

# Global PC Racing Games Market 2025 by Company, Regions, Type and Application, Forecast to 2031

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## Abstracts

According to our (Global Info Research) latest study, the global PC Racing Games market size was valued at US\$ 660 million in 2024 and is forecast to a readjusted size of USD 855 million by 2031 with a CAGR of 3.8% during review period.

Global Online Game market is projected to reach US\$ 274680 million in 2029, increasing from US\$ 120820 million in 2022, with the CAGR of 12.3% during the period of 2023 to 2029.

In 2023, Asia-Pacific is anticipated to hold the largest market share in the online game industry, countries such as China, Japan, and South Korea show high potential in the market growth.

United States is the second largest market of online game industry.

Tencent is the largest market player.

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

Global PC Racing Games market size and forecasts by region and country, in consumption value (\$ Million), 2020-2031

Global PC Racing Games market size and forecasts, by Type and by Application, in consumption value (\$ Million), 2020-2031

Global PC Racing Games 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 PC Racing Games

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 Racing 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, Electronic Arts, Xbox Games Studios, Ubisoft, Vivendi, NetEase, iRacing.com Motorsport Simulations, Kunos Simulazioni, Milestone Srl, KW Studios, etc.

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

Market segmentation

PC Racing Games 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

F2P

P2P

## Market segment by Application

Online

Offline

## Market segment by players, this report covers

Tencent

Electronic Arts

Xbox Games Studios

Ubisoft

Vivendi

NetEase

iRacing.com Motorsport Simulations

Kunos Simulazioni

Milestone Srl

KW Studios

Microprose

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 Racing Games product scope, market overview, market estimation caveats and base year.

Chapter 2, to profile the top players of PC Racing Games, with revenue, gross margin, and global market share of PC Racing Games from 2020 to 2025.

Chapter 3, the PC Racing Games 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 PC Racing Games 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 PC Racing Games.

Chapter 13, to describe PC Racing Games research findings and conclusion.

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