

South Korea Mobile Gaming Market Report by Type (Action or Adventure, Casino, Sports and Role Playing, Strategy and Brain), Device Type (Smartphone, Smartwatch, PDA, Tablet, and Others), Platform (Android, iOS, and Others), Business Model (Freemium, Paid, Free, Paymium), and Region 2026-2034

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Abstracts

South Korea mobile gaming market size reached USD 2,039.6 Million in 2025. Looking forward, IMARC Group expects the market to reach USD 3,614.5 Million by 2034, exhibiting a growth rate (CAGR) of 6.37% during 2026-2034. The widespread adoption of smartphones that offer immersive real-world experiences in AR- and VR-enabled games, along with the growing number of tech-savvy individuals, is primarily driving the market growth across the country.

Mobile gaming involves playing video games on handheld electronic devices. These games are specifically designed for use on a variety of mobile devices, including smartphones, feature phones, smartwatches, pocket personal computers (PCs), and tablets. The games feature both two-dimensional (2D) and three-dimensional (3D) graphics and are typically developed using cross-platform application programming tools that can be accessed without the need for royalties. These mobile gaming devices are equipped with advanced hardware components, including high-speed central processing units (CPUs), dedicated graphics processing units (GPUs), substantial random-access memory (RAM), and high-resolution displays. In addition to the hardware capabilities, mobile gaming offers a comprehensive array of features. This includes the ability to engage in wireless multiplayer games through live synchronous tournaments and turn-based asynchronous tournaments, providing players with diverse

and engaging gaming experiences. Overall, mobile gaming has become a widespread and accessible form of entertainment, allowing users to enjoy a variety of games on the go through their handheld electronic devices.

The South Korea mobile gaming market stands as a vibrant and dynamic landscape, reflecting the nation's deep integration of advanced technology and a fervent enthusiasm for gaming culture. Mobile gaming in South Korea encompasses a diverse range of devices, including smartphones, tablets, and wearable devices. The market is characterized by an extensive library of games, featuring both two-dimensional (2D) and three-dimensional (3D) graphics. The mobile gaming devices in South Korea boast cutting-edge hardware components, including high-speed central processing units (CPUs), dedicated graphics processing units (GPUs), substantial random-access memory (RAM), and high-resolution displays. This technical prowess contributes to a seamless and immersive gaming experience for users. One notable aspect of the South Korea mobile gaming market is its robust connectivity infrastructure. With widespread access to technologies like infrared, Bluetooth, Wi-Fi, and 4G, gamers can engage in multiplayer experiences seamlessly. The market also embraces diverse gaming formats, including live synchronous tournaments and turn-based asynchronous tournaments, providing players with a rich variety of gaming experiences. Apart from this, technological innovation and a passionate gaming community are anticipated to fuel the market growth across the country over the forecasted period.

SOUTH KOREA MOBILE GAMING MARKET SEGMENTATION:

IMARC Group provides an analysis of the key trends in each segment of the market, along with forecasts at the country levels for 2026-2034. Our report has categorized the market based on type, device type, platform, and business model.

Type Insights:

Action or Adventure

Casino

Sports and Role Playing

Strategy and Brain

The report has provided a detailed breakup and analysis of the market based on the type. This includes action or adventure, casino, sports and role playing, and strategy and brain.

Device Type Insights:

Smartphone

Smartwatch

PDA

Tablet

Others

A detailed breakup and analysis of the market based on the device type have also been provided in the report. This includes smartphone, smartwatch, PDA, tablet, and others.

Platform Insights:

Android

iOS

Others

The report has provided a detailed breakup and analysis of the market based on the platform. This includes android, iOS, and others.

Business Model Insights:

Freemium

Paid

Free

Paymium

A detailed breakup and analysis of the market based on the business model have also been provided in the report. This includes freemium, paid, free, and paymium.

Regional Insights:

Seoul Capital Area

Yeongnam (Southeastern Region)

Honam (Southwestern Region)

Hoseo (Central Region)

Others

The report has also provided a comprehensive analysis of all the major regional markets, which include Seoul Capital Area, Yeongnam (Southeastern Region), Honam (Southwestern Region), Hoseo (Central Region), and others.

COMPETITIVE LANDSCAPE:

The market research report has also provided a comprehensive analysis of the competitive landscape in the market. Competitive analysis such as market structure, key player positioning, top winning strategies, competitive dashboard, and company evaluation quadrant has been covered in the report. Also, detailed profiles of all major companies have been provided.

KEY QUESTIONS ANSWERED IN THIS REPORT

How has the South Korea mobile gaming market performed so far and how will it perform in the coming years?

What has been the impact of COVID-19 on the South Korea mobile gaming market?

What is the breakup of the South Korea mobile gaming market on the basis of type?

What is the breakup of the South Korea mobile gaming market on the basis of device type?

What is the breakup of the South Korea mobile gaming market on the basis of platform?

What is the breakup of the South Korea mobile gaming market on the basis of business model?

What are the various stages in the value chain of the South Korea mobile gaming market?

What are the key driving factors and challenges in the South Korea mobile gaming?

What is the structure of the South Korea mobile gaming market and who are the key players?

What is the degree of competition in the South Korea mobile gaming market?

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