

Global Digital Games Market Growth (Status and Outlook) 2024-2030

<https://marketpublishers.com/r/G3839AFA8E6AEN.html>

Date: November 2024

Pages: 124

Price: US\$ 3,660.00 (Single User License)

ID: G3839AFA8E6AEN

Abstracts

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

According to our LPI (LP Information) latest study, the global Digital Games market size was valued at US\$ 186290 million in 2023. With growing demand in downstream market, the Digital Games is forecast to a readjusted size of US\$ 558480 million by 2030 with a CAGR of 17.0% during review period.

The research report highlights the growth potential of the global Digital Games market. Digital Games are expected to show stable growth in the future market. However, product differentiation, reducing costs, and supply chain optimization remain crucial for the widespread adoption of Digital Games. Market players need to invest in research and development, forge strategic partnerships, and align their offerings with evolving consumer preferences to capitalize on the immense opportunities presented by the Digital Games market.

A video game is an electronic game that includes a video device for human interaction with the user interface of the game. PC monitor, mobile display and TV are used as a video device. The electronic systems used to play video games are known as platforms. Different platforms include PCs, consoles, TVs, mobile devices and others. Different types of games are available for different gaming platforms. The video games are available in two formats include digital and physical. The physical format is the one in which the game is played with the use of physical disc. While digital format is the one in which the game is played after downloading and requires no physical disc to play.

Increasing number of gamers, rising disposable income and technology innovation are some of the major driving force for digital games market. The number of active game

players is increasing globally. According to a research done by an independent research firm in the 110 largest countries in the world, in 2013 around 18.75% of the population is active game players and 2.4 billion are internet users. In addition, China alone has 180 million active game players which are almost equivalent to the number of active game players in the Western Europe. Increasing disposable income in the developing countries such as India and China is expected to fuel the growth rate of digital games market. Increasing disposable income allows the customer to spend more money.

Key Features:

The report on Digital Games market reflects various aspects and provide valuable insights into the industry.

Market Size and Growth: The research report provide an overview of the current size and growth of the Digital Games market. It may include historical data, market segmentation by Type (e.g., Digital, Physical), and regional breakdowns.

Market Drivers and Challenges: The report can identify and analyse the factors driving the growth of the Digital Games market, such as government regulations, environmental concerns, technological advancements, and changing consumer preferences. It can also highlight the challenges faced by the industry, including infrastructure limitations, range anxiety, and high upfront costs.

Competitive Landscape: The research report provides analysis of the competitive landscape within the Digital Games market. It includes profiles of key players, their market share, strategies, and product offerings. The report can also highlight emerging players and their potential impact on the market.

Technological Developments: The research report can delve into the latest technological developments in the Digital Games industry. This include advancements in Digital Games technology, Digital Games new entrants, Digital Games new investment, and other innovations that are shaping the future of Digital Games.

Downstream Procumbent Preference: The report can shed light on customer procumbent behaviour and adoption trends in the Digital Games market. It includes factors influencing customer ' purchasing decisions, preferences for Digital Games product.

Government Policies and Incentives: The research report analyse the impact of government policies and incentives on the Digital Games market. This may include an assessment of regulatory frameworks, subsidies, tax incentives, and other measures aimed at promoting Digital Games market. The report also evaluates the effectiveness of these policies in driving market growth.

Environmental Impact and Sustainability: The research report assess the environmental impact and sustainability aspects of the Digital Games market.

Market Forecasts and Future Outlook: Based on the analysis conducted, the research report provide market forecasts and outlook for the Digital Games industry. This includes projections of market size, growth rates, regional trends, and predictions on technological advancements and policy developments.

Recommendations and Opportunities: The report conclude with recommendations for industry stakeholders, policymakers, and investors. It highlights potential opportunities for market players to capitalize on emerging trends, overcome challenges, and contribute to the growth and development of the Digital Games market.

Market Segmentation:

Digital Games market is split by Type and by Application. For the period 2019-2030, the growth among segments provides accurate calculations and forecasts for consumption value by Type, and by Application in terms of value.

Segmentation by type

Digital

Physical

Segmentation by application

Private

Commercial

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.

