

Global Sandbox Games Production, Demand and Key Producers, 2022-2028

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Abstracts

This report studies the global Sandbox Games demand, key companies, and key regions.

This report is a detailed and comprehensive analysis of the world market for Sandbox Games, and provides market size (US\$ million) and Year-over-Year (YoY) growth, considering 2021 as the base year. This report explores demand trends and competition, as well as details the characteristics of Sandbox Games that contribute to its increasing demand across many markets.

The global Sandbox Games market size is expected to reach \$ million by 2028, rising at a market growth of % CAGR during the forecast period (2022-2028).

Highlights and key features of the study

Global Sandbox Games total market, 2017-2028, (USD Million)

Global Sandbox Games total market by region & country, CAGR, 2017-2028, (USD Million)

U.S. VS China: Sandbox Games total market, key domestic companies and share, (USD Million)

Global Sandbox Games revenue by player and market share 2017-2022, (USD Million)

Global Sandbox Games total market by Type, CAGR, 2017-2028, (USD Million)

Global Sandbox Games total market by Application, CAGR, 2017-2028, (USD Million)

This reports profiles major players in the global Sandbox 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 Minecraft, Rockstar, IO Interactive, Axolot Games, Frontier Development, Squad, Bohemia Interactive, Avalanche Studios and TaleWorlds, etc.

This report also provides key insights about market drivers, restraints, opportunities, new product launches or approvals, COVID-19 and Russia-Ukraine War Influence.

Stakeholders would have ease in decision-making through various strategy matrices used in analyzing the World Sandbox Games market

Detailed Segmentation:

Each section contains quantitative market data including market by value (US\$ Millions), by player, by regions, by Type, and by Application. Data is given for the years 2017-2028 by year with 2021 as the base year, 2022 as the estimate year, and 2028 as the forecast year.

Global Sandbox Games Market, By Region:

United States

China

Europe

Japan

South Korea

ASEAN

India

Rest of World

Global Sandbox Games Market, Segmentation by Type

Base on Premise

Base on Cloud

Global Sandbox Games Market, Segmentation by Application

PC

Mobile & Tablets

Companies Profiled:

Minecraft

Rockstar

IO Interactive

Axolot Games

Frontier Development

Squad

Bohemia Interactive

Avalanche Studios

TaleWorlds

CCP

Maxis Software

FacePunch Studio

Klei Entertainment

Key Questions Answered

1. How big is the global Sandbox Games market?
2. What is the demand of the global Sandbox Games market?
3. What is the year over year growth of the global Sandbox Games market?
4. What is the total value of the global Sandbox Games market?
5. Who are the major players in the global Sandbox Games market?
6. What are the growth factors driving the market demand?

Contents

1 SUPPLY SUMMARY

- 1.1 Sandbox Games Introduction
- 1.2 World Sandbox Games Market Size & Forecast (2017 & 2021 & 2028)
- 1.3 World Sandbox Games Total Market by Region
 - 1.3.1 World Sandbox Games Market Size by Region (2017-2028)
 - 1.3.2 United States Sandbox Games Market Size (2017-2028)
 - 1.3.3 China Sandbox Games Market Size (2017-2028)
 - 1.3.4 Europe Sandbox Games Market Size (2017-2028)
 - 1.3.5 Japan Sandbox Games Market Size (2017-2028)
 - 1.3.6 South Korea Sandbox Games Market Size (2017-2028)
 - 1.3.7 ASEAN Sandbox Games Market Size (2017-2028)
 - 1.3.8 India Sandbox Games Market Size (2017-2028)
- 1.4 Market Drivers, Restraints and Trends
 - 1.4.1 Sandbox Games Market Drivers
 - 1.4.2 Factors Affecting Demand
 - 1.4.3 Sandbox Games Major Market Trends
- 1.5 Influence of COVID-19 and Russia-Ukraine War
 - 1.5.1 Influence of COVID-19
 - 1.5.2 Influence of Russia-Ukraine War

