3 Saudi Arabia Online Casual Game Market Size and Forecast (2020-2031)

10.3.4 UAE Online Casual Game Market Size and Forecast (2020-2031)

11 MARKET DYNAMICS

11.1 Online Casual Game Market Drivers

11.2 Online Casual Game Market Restraints

11.3 Online Casual Game 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 Online Casual Game Industry Chain

12.2 Online Casual Game Upstream Analysis

12.3 Online Casual Game Midstream Analysis

12.4 Online Casual Game 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 Online Casual Game Consumption Value by Type, (USD Million), 2020 & 2024 & 2031

Table 2. Global Online Casual Game Consumption Value by Application, (USD Million), 2020 & 2024 & 2031

Table 3. Global Online Casual Game Consumption Value by Region (2020-2025) & (USD Million)

Table 4. Global Online Casual Game Consumption Value by Region (2026-2031) & (USD Million)

Table 5. Konami Company Information, Head Office, and Major Competitors

Table 6. Konami Major Business

Table 7. Konami Online Casual Game Product and Solutions

Table 8. Konami Online Casual Game Revenue (USD Million), Gross Margin and Market Share (2020-2025)

Table 9. Konami Recent Developments and Future Plans

Table 10. Namco Bandai Company Information, Head Office, and Major Competitors

Table 11. Namco Bandai Major Business

Table 12. Namco Bandai Online Casual Game Product and Solutions

Table 13. Namco Bandai Online Casual Game Revenue (USD Million), Gross Margin and Market Share (2020-2025)

Table 14. Namco Bandai Recent Developments and Future Plans

Table 15. King Digital Company Information, Head Office, and Major Competitors

Table 16. King Digital Major Business

Table 17. King Digital Online Casual Game Product and Solutions

Table 18. King Digital Online Casual Game Revenue (USD Million), Gross Margin and Market Share (2020-2025)

Table 19. Gimica GmbH Company Information, Head Office, and Major Competitors

Table 20. Gimica GmbH Major Business

Table 21. Gimica GmbH Online Casual Game Product and Solutions

Table 22. Gimica GmbH Online Casual Game Revenue (USD Million), Gross Margin and Market Share (2020-2025)

Table 23. Gimica GmbH Recent Developments and Future Plans

Table 24. SuperPlay Company Information, Head Office, and Major Competitors

Table 25. SuperPlay Major Business

Table 26. SuperPlay Online Casual Game Product and Solutions

Table 27. SuperPlay Online Casual Game Revenue (USD Million), Gross Margin and

Market Share (2020-2025)

Table 28. SuperPlay Recent Developments and Future Plans

Table 29. Candivore Company Information, Head Office, and Major Competitors

Table 30. Candivore Major Business

Table 31. Candivore Online Casual Game Product and Solutions

Table 32. Candivore Online Casual Game Revenue (USD Million), Gross Margin and Market Share (2020-2025)

Table 33. Candivore Recent Developments and Future Plans

Table 34. Nintendo Company Information, Head Office, and Major Competitors

Table 35. Nintendo Major Business

Table 36. Nintendo Online Casual Game Product and Solutions

Table 37. Nintendo Online Casual Game Revenue (USD Million), Gross Margin and Market Share (2020-2025)

Table 38. Nintendo Recent Developments and Future Plans

Table 39. PM Studios Company Information, Head Office, and Major Competitors

Table 40. PM Studios Major Business

Table 41. PM Studios Online Casual Game Product and Solutions

Table 42. PM Studios Online Casual Game Revenue (USD Million), Gross Margin and Market Share (2020-2025)

Table 43. PM Studios Recent Developments and Future Plans

Table 44. Moon Active Company Information, Head Office, and Major Competitors

Table 45. Moon Active Major Business

Table 46. Moon Active Online Casual Game Product and Solutions

Table 47. Moon Active Online Casual Game Revenue (USD Million), Gross Margin and Market Share (2020-2025)

Table 48. Moon Active Recent Developments and Future Plans

Table 49. Playrix Company Information, Head Office, and Major Competitors

Table 50. Playrix Major Business

Table 51. Playrix Online Casual Game Product and Solutions

Table 52. Playrix Online Casual Game Revenue (USD Million), Gross Margin and Market Share (2020-2025)

