

Global Racing Games Market 2024 by Company, Regions, Type and Application, Forecast to 2030

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Abstracts

According to our (Global Info Research) latest study, the global Racing Games market size was valued at USD 1602.3 million in 2023 and is forecast to a readjusted size of USD 3132 million by 2030 with a CAGR of 10.0% during review period.

The racing game genre is the genre of video games, either in the first-person or third-person perspective, in which the player partakes in a racing competition with any type of land, water, air or space vehicles. They may be based on anything from real-world racing leagues to entirely fantastical settings.

The world leading players in the racing games market are Turn 10 Studios (Microsoft), Codemasters, Electronic Arts Inc., Ubisoft, THQ Nordic, Gameloft, Milestone, Criterion, NaturalMotion, Slightly Mad Studios, iRacing, Creative Mobile, Bongfish, Fingersoft, Aquiris Game Studio, Vector Unit and so on. These top companies currently account for more than 62% of the total market share and are expected to retain their dominating hold over the market during the forecast period. As consumer interest increases, this market will attract other major companies which want to extend their brand equity.

The Global Info Research report includes an overview of the development of the Racing Games industry chain, the market status of PC (F2P, P2P), Mobile (F2P, P2P), and key enterprises in developed and developing market, and analysed the cutting-edge technology, patent, hot applications and market trends of Racing Games.

Regionally, the report analyzes the Racing Games markets in key regions. North America and Europe are experiencing steady growth, driven by government initiatives and increasing consumer awareness. Asia-Pacific, particularly China, leads the global Racing Games market, with robust domestic demand, supportive policies, and a strong

manufacturing base.

Key Features:

The report presents comprehensive understanding of the Racing Games market. It provides a holistic view of the industry, as well as detailed insights into individual components and stakeholders. The report analysis market dynamics, trends, challenges, and opportunities within the Racing Games industry.

The report involves analyzing the market at a macro level:

Market Sizing and Segmentation: Report collect data on the overall market size, including the revenue generated, and market share of different by Type (e.g., F2P, P2P).

Industry Analysis: Report analyse the broader industry trends, such as government policies and regulations, technological advancements, consumer preferences, and market dynamics. This analysis helps in understanding the key drivers and challenges influencing the Racing Games market.

Regional Analysis: The report involves examining the Racing Games market at a regional or national level. Report analyses regional factors such as government incentives, infrastructure development, economic conditions, and consumer behaviour to identify variations and opportunities within different markets.

Market Projections: Report covers the gathered data and analysis to make future projections and forecasts for the Racing Games market. This may include estimating market growth rates, predicting market demand, and identifying emerging trends.

The report also involves a more granular approach to Racing Games:

Company Analysis: Report covers individual Racing Games players, suppliers, and other relevant industry players. This analysis includes studying their financial performance, market positioning, product portfolios, partnerships, and strategies.

Consumer Analysis: Report covers data on consumer behaviour, preferences, and attitudes towards Racing Games This may involve surveys, interviews, and analysis of consumer reviews and feedback from different by Terminals (PC, Mobile).

Technology Analysis: Report covers specific technologies relevant to Racing Games. It assesses the current state, advancements, and potential future developments in Racing Games areas.

Competitive Landscape: By analyzing individual companies, suppliers, and consumers, the report present insights into the competitive landscape of the Racing Games market. This analysis helps understand market share, competitive advantages, and potential areas for differentiation among industry players.

Market Validation: The report involves validating findings and projections through primary research, such as surveys, interviews, and focus groups.

Market Segmentation

Racing Games market is split by Type and by Terminals. For the period 2019-2030, the growth among segments provides accurate calculations and forecasts for consumption value by Type, and by Terminals in terms of value.

Market segment by Type

F2P

P2P

Market segment by Terminals

PC

Mobile

Console

Market segment by players, this report covers

Turn 10 Studios (Microsoft)

Codemasters

Electronic Arts Inc.

Ubisoft

THQ Nordic

Gameloft

Milestone

Criterion

NaturalMotion

Slightly Mad Studios

iRacing

Creative Mobile

Bongfish

Fingersoft

Aquiris Game Studio

Vector Unit

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, Australia and Rest of Asia-Pacific)

South America (Brazil, Argentina and 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 Racing Games product scope, market overview, market estimation caveats and base year.

Chapter 2, to profile the top players of Racing Games, with revenue, gross margin and global market share of Racing Games from 2019 to 2024.

Chapter 3, the 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 application, with consumption value and growth rate by Type, application, from 2019 to 2030.

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 2019 to 2024. and Racing Games market forecast, by regions, type and terminals, with consumption value, from 2025 to 2030.

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

Chapter 12, the key raw materials and key suppliers, and industry chain of Racing Games.

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

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