2 WORLD SANDBOX GAMES COMPANIES COMPETITIVE ANALYSIS

- 2.1 World Sandbox Games Revenue by Player (2017-2022)
- 2.2 Industry Rank and Concentration Rate (CR)
 - 2.2.1 Global Sandbox Games Industry Rank of Major Players
 - 2.2.2 Global Concentration Ratios (CR4) for Sandbox Games in 2021
 - 2.2.3 Global Concentration Ratios (CR8) for Sandbox Games in 2021
- 2.3 Sandbox Games Company Evaluation Quadrant
- 2.4 Sandbox Games Market: Overall Company Footprint Analysis
 - 2.4.1 Sandbox Games Market: Region Footprint
 - 2.4.2 Sandbox Games Market: Company Product Type Footprint
 - 2.4.3 Sandbox Games Market: Company Product Application Footprint
- 2.5 Competitive Environment
 - 2.5.1 Historical Structure of the Industry
 - 2.5.2 Barriers of Market Entry
 - 2.5.3 Factors of Competition

2.6 Mergers, Acquisitions Activity

3 UNITED STATES VS CHINA VS REST OF THE WORLD

3.1 United States VS China: Sandbox Games Market Comparison

3.1.1 United States VS China: Sandbox Games Market Size Comparison (2017 & 2021 & 2028)

3.1.2 United States VS China: Sandbox Games Market Size Market Share Comparison (2017 & 2021 & 2028)

3.2 United States Sandbox Games Major Players and Market Share, 2017-2022

3.2.1 Major Players of Sandbox Games in United States, Headquarters (States, Country)

3.2.2 United States Sandbox Games Revenue by Domestic Player, (2017-2022)

3.3 China Sandbox Games Major Players and Market Share, 2017-2022

3.3.1 Major Players of Sandbox Games in China, Headquarters (Province, Country)

3.3.2 China Sandbox Games Revenue by Domestic Player, (2017-2022)

3.4 Rest of World Sandbox Games Major Players and Market Share, 2017-2022

3.4.1 Major Players of Sandbox Games in Rest of World, Headquarters (State, Country)

3.4.2 Rest of World Sandbox Games Revenue by Domestic Player, (2017-2022)

4 MARKET ANALYSIS BY TYPE

4.1 World Sandbox Games Market Size Overview by Type: 2017 VS 2021 VS 2028

4.2 Segment Introduction by Type

4.2.1 Base on Premise

4.2.2 Base on Cloud

4.3 Market Segment by Type

4.3.1 World Sandbox Games Market Size by Type (2017-2022)

4.3.2 World Sandbox Games Market Size by Type (2023-2028)

4.3.3 World Sandbox Games Market Size Market Share by Type (2017-2028)

5 MARKET ANALYSIS BY APPLICATION

5.1 World Sandbox Games Market Size Overview by Application: 2017 VS 2021 VS 2028

5.2 Segment Introduction by Application

5.2.1 PC

5.2.2 Mobile & Tablets

5.3 Market Segment by Application

5.3.1 World Sandbox Games Market Size by Application (2017-2022)

5.3.2 World Sandbox Games Market Size by Application (2023-2028)

5.3.3 World Sandbox Games Market Size by Application (2017-2028)

6 COMPANY PROFILES

6.1 Minecraft

6.1.1 Minecraft Details

6.1.2 Minecraft Major Business

6.1.3 Minecraft Sandbox Games Product and Services

6.1.4 Minecraft Sandbox Games Revenue, Gross Margin and Market Share
(2017-2022)

6.1.5 Minecraft Recent Developments/Updates

6.1.6 Minecraft Competitive Strengths & Weaknesses

6.2 Rockstar

6.2.1 Rockstar Details

6.2.2 Rockstar Major Business

6.2.3 Rockstar Sandbox Games Product and Services

6.2.4 Rockstar Sandbox Games Revenue, Gross Margin and Market Share
(2017-2022)

6.2.5 Rockstar Recent Developments/Updates

6.2.6 Rockstar Competitive Strengths & Weaknesses

6.3 IO Interactive

6.3.1 IO Interactive Details