Table 53. Playrix Recent Developments and Future Plans

Table 54. GungHo Online Entertainment Company Information, Head Office, and Major Competitors

Table 55. GungHo Online Entertainment Major Business

Table 56. GungHo Online Entertainment Online Casual Game Product and Solutions

Table 57. GungHo Online Entertainment Online Casual Game Revenue (USD Million), Gross Margin and Market Share (2020-2025)

Table 58. GungHo Online Entertainment Recent Developments and Future Plans

Table 59. Tencent Company Information, Head Office, and Major Competitors
Table 60. Tencent Major Business
Table 61. Tencent Online Casual Game Product and Solutions
Table 62. Tencent Online Casual Game Revenue (USD Million), Gross Margin and Market Share (2020-2025)
Table 63. Tencent Recent Developments and Future Plans
Table 64. Netease Games Company Information, Head Office, and Major Competitors
Table 65. Netease Games Major Business
Table 66. Netease Games Online Casual Game Product and Solutions
Table 67. Netease Games Online Casual Game Revenue (USD Million), Gross Margin and Market Share (2020-2025)
Table 68. Netease Games Recent Developments and Future Plans
Table 69. 37Games Company Information, Head Office, and Major Competitors
Table 70. 37Games Major Business
Table 71. 37Games Online Casual Game Product and Solutions
Table 72. 37Games Online Casual Game Revenue (USD Million), Gross Margin and Market Share (2020-2025)
Table 73. 37Games Recent Developments and Future Plans
Table 74. Global Online Casual Game Revenue (USD Million) by Players (2020-2025)
Table 75. Global Online Casual Game Revenue Share by Players (2020-2025)
Table 76. Breakdown of Online Casual Game by Company Type (Tier 1, Tier 2, and Tier 3)
Table 77. Market Position of Players in Online Casual Game, (Tier 1, Tier 2, and Tier 3), Based on Revenue in 2024
Table 78. Head Office of Key Online Casual Game Players
Table 79. Online Casual Game Market: Company Product Type Footprint
Table 80. Online Casual Game Market: Company Product Application Footprint
Table 81. Online Casual Game New Market Entrants and Barriers to Market Entry
Table 82. Online Casual Game Mergers, Acquisition, Agreements, and Collaborations
Table 83. Global Online Casual Game Consumption Value (USD Million) by Type (2020-2025)
Table 84. Global Online Casual Game Consumption Value Share by Type (2020-2025)
Table 85. Global Online Casual Game Consumption Value Forecast by Type (2026-2031)
Table 86. Global Online Casual Game Consumption Value by Application (2020-2025)
Table 87. Global Online Casual Game Consumption Value Forecast by Application (2026-2031)
Table 88. North America Online Casual Game Consumption Value by Type (2020-2025) & (USD Million)

Table 89. North America Online Casual Game Consumption Value by Type (2026-2031) & (USD Million)

Table 90. North America Online Casual Game Consumption Value by Application (2020-2025) & (USD Million)

Table 91. North America Online Casual Game Consumption Value by Application (2026-2031) & (USD Million)

Table 92. North America Online Casual Game Consumption Value by Country (2020-2025) & (USD Million)

Table 93. North America Online Casual Game Consumption Value by Country (2026-2031) & (USD Million)

Table 94. Europe Online Casual Game Consumption Value by Type (2020-2025) & (USD Million)

Table 95. Europe Online Casual Game Consumption Value by Type (2026-2031) & (USD Million)

Table 96. Europe Online Casual Game Consumption Value by Application (2020-2025) & (USD Million)

Table 97. Europe Online Casual Game Consumption Value by Application (2026-2031) & (USD Million)

Table 98. Europe Online Casual Game Consumption Value by Country (2020-2025) & (USD Million)

Table 99. Europe Online Casual Game Consumption Value by Country (2026-2031) & (USD Million)

Table 100. Asia-Pacific Online Casual Game Consumption Value by Type (2020-2025) & (USD Million)

Table 101. Asia-Pacific Online Casual Game Consumption Value by Type (2026-2031) & (USD Million)

