

Global AI in Gaming Market Growth (Status and Outlook) 2023-2029

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Abstracts

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The global AI in Gaming market size is projected to grow from US\$ million in 2022 to US\$ million in 2029; it is expected to grow at a CAGR of % from 2023 to 2029.

United States market for AI in Gaming is estimated to increase from US\$ million in 2022 to US\$ million by 2029, at a CAGR of % from 2023 through 2029.

China market for AI in Gaming is estimated to increase from US\$ million in 2022 to US\$ million by 2029, at a CAGR of % from 2023 through 2029.

Europe market for AI in Gaming is estimated to increase from US\$ million in 2022 to US\$ million by 2029, at a CAGR of % from 2023 through 2029.

Global key AI in Gaming players cover Activision Blizzard, Rockstar Games, Electronic Arts, Ubisoft, Firaxis Games, Psyonix, Sony, Deepmind and Utopos Games, etc. In terms of revenue, the global two largest companies occupied for a share nearly % in 2022.

LPI (LP Information)' newest research report, the "AI in Gaming Industry Forecast" looks at past sales and reviews total world AI in Gaming sales in 2022, providing a comprehensive analysis by region and market sector of projected AI in Gaming sales for 2023 through 2029. With AI in Gaming sales broken down by region, market sector and sub-sector, this report provides a detailed analysis in US\$ millions of the world AI in Gaming industry.

This Insight Report provides a comprehensive analysis of the global AI in Gaming landscape and highlights key trends related to product segmentation, company formation, revenue, and market share, latest development, and M&A activity. This report also analyzes the strategies of leading global companies with a focus on AI in Gaming portfolios and capabilities, market entry strategies, market positions, and geographic footprints, to better understand these firms' unique position in an accelerating global AI in Gaming market.

This Insight Report evaluates the key market trends, drivers, and affecting factors shaping the global outlook for AI in Gaming and breaks down the forecast by type, by application, geography, and market size to highlight emerging pockets of opportunity. With a transparent methodology based on hundreds of bottom-up qualitative and quantitative market inputs, this study forecast offers a highly nuanced view of the current state and future trajectory in the global AI in Gaming.

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

Market Segmentation:

Segmentation by type

Deterministic AI techniques

Nondeterministic AI techniques

Segmentation by application

Racing

Shooting

Sports

Action

Other

This report also splits the market by region:

Americas

United States

Canada

Mexico

Brazil

APAC

China

Japan

Korea

Southeast Asia

India

Australia

Europe

Germany

France

UK

Italy

Russia

Middle East & Africa

Egypt

South Africa

Israel

Turkey

GCC Countries

The below companies that are profiled have been selected based on inputs gathered from primary experts and analyzing the company's coverage, product portfolio, its market penetration.

Activision Blizzard

Rockstar Games

Electronic Arts

Ubisoft

Firaxis Games

Psyonix

Sony

Deepmind

Utopos Games

Opsive

Meta

Arm

modl.ai

Inworld

Intel

AWS

Google Cloud

Alibaba Cloud

Tencent Cloud

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