

# Global Action Games Market Growth (Status and Outlook) 2022-2028

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# **Abstracts**

The report requires updating with new data and is sent in 48 hours after order is placed.

As the global economy mends, the 2021 growth of Action Games will have significant change from previous year. According to our (LP Information) latest study, the global Action Games market size is USD million in 2022 from USD million in 2021, with a change of % between 2021 and 2022. The global Action Games market size will reach USD million in 2028, growing at a CAGR of % over the analysis period.

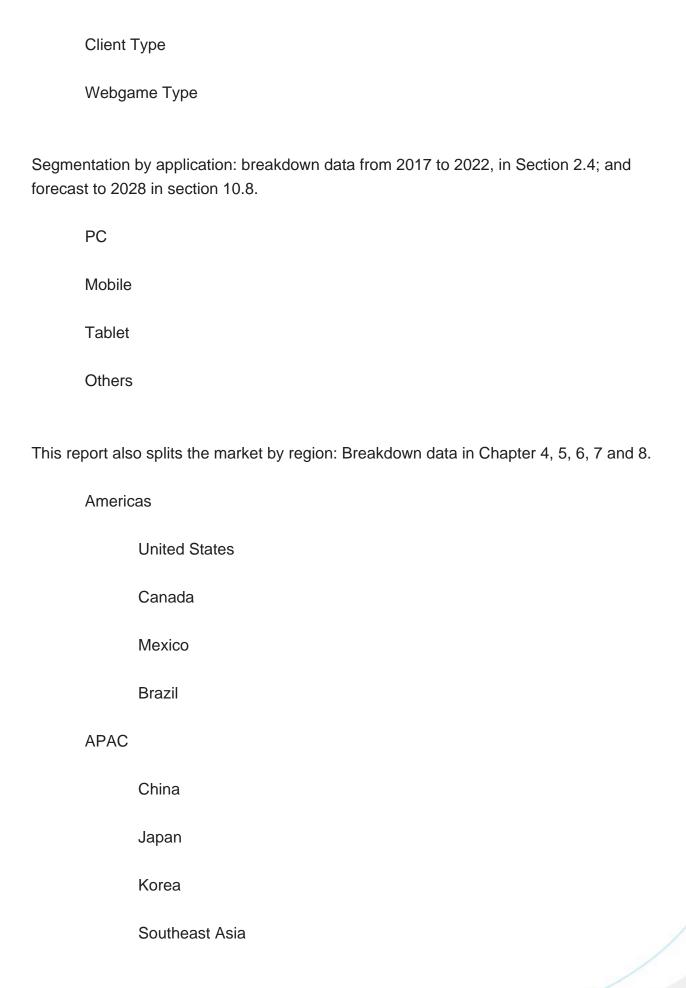
The United States Action Games market is expected at value of US\$ million in 2021 and grow at approximately % CAGR during review period. China constitutes a % market for the global Action Games market, reaching US\$ million by the year 2028. As for the Europe Action Games landscape, Germany is projected to reach US\$ million by 2028 trailing a CAGR of % over the forecast period. In APAC, the growth rates of other notable markets (Japan and South Korea) are projected to be at % and % respectively for the next 5-year period.

Global main Action Games players cover Rockstar North, Naughty Dog, Nintendo EPD, and SIE Santa Monica Studio, etc. In terms of revenue, the global largest two companies occupy a share nearly % in 2021.

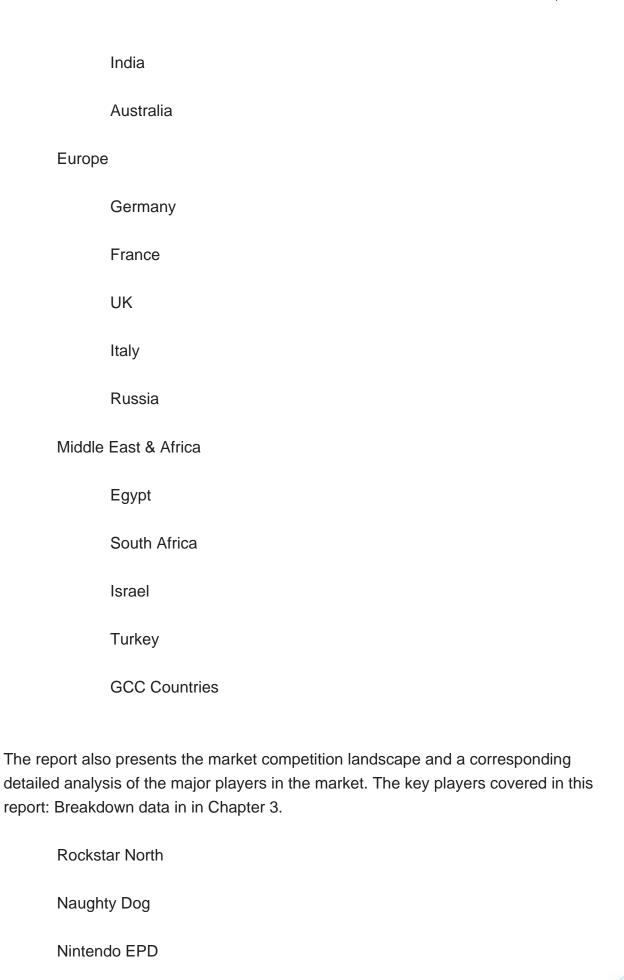
This report presents a comprehensive overview, market shares, and growth opportunities of Action Games market by product type, application, key players and key regions and countries.

Segmentation by type: breakdown data from 2017 to 2022 in Section 2.3; and forecast to 2028 in section 10.7.











SIE Santa Monica Studio	
Konami	
Capcom	
Bethesda Game Studios	
Guerrilla Games	
EA DICE	
FromSoftware	
PlatinumGames	
Crystal Dynamics	
Rocksteady Studios	
id Software	



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