Table 102. Asia-Pacific Online Casual Game Consumption Value by Application (2020-2025) & (USD Million)

Table 103. Asia-Pacific Online Casual Game Consumption Value by Application (2026-2031) & (USD Million)

Table 104. Asia-Pacific Online Casual Game Consumption Value by Region (2020-2025) & (USD Million)

Table 105. Asia-Pacific Online Casual Game Consumption Value by Region (2026-2031) & (USD Million)

Table 106. South America Online Casual Game Consumption Value by Type (2020-2025) & (USD Million)

Table 107. South America Online Casual Game Consumption Value by Type (2026-2031) & (USD Million)

Table 108. South America Online Casual Game Consumption Value by Application

(2020-2025) & (USD Million)

Table 109. South America Online Casual Game Consumption Value by Application
(2026-2031) & (USD Million)

Table 110. South America Online Casual Game Consumption Value by Country
(2020-2025) & (USD Million)

Table 111. South America Online Casual Game Consumption Value by Country
(2026-2031) & (USD Million)

Table 112. Middle East & Africa Online Casual Game Consumption Value by Type
(2020-2025) & (USD Million)

Table 113. Middle East & Africa Online Casual Game Consumption Value by Type
(2026-2031) & (USD Million)

Table 114. Middle East & Africa Online Casual Game Consumption Value by
Application (2020-2025) & (USD Million)

Table 115. Middle East & Africa Online Casual Game Consumption Value by
Application (2026-2031) & (USD Million)

Table 116. Middle East & Africa Online Casual Game Consumption Value by Country
(2020-2025) & (USD Million)

Table 117. Middle East & Africa Online Casual Game Consumption Value by Country
(2026-2031) & (USD Million)

Table 118. Global Key Players of Online Casual Game Upstream (Raw Materials)

Table 119. Global Online Casual Game Typical Customers

List Of Figures

LIST OF FIGURES

Figure 1. Online Casual Game Picture

Figure 2. Global Online Casual Game Consumption Value by Type, (USD Million), 2020 & 2024 & 2031

Figure 3. Global Online Casual Game Consumption Value Market Share by Type in 2024

Figure 4. Puzzle Game

Figure 5. Match 3 Game

Figure 6. Card Game

Figure 7. Others

Figure 8. Global Online Casual Game Consumption Value by Application, (USD Million), 2020 & 2024 & 2031

Figure 9. Online Casual Game Consumption Value Market Share by Application in 2024

Figure 10. PC Picture

Figure 11. Mobile Picture

Figure 12. Global Online Casual Game Consumption Value, (USD Million): 2020 & 2024 & 2031

Figure 13. Global Online Casual Game Consumption Value and Forecast (2020-2031) & (USD Million)

Figure 14. Global Market Online Casual Game Consumption Value (USD Million) Comparison by Region (2020 VS 2024 VS 2031)

Figure 15. Global Online Casual Game Consumption Value Market Share by Region (2020-2031)

Figure 16. Global Online Casual Game Consumption Value Market Share by Region in 2024

Figure 17. North America Online Casual Game Consumption Value (2020-2031) & (USD Million)

Figure 18. Europe Online Casual Game Consumption Value (2020-2031) & (USD Million)

Figure 19. Asia-Pacific Online Casual Game Consumption Value (2020-2031) & (USD Million)

Figure 20. South America Online Casual Game Consumption Value (2020-2031) & (USD Million)

Figure 21. Middle East & Africa Online Casual Game Consumption Value (2020-2031) & (USD Million)

