

Global Casual Fighting Game Market Growth (Status and Outlook) 2023-2029

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Abstracts

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A two-player fighting game is a fighting game that supports two people to play together on one computer, most of which are based on 2D graphics.

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

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

This Insight Report evaluates the key market trends, drivers, and affecting factors shaping the global outlook for Casual Fighting Game 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 Casual Fighting Game.

The global Casual Fighting Game 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 Casual Fighting Game 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 Casual Fighting Game 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 Casual Fighting Game is estimated to increase from US\$ million in 2022 to US\$ million by 2029, at a CAGR of % from 2023 through 2029.

Global key Casual Fighting Game players cover Capcom, Namco, Project Soul, Midway Games, Arc System Works, Rare, Atari, Bitmasters and Sega AM2, etc. In terms of revenue, the global two largest companies occupied for a share nearly % in 2022.

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

Market Segmentation:

Segmentation by type

PC

Mobile

Others

Segmentation by application

Internet Cafe

Gaming Room

Family

Others

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.

Capcom

Namco

Project Soul

Midway Games

Arc System Works

Rare

Atari

Bitmasters

Sega AM2

HAL Laboratory

SNK Playmore

NetherRealm Studios

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