

# Global Video Game Dubbing Service Supply, Demand and Key Producers, 2023-2029

<https://marketpublishers.com/r/GC5082FF4AB1EN.html>

Date: February 2023

Pages: 126

Price: US\$ 4,480.00 (Single User License)

ID: GC5082FF4AB1EN

## Abstracts

This report studies the global Video Game Dubbing Service demand, key companies, and key regions.

This report is a detailed and comprehensive analysis of the world market for Video Game Dubbing Service, and provides market size (US\$ million) and Year-over-Year (YoY) growth, considering 2022 as the base year. This report explores demand trends and competition, as well as details the characteristics of Video Game Dubbing Service that contribute to its increasing demand across many markets.

The global Video Game Dubbing Service market size is expected to reach \$ million by 2029, rising at a market growth of % CAGR during the forecast period (2023-2029).

Highlights and key features of the study

Global Video Game Dubbing Service total market, 2018-2029, (USD Million)

Global Video Game Dubbing Service total market by region & country, CAGR, 2018-2029, (USD Million)

U.S. VS China: Video Game Dubbing Service total market, key domestic companies and share, (USD Million)

Global Video Game Dubbing Service revenue by player and market share 2018-2023, (USD Million)

Global Video Game Dubbing Service total market by Type, CAGR, 2018-2029, (USD

Million)

Global Video Game Dubbing Service total market by Application, CAGR, 2018-2029, (USD Million)

This reports profiles major players in the global Video Game Dubbing Service 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 Voquent, TragoraTranslations, SPG Studios, PRL Studio, Linguaserve, Graffiti Studio, BLEND, Voyzapp and Orkestra, 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 Video Game Dubbing Service 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 2018-2029 by year with 2022 as the base year, 2023 as the estimate year, and 2024-2029 as the forecast year.

Global Video Game Dubbing Service Market, By Region:

United States

China

Europe

Japan

South Korea

ASEAN

India

Rest of World

## Global Video Game Dubbing Service Market, Segmentation by Type

Native Language Dubbing

Foreign Language Dubbing

## Global Video Game Dubbing Service Market, Segmentation by Application

Action Game

Adventure Game

Racing Game

Shooting Game

Real Time Strategy Game

Other

## Companies Profiled:

Voquent

TragoraTranslations

SPG Studios

PRL Studio

Linguaserve

Graffiti Studio

BLEND

Voyzapp

Orkestra

Accredited

Produksiyon

Lionbridge

Localsoft

Milk Studios

Farsivoices

DRV Studio

Masreya Media

VNVO Studio

CTS

Janus

toneworx

MoGi Group

Ekitai

Escena Digital

ITC Translations

Perfect Sound

Bunny Studio

GameScribes

VoiceArchive

Soundfirm

Yeehe

Altagram

Alconost

Keywords Studio

Cultures Connection

Voicfy

## Key Questions Answered

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

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