

Global Video Game Publisher Supply, Demand and Key Producers, 2023-2029

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Abstracts

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

Game publisher is a company or organization responsible for publishing and distributing electronic games. Game publishers typically sign contracts with game developers to obtain the rights to publish the games. Their main responsibilities include market research, advertising, sales channel development, logistics, and customer service.

Game publishers do not directly participate in the game development process, but they are responsible for the marketing and sales of the game, which can have a significant impact on its success. Game publishers typically develop sales strategies, select appropriate sales channels, promote the game, and arrange release dates.

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

This report is a detailed and comprehensive analysis of the world market for Video Game Publisher, 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 Publisher that contribute to its increasing demand across many markets.

Highlights and key features of the study

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

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

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

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

Global Video Game Publisher total market by Type, CAGR, 2018-2029, (USD Million)

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

This reports profiles major players in the global Video Game Publisher 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 Electronic Arts, Activision Blizzard, Ubisoft, 2K Games, Sony, Nintendo, Bandai Namco, Square Enix and Microsoft, 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 Publisher 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 Publisher Market, By Region:

United States

China

Europe

Japan

South Korea

ASEAN

India

Rest of World

Global Video Game Publisher Market, Segmentation by Type

Large Triple-a Game Publisher

Small Indie Game Publisher

Global Video Game Publisher Market, Segmentation by Application

Family

Game Hall

Others

Companies Profiled:

Electronic Arts

Activision Blizzard

Ubisoft

2K Games

Sony

Nintendo

Bandai Namco

Square Enix

Microsoft

Konami Games

Sega

Capcom

Supercell

NetEase

Key Questions Answered

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

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