6.3.2 IO Interactive Major Business

6.3.3 IO Interactive Sandbox Games Product and Services

6.3.4 IO Interactive Sandbox Games Revenue, Gross Margin and Market Share
(2017-2022)

6.3.5 IO Interactive Recent Developments/Updates

6.3.6 IO Interactive Competitive Strengths & Weaknesses

6.4 Axolot Games

6.4.1 Axolot Games Details

6.4.2 Axolot Games Major Business

6.4.3 Axolot Games Sandbox Games Product and Services

6.4.4 Axolot Games Sandbox Games Revenue, Gross Margin and Market Share
(2017-2022)

6.4.5 Axolot Games Recent Developments/Updates

6.4.6 Axolot Games Competitive Strengths & Weaknesses

6.5 Frontier Development

6.5.1 Frontier Development Details

6.5.2 Frontier Development Major Business

6.5.3 Frontier Development Sandbox Games Product and Services

6.5.4 Frontier Development Sandbox Games Revenue, Gross Margin and Market Share (2017-2022)

6.5.5 Frontier Development Recent Developments/Updates

6.5.6 Frontier Development Competitive Strengths & Weaknesses

6.6 Squad

6.6.1 Squad Details

6.6.2 Squad Major Business

6.6.3 Squad Sandbox Games Product and Services

6.6.4 Squad Sandbox Games Revenue, Gross Margin and Market Share (2017-2022)

6.6.5 Squad Recent Developments/Updates

6.6.6 Squad Competitive Strengths & Weaknesses

6.7 Bohemia Interactive

6.7.1 Bohemia Interactive Details

6.7.2 Bohemia Interactive Major Business

6.7.3 Bohemia Interactive Sandbox Games Product and Services

6.7.4 Bohemia Interactive Sandbox Games Revenue, Gross Margin and Market Share (2017-2022)

6.7.5 Bohemia Interactive Recent Developments/Updates

6.7.6 Bohemia Interactive Competitive Strengths & Weaknesses

6.8 Avalanche Studios

6.8.1 Avalanche Studios Details

6.8.2 Avalanche Studios Major Business

6.8.3 Avalanche Studios Sandbox Games Product and Services

6.8.4 Avalanche Studios Sandbox Games Revenue, Gross Margin and Market Share (2017-2022)

6.8.5 Avalanche Studios Recent Developments/Updates

6.8.6 Avalanche Studios Competitive Strengths & Weaknesses

6.9 TaleWorlds

6.9.1 TaleWorlds Details

6.9.2 TaleWorlds Major Business

6.9.3 TaleWorlds Sandbox Games Product and Services

6.9.4 TaleWorlds Sandbox Games Revenue, Gross Margin and Market Share (2017-2022)

6.9.5 TaleWorlds Recent Developments/Updates

6.9.6 TaleWorlds Competitive Strengths & Weaknesses

6.10 CCP

6.10.1 CCP Details

6.10.2 CCP Major Business

6.10.3 CCP Sandbox Games Product and Services

6.10.4 CCP Sandbox Games Revenue, Gross Margin and Market Share (2017-2022)

6.10.5 CCP Recent Developments/Updates

6.10.6 CCP Competitive Strengths & Weaknesses

6.11 Maxis Software

6.11.1 Maxis Software Details

6.11.2 Maxis Software Major Business

6.11.3 Maxis Software Sandbox Games Product and Services

6.11.4 Maxis Software Sandbox Games Revenue, Gross Margin and Market Share (2017-2022)

6.11.5 Maxis Software Recent Developments/Updates

6.11.6 Maxis Software Competitive Strengths & Weaknesses

6.12 FacePunch Studio

6.12.1 FacePunch Studio Details

6.12.2 FacePunch Studio Major Business

6.12.3 FacePunch Studio Sandbox Games Product and Services

6.12.4 FacePunch Studio Sandbox Games Revenue, Gross Margin and Market Share (2017-2022)

6.12.5 FacePunch Studio Recent Developments/Updates

6.12.6 FacePunch Studio Competitive Strengths & Weaknesses

6.13 Klei Entertainment

6.13.1 Klei Entertainment Details