Figure 22. Company Three Recent Developments and Future Plans

- Figure 23. Global Online Casual Game Revenue Share by Players in 2024
- Figure 24. Online Casual Game Market Share by Company Type (Tier 1, Tier 2, and Tier 3) in 2024
- Figure 25. Market Share of Online Casual Game by Player Revenue in 2024
- Figure 26. Top 3 Online Casual Game Players Market Share in 2024
- Figure 27. Top 6 Online Casual Game Players Market Share in 2024
- Figure 28. Global Online Casual Game Consumption Value Share by Type (2020-2025)
- Figure 29. Global Online Casual Game Market Share Forecast by Type (2026-2031)
- Figure 30. Global Online Casual Game Consumption Value Share by Application (2020-2025)
- Figure 31. Global Online Casual Game Market Share Forecast by Application (2026-2031)
- Figure 32. North America Online Casual Game Consumption Value Market Share by Type (2020-2031)
- Figure 33. North America Online Casual Game Consumption Value Market Share by Application (2020-2031)
- Figure 34. North America Online Casual Game Consumption Value Market Share by Country (2020-2031)
- Figure 35. United States Online Casual Game Consumption Value (2020-2031) & (USD Million)
- Figure 36. Canada Online Casual Game Consumption Value (2020-2031) & (USD Million)
- Figure 37. Mexico Online Casual Game Consumption Value (2020-2031) & (USD Million)
- Figure 38. Europe Online Casual Game Consumption Value Market Share by Type (2020-2031)
- Figure 39. Europe Online Casual Game Consumption Value Market Share by Application (2020-2031)
- Figure 40. Europe Online Casual Game Consumption Value Market Share by Country (2020-2031)
- Figure 41. Germany Online Casual Game Consumption Value (2020-2031) & (USD Million)
- Figure 42. France Online Casual Game Consumption Value (2020-2031) & (USD Million)
- Figure 43. United Kingdom Online Casual Game Consumption Value (2020-2031) & (USD Million)
- Figure 44. Russia Online Casual Game Consumption Value (2020-2031) & (USD Million)
- Figure 45. Italy Online Casual Game Consumption Value (2020-2031) & (USD Million)

Figure 46. Asia-Pacific Online Casual Game Consumption Value Market Share by Type (2020-2031)

Figure 47. Asia-Pacific Online Casual Game Consumption Value Market Share by Application (2020-2031)

Figure 48. Asia-Pacific Online Casual Game Consumption Value Market Share by Region (2020-2031)

Figure 49. China Online Casual Game Consumption Value (2020-2031) & (USD Million)

Figure 50. Japan Online Casual Game Consumption Value (2020-2031) & (USD Million)

Figure 51. South Korea Online Casual Game Consumption Value (2020-2031) & (USD Million)

Figure 52. India Online Casual Game Consumption Value (2020-2031) & (USD Million)

Figure 53. Southeast Asia Online Casual Game Consumption Value (2020-2031) & (USD Million)

Figure 54. Australia Online Casual Game Consumption Value (2020-2031) & (USD Million)

Figure 55. South America Online Casual Game Consumption Value Market Share by Type (2020-2031)

Figure 56. South America Online Casual Game Consumption Value Market Share by Application (2020-2031)

Figure 57. South America Online Casual Game Consumption Value Market Share by Country (2020-2031)

Figure 58. Brazil Online Casual Game Consumption Value (2020-2031) & (USD Million)

Figure 59. Argentina Online Casual Game Consumption Value (2020-2031) & (USD Million)

Figure 60. Middle East & Africa Online Casual Game Consumption Value Market Share by Type (2020-2031)

Figure 61. Middle East & Africa Online Casual Game Consumption Value Market Share by Application (2020-2031)

Figure 62. Middle East & Africa Online Casual Game Consumption Value Market Share by Country (2020-2031)

Figure 63. Turkey Online Casual Game Consumption Value (2020-2031) & (USD Million)

Figure 64. Saudi Arabia Online Casual Game Consumption Value (2020-2031) & (USD Million)

Figure 65. UAE Online Casual Game Consumption Value (2020-2031) & (USD Million)

Figure 66. Online Casual Game Market Drivers

Figure 67. Online Casual Game Market Restraints

Figure 68. Online Casual Game Market Trends

Figure 69. Porters Five Forces Analysis

Figure 70. Online Casual Game Industrial Chain

Figure 71. Methodology

Figure 72. Research Process and Data Source

I would like to order

Product name: Global Online Casual Game Market 2025 by Company, Regions, Type and Application, Forecast to 2031

Product link: <https://marketpublishers.com/r/G136E3307476EN.html>

Price: US\$ 3,480.00 (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/G136E3307476EN.html>