Behavior Interactive

Activision Blizzard

Asobo Studio

CCP

Changyou

Cryptic Studios

4A Games

GameHouse

Electronic Arts

Gamelion

Konami

Microsoft

Nexon

Rovio Entertainment

Ubisoft Entertainment

Warner Bros

The Lego

GungHo Entertainment

Contents

1 SCOPE OF THE REPORT

- 1.1 Market Introduction
- 1.2 Years Considered
- 1.3 Research Objectives
- 1.4 Market Research Methodology
- 1.5 Research Process and Data Source
- 1.6 Economic Indicators
- 1.7 Currency Considered
- 1.8 Market Estimation Caveats

2 EXECUTIVE SUMMARY

- 2.1 World Market Overview
 - 2.1.1 Global Digital Games Market Size 2019-2030
 - 2.1.2 Digital Games Market Size CAGR by Region 2019 VS 2023 VS 2030
- 2.2 Digital Games Segment by Type
 - 2.2.1 Digital
 - 2.2.2 Physical
- 2.3 Digital Games Market Size by Type
 - 2.3.1 Digital Games Market Size CAGR by Type (2019 VS 2023 VS 2030)
 - 2.3.2 Global Digital Games Market Size Market Share by Type (2019-2024)
- 2.4 Digital Games Segment by Application
 - 2.4.1 Private
 - 2.4.2 Commercial
- 2.5 Digital Games Market Size by Application
 - 2.5.1 Digital Games Market Size CAGR by Application (2019 VS 2023 VS 2030)
 - 2.5.2 Global Digital Games Market Size Market Share by Application (2019-2024)

3 DIGITAL GAMES MARKET SIZE BY PLAYER

- 3.1 Digital Games Market Size Market Share by Players
 - 3.1.1 Global Digital Games Revenue by Players (2019-2024)
 - 3.1.2 Global Digital Games Revenue Market Share by Players (2019-2024)
- 3.2 Global Digital Games Key Players Head office and Products Offered
- 3.3 Market Concentration Rate Analysis
 - 3.3.1 Competition Landscape Analysis

- 3.3.2 Concentration Ratio (CR3, CR5 and CR10) & (2022-2024)
- 3.4 New Products and Potential Entrants
- 3.5 Mergers & Acquisitions, Expansion

4 DIGITAL GAMES BY REGIONS

- 4.1 Digital Games Market Size by Regions (2019-2024)
- 4.2 Americas Digital Games Market Size Growth (2019-2024)
- 4.3 APAC Digital Games Market Size Growth (2019-2024)
- 4.4 Europe Digital Games Market Size Growth (2019-2024)
- 4.5 Middle East & Africa Digital Games Market Size Growth (2019-2024)

5 AMERICAS

- 5.1 Americas Digital Games Market Size by Country (2019-2024)
- 5.2 Americas Digital Games Market Size by Type (2019-2024)
- 5.3 Americas Digital Games Market Size by Application (2019-2024)
- 5.4 United States
- 5.5 Canada
- 5.6 Mexico
- 5.7 Brazil

6 APAC

- 6.1 APAC Digital Games Market Size by Region (2019-2024)
- 6.2 APAC Digital Games Market Size by Type (2019-2024)
- 6.3 APAC Digital Games Market Size by Application (2019-2024)
- 6.4 China
- 6.5 Japan
- 6.6 Korea
- 6.7 Southeast Asia
- 6.8 India
- 6.9 Australia

7 EUROPE

- 7.1 Europe Digital Games by Country (2019-2024)
- 7.2 Europe Digital Games Market Size by Type (2019-2024)
- 7.3 Europe Digital Games Market Size by Application (2019-2024)

7.4 Germany

7.5 France

7.6 UK

7.7 Italy

7.8 Russia

8 MIDDLE EAST & AFRICA

8.1 Middle East & Africa Digital Games by Region (2019-2024)

8.2 Middle East & Africa Digital Games Market Size by Type (2019-2024)

8.3 Middle East & Africa Digital Games Market Size by Application (2019-2024)

8.4 Egypt

8.5 South Africa

8.6 Israel

8.7 Turkey

8.8 GCC Countries

9 MARKET DRIVERS, CHALLENGES AND TRENDS

9.1 Market Drivers & Growth Opportunities

9.2 Market Challenges & Risks

9.3 Industry Trends

10 GLOBAL DIGITAL GAMES MARKET FORECAST

10.1 Global Digital Games Forecast by Regions (2025-2030)

10.1.1 Global Digital Games Forecast by Regions (2025-2030)

10.1.2 Americas Digital Games Forecast

10.1.3 APAC Digital Games Forecast

10.1.4 Europe Digital Games Forecast

10.1.5 Middle East & Africa Digital Games Forecast

10.2 Americas Digital Games Forecast by Country (2025-2030)

10.2.1 United States Digital Games Market Forecast

10.2.2 Canada Digital Games Market Forecast

10.2.3 Mexico Digital Games Market Forecast

10.2.4 Brazil Digital Games Market Forecast

10.3 APAC Digital Games Forecast