6.13.2 Klei Entertainment Major Business

6.13.3 Klei Entertainment Sandbox Games Product and Services

6.13.4 Klei Entertainment Sandbox Games Revenue, Gross Margin and Market Share (2017-2022)

6.13.5 Klei Entertainment Recent Developments/Updates

6.13.6 Klei Entertainment Competitive Strengths & Weaknesses

7 RAW MATERIAL AND INDUSTRY CHAIN

7.1 Raw Material of Sandbox Games and Key Manufacturers

7.2 Sandbox Games Manufacturing Costs

7.3 Sandbox Games Production Process

7.4 Sandbox Games Industrial Chain

8 DISTRIBUTION CHANNEL ANALYSIS

8.1 Distribution Channel Breakdown for Sandbox Games Shipments (%): 2017-2028

8.1.1 Direct Channel

8.1.2 Indirect Channel

8.2 Sandbox Games Typical Distributors

8.3 Sandbox Games Typical Customers

9 RESEARCH FINDINGS AND CONCLUSION

10 APPENDIX

10.1 Methodology

10.2 Research Process and Data Source

10.3 Disclaimer

List Of Tables

LIST OF TABLES

- Table 1. World Sandbox Games Market Size by Region (2017, 2022 and 2028) & (USD Million)
- Table 2. World Sandbox Games Market Size by Region (2017-2022) & (USD Million)
- Table 3. World Sandbox Games Market Size by Region (2023-2028) & (USD Million)
- Table 4. World Sandbox Games Market Size Market Share by Region (2017-2022)
- Table 5. World Sandbox Games Market Size Market Share by Region (2023-2028)
- Table 6. Major Market Trends
- Table 7. World Sandbox Games Revenue by Player (2017-2022) & (USD Million)
- Table 8. Revenue Market Share of Key Sandbox Games Players in 2021
- Table 9. World Sandbox Games Industry Rank of Major Player, Based on Revenue in 2021
- Table 10. Global Sandbox Games Company Evaluation Quadrant
- Table 11. Head Office of Key Sandbox Games Player
- Table 12. Sandbox Games Market: Company Product Type Footprint
- Table 13. Sandbox Games Market: Company Product Application Footprint
- Table 14. Sandbox Games Mergers & Acquisitions Activity
- Table 15. United States VS China Sandbox Games Market Size Comparison, (2017 & 2021 & 2028) & (USD Million)
- Table 16. Major Player of Sandbox Games in United States, Headquarters (States, Country)
- Table 17. United States Sandbox Games Revenue by Domestic Player, (2017-2022) & (USD Million)
- Table 18. United States Sandbox Games Revenue Market Share by Domestic Player, (2017-2022)
- Table 19. Major Player of Sandbox Games in China, Company Headquarters (Province, Country)
- Table 20. China Sandbox Games Revenue by Domestic Player, (2017-2022) & (USD Million)
- Table 21. China Sandbox Games Revenue Market Share by Domestic Player, (2017-2022)
- Table 22. Major Player of Sandbox Games in Rest of World, Company Headquarters (State, Country)
- Table 23. Rest of World Sandbox Games Revenue by Domestic Player, (2017-2022) & (USD Million)
- Table 24. Rest of World Sandbox Games Revenue Market Share by Domestic Player,

(2017-2022)

Table 25. World Sandbox Games Revenue by Type, (USD Million), 2017 & 2021 & 2028

Table 26. World Sandbox Games Revenue by Type (2017-2022) & (USD Million)

Table 27. World Sandbox Games Revenue by Type (2023-2028) & (USD Million)

Table 28. World Sandbox Games Revenue by Application, (USD Million), 2017 & 2021 & 2028

Table 29. World Sandbox Games Revenue by Application (2017-2022) & (USD Million)

Table 30. World Sandbox Games Revenue by Application (2023-2028) & (USD Million)

