

# Global Car Racing Games Market Growth (Status and Outlook) 2023-2029

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## Abstracts

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The racing game genre is the genre of video games, either in the first-person or third-person perspective, in which the player partakes in a racing competition with any type of land, water, air or space vehicles. They may be based on anything from real-world racing leagues to entirely fantastical settings.

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

This Insight Report provides a comprehensive analysis of the global Car Racing Games 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 Car Racing Games portfolios and capabilities, market entry strategies, market positions, and geographic footprints, to better understand these firms' unique position in an accelerating global Car Racing Games market.

This Insight Report evaluates the key market trends, drivers, and affecting factors shaping the global outlook for Car Racing Games 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 Car Racing Games.

The global Car Racing Games market size is projected to grow from US\$ 1523.3 million in 2022 to US\$ 1901.2 million in 2029; it is expected to grow at a CAGR of 3.2% from 2023 to 2029.

The world leading players in the racing games market are Turn 17 Studios (Microsoft), Codemasters, Electronic Arts Inc., Ubisoft, THQ Nordic, Gameloft, Milestone, Criterion, NaturalMotion, Slightly Mad Studios, iRacing, Creative Mobile, Bongfish, Fingerso?

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

Market Segmentation:

Segmentation by type

F2P

P2P

Segmentation by application

PC Games

Mobile

Console

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.

Turn 10 Studios (Microsoft)

Codemasters

Electronic Arts Inc.

Ubisoft

THQ Nordic

Gameloft

Criterion

NaturalMotion

Fingersoft

Slightly Mad Studios

iRacing

Creative Mobile

Bongfish

Aquiris Game Studio

Vector Unit



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