

Global Artificial Intelligence in Video Games Market Growth (Status and Outlook) 2022-2028

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Abstracts

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

The United States Artificial Intelligence in Video 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 Artificial Intelligence in Video Games market, reaching US\$ million by the year 2028. As for the Europe Artificial Intelligence in Video 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 Artificial Intelligence in Video Games players cover Ubisoft, EA, Tencent, and Sony, 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 Artificial Intelligence in Video 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.

On-Premise Artificial Intelligence in Video Games

Cloud-based Artificial Intelligence in Video Games

Segmentation by application: breakdown data from 2017 to 2022, in Section 2.4; and forecast to 2028 in section 10.8.

PC

TV

Smartphone & Tablet

This report also splits the market by region: Breakdown data in Chapter 4, 5, 6, 7 and 8.

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 report also presents the market competition landscape and a corresponding detailed analysis of the major players in the market. The key players covered in this report: Breakdown data in in Chapter 3.

Ubisoft

EA

Tencent

Sony

Microsoft

Playtika

Activision Blizzard

NetEase

Nintendo

Google

Nexon

Square Enix

Konami

Take-Two Interactive

NCSOFT

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