Table 31. Minecraft Basic Information, Area Served and Competitors

Table 32. Minecraft Major Business

Table 33. Minecraft Sandbox Games Product and Services

Table 34. Minecraft Sandbox Games Revenue, Gross Margin and Market Share (2017-2022) & (USD Million)

Table 35. Minecraft Recent Developments/Updates

Table 36. Minecraft Competitive Strengths & Weaknesses

Table 37. Rockstar Basic Information, Area Served and Competitors

Table 38. Rockstar Major Business

Table 39. Rockstar Sandbox Games Product and Services

Table 40. Rockstar Sandbox Games Revenue, Gross Margin and Market Share (2017-2022) & (USD Million)

Table 41. Rockstar Recent Developments/Updates

Table 42. Rockstar Competitive Strengths & Weaknesses

Table 43. IO Interactive Basic Information, Area Served and Competitors

Table 44. IO Interactive Major Business

Table 45. IO Interactive Sandbox Games Product and Services

Table 46. IO Interactive Sandbox Games Revenue, Gross Margin and Market Share (2017-2022) & (USD Million)

Table 47. IO Interactive Recent Developments/Updates

Table 48. IO Interactive Competitive Strengths & Weaknesses

Table 49. Axolot Games Basic Information, Area Served and Competitors

Table 50. Axolot Games Major Business

Table 51. Axolot Games Sandbox Games Product and Services

Table 52. Axolot Games Sandbox Games Revenue, Gross Margin and Market Share (2017-2022) & (USD Million)

Table 53. Axolot Games Recent Developments/Updates

Table 54. Axolot Games Competitive Strengths & Weaknesses

Table 55. Frontier Development Basic Information, Area Served and Competitors

Table 56. Frontier Development Major Business

Table 57. Frontier Development Sandbox Games Product and Services
Table 58. Frontier Development Sandbox Games Revenue, Gross Margin and Market Share (2017-2022) & (USD Million)
Table 59. Frontier Development Recent Developments/Updates
Table 60. Frontier Development Competitive Strengths & Weaknesses
Table 61. Squad Basic Information, Area Served and Competitors
Table 62. Squad Major Business
Table 63. Squad Sandbox Games Product and Services
Table 64. Squad Sandbox Games Revenue, Gross Margin and Market Share (2017-2022) & (USD Million)
Table 65. Squad Recent Developments/Updates
Table 66. Squad Competitive Strengths & Weaknesses
Table 67. Bohemia Interactive Basic Information, Area Served and Competitors
Table 68. Bohemia Interactive Major Business
Table 69. Bohemia Interactive Sandbox Games Product and Services
Table 70. Bohemia Interactive Sandbox Games Revenue, Gross Margin and Market Share (2017-2022) & (USD Million)
Table 71. Bohemia Interactive Recent Developments/Updates
Table 72. Bohemia Interactive Competitive Strengths & Weaknesses
Table 73. Avalanche Studios Basic Information, Area Served and Competitors
Table 74. Avalanche Studios Major Business
Table 75. Avalanche Studios Sandbox Games Product and Services
Table 76. Avalanche Studios Sandbox Games Revenue, Gross Margin and Market Share (2017-2022) & (USD Million)
Table 77. Avalanche Studios Recent Developments/Updates
Table 78. Avalanche Studios Competitive Strengths & Weaknesses
Table 79. TaleWorlds Basic Information, Area Served and Competitors
Table 80. TaleWorlds Major Business
Table 81. TaleWorlds Sandbox Games Product and Services
Table 82. TaleWorlds Sandbox Games Revenue, Gross Margin and Market Share (2017-2022) & (USD Million)
Table 83. TaleWorlds Recent Developments/Updates
Table 84. TaleWorlds Competitive Strengths & Weaknesses
Table 85. CCP Basic Information, Area Served and Competitors
Table 86. CCP Major Business
Table 87. CCP Sandbox Games Product and Services
Table 88. CCP Sandbox Games Revenue, Gross Margin and Market Share (2017-2022) & (USD Million)
Table 89. CCP Recent Developments/Updates

