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# Global Online Game Market 2018 by Manufacturers, Countries, Type and Application, Forecast to 2023

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## Abstracts

An online game is a video game that is either partially or primarily played through the Internet or any other computer network available.

**SCOPE OF THE REPORT:**

Online games are ubiquitous on modern gaming platforms, including PCs, consoles and mobile devices, and span many genres, including first-person shooters, strategy games and massively multiplayer online role-playing games(MMORPG).
The global Online Game market is valued at xx million USD in 2017 and is expected to reach xx million USD by the end of 2023, growing at a CAGR of xx% between 2017 and 2023.
The Asia-Pacific will occupy for more market share in following years, especially in China, also fast growing India and Southeast Asia regions.
North America, especially The United States, will still play an important role which cannot be ignored. Any changes from United States might affect the development trend of Online Game.
Europe also play important roles in global market, with market size of xx million USD in 2017 and will be xx million USD in 2023, with a CAGR of xx%.
This report studies the Online Game market status and outlook of Global and major regions, from angles of players, countries, product types and end industries; this report analyzes the top players in global market, and splits the Online Game market by product type and applications/end industries.
Market Segment by Companies, this report covers

Microsoft

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Sony

Electronic Arts

Sega

Ubisoft

Supercell

Zynga

CyberAgent

Netease

Nintendo

Square Enix

Activision Blizzard

Gameloft

Glu

Tecent

Kabam

Rovio Entertainment

Walt Disney

Gamevil

Market Segment by Regions, regional analysis covers

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North America (United States, Canada and Mexico)

Europe (Germany, France, UK, Russia and Italy)

Asia-Pacific (China, Japan, Korea, India and Southeast Asia)

South America (Brazil, Argentina, Colombia)

Middle East and Africa (Saudi Arabia, UAE, Egypt, Nigeria and South Africa)

Market Segment by Type, covers

IOS

Android

Windows

Market Segment by Applications, can be divided into

Smartphone and Tablet

PC

TV

Others

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