

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

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Abstracts

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

The global Casual 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 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 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 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 Game players cover Kwalee, Supersonic Studios, Ubisoft Entertainment, Tastypill, Zynga Inc, SayGames, Gismart, BoomBit and Voodoo, etc. In terms of revenue, the global two largest companies occupied for a share nearly % in 2022.

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

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

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

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

Market Segmentation:

Segmentation by type

Match-3 Game

Puzzle Game

Card Game

Board Game

Others

Segmentation by application

Online Game

Stand-Alone Game

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.

Kwalee

Supersonic Studios

Ubisoft Entertainment

Tastypill

Zynga Inc

SayGames

Gismart

BoomBit

Voodoo

JoyPac

YSO Corp

Kevuru Games

Good Job Games

Lion Studios

Playgendary

Goodoo Games

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Figure 76. Global Casual Game Market Size Market Share Forecast by Type
(2024-2029)

Figure 77. Global Casual Game Market Size Market Share Forecast by Application
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