Table 90. CCP Competitive Strengths & Weaknesses
Table 91. Maxis Software Basic Information, Area Served and Competitors
Table 92. Maxis Software Major Business
Table 93. Maxis Software Sandbox Games Product and Services
Table 94. Maxis Software Sandbox Games Revenue, Gross Margin and Market Share (2017-2022) & (USD Million)
Table 95. Maxis Software Recent Developments/Updates
Table 96. Maxis Software Competitive Strengths & Weaknesses
Table 97. FacePunch Studio Basic Information, Area Served and Competitors
Table 98. FacePunch Studio Major Business
Table 99. FacePunch Studio Sandbox Games Product and Services
Table 100. FacePunch Studio Sandbox Games Revenue, Gross Margin and Market Share (2017-2022) & (USD Million)
Table 101. FacePunch Studio Recent Developments/Updates
Table 102. Klei Entertainment Basic Information, Area Served and Competitors
Table 103. Klei Entertainment Major Business
Table 104. Klei Entertainment Sandbox Games Product and Services
Table 105. Klei Entertainment Sandbox Games Revenue, Gross Margin and Market Share (2017-2022) & (USD Million)
Table 106. Sandbox Games Raw Material
Table 107. Key Manufacturers of Sandbox Games Raw Materials
Table 108. Sandbox Games Typical Distributors
Table 109. Sandbox Games Typical Customers

List Of Figures

LIST OF FIGURES

Figure 1. Sandbox Games Picture

Figure 2. World Sandbox Games Total Market Size: 2017 & 2021 & 2028, (USD Million)

Figure 3. World Sandbox Games Total Market Size (2017-2028) & (USD Million)

Figure 4. World Sandbox Games Market Size Market Share by Region (2017-2028)

Figure 5. United States Sandbox Games Market Size (2017-2028) & (USD Million)

Figure 6. China Sandbox Games Market Size (2017-2028) & (USD Million)

Figure 7. Europe Sandbox Games Market Size (2017-2028) & (USD Million)

Figure 8. Japan Sandbox Games Market Size (2017-2028) & (USD Million)

Figure 9. South Korea Sandbox Games Market Size (2017-2028) & (USD Million)

Figure 10. ASEAN Sandbox Games Market Size (2017-2028) & (USD Million)

Figure 11. India Sandbox Games Market Size (2017-2028) & (USD Million)

Figure 12. Sandbox Games Market Drivers

Figure 13. Factors Affecting Demand

Figure 14. Producer Shipments of Sandbox Games by Player Revenue (\$MM) and Market Share (%): 2021

Figure 15. Global Four-firm Concentration Ratios (CR4) for Sandbox Games Markets in 2021

Figure 16. Global Four-firm Concentration Ratios (CR8) for Sandbox Games Markets in 2021

Figure 17. United States VS China: Sandbox Games Market Size Market Share Comparison (2017 & 2021 & 2028)

Figure 18. World Sandbox Games Market Size by Type, (USD Million), 2017 & 2021 & 2028

Figure 19. World Sandbox Games Market Size Market Share by Type in 2021

Figure 20. Base on Premise

Figure 21. Base on Cloud

Figure 22. World Sandbox Games Market Size Market Share by Type (2017-2028)

Figure 23. World Sandbox Games Market Size by Application, (USD Million), 2017 & 2021 & 2028

Figure 24. World Sandbox Games Market Size Market Share by Application in 2021

Figure 25. PC

Figure 26. Mobile & Tablets

Figure 27. World Sandbox Games Market Size Market Share by Application (2017-2028)

Figure 28. Manufacturing Cost Structure Analysis of Sandbox Games in 2021

Figure 29. Manufacturing Process Analysis of Sandbox Games

Figure 30. Sandbox Games Industrial Chain

Figure 31. Distribution Channel Breakdown for Sandbox Games Shipments (%):
2017-2028

Figure 32. Direct Channel Pros & Cons

Figure 33. Indirect Channel Pros & Cons

Figure 34. Methodology

Figure 35. Research Process and Data Source

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