

Global PC and Mobile Gaming 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 PC and Mobile Gaming market size was valued at US\$ million in 2025 and is forecast to a readjusted size of US\$ million by 2032 with a CAGR of %during review period.

PC gaming refers to playing video games on a personal computer, utilizing hardware like graphics cards, processors, and monitors to deliver high-quality graphics and performance. This platform often supports a wide range of genres and allows for extensive customization and modding. Mobile gaming involves playing video games on portable devices such as smartphones and tablets. This format often features touch controls and is designed for shorter, more casual gaming sessions. Mobile games can range from simple puzzles to complex multiplayer experiences. This report mainly focuses on PC and mobile gaming market.

With the improvement of people's living standards and the diversification of entertainment methods, more and more people are beginning to pay attention to games as a form of entertainment. In particular, the younger generation has a higher degree of acceptance and participation in games, and they have become the main consumer group in the game market. The continuous innovation and enrichment of game types, themes and gameplay meet the needs and preferences of different players. From traditional role-playing, shooting, strategy and other game types to emerging new game forms such as VR/AR games and cloud games, game content is becoming increasingly diversified. Game developers and publishers conduct marketing and promotion through various channels such as social media, short video platforms, and game live broadcasts, attracting more attention and participation from potential players. At the same time, the establishment of platforms such as game communities and forums has

also promoted communication and interaction between players. The game industry has high profitability and commercial value. Game developers and publishers can obtain considerable benefits through various means such as game sales, in-app purchases, and advertising revenue. This has led to more and more companies and capital entering the game industry, promoting the rapid development of the industry. As an important part of the game industry, e-sports has developed rapidly in recent years. With the increasing standardization and professionalization of e-sports competitions, more and more players have begun to pay attention to and participate in e-sports activities. This has brought new growth points and development opportunities to the game industry.

This report is a detailed and comprehensive analysis for global PC and Mobile Gaming 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 PC and Mobile Gaming market size and forecasts, in consumption value (\$ Million), 2021-2032

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

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

Global PC and Mobile Gaming 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 PC and Mobile Gaming

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 PC and Mobile Gaming 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 Microsoft Corporation, Sony Corporation, Nintendo, Tencent, NetEase, Inc., Take-Two Interactive Software Inc., HoYoverse, Valve Corporation, Electronic Arts, etc.

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

Market segmentation

PC and Mobile Gaming 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

Real-time Strategy (RTS)

Role-playing (RPG)

Multiplayer Online Battle Arena (MOBA)

Shooter (FPS and TPS)

Others

Market segment by Application

Casual Gamer

Professional Gamer

Market segment by players, this report covers

Microsoft Corporation

Sony Corporation

Nintendo

Tencent

NetEase, Inc.

Take-Two Interactive Software Inc.

HoYoverse

Valve Corporation

Electronic Arts

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 PC and Mobile Gaming product scope, market overview, market estimation caveats and base year.

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

Chapter 3, the PC and Mobile Gaming 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 PC and Mobile Gaming 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 PC and Mobile Gaming.

Chapter 13, to describe PC and Mobile Gaming research findings and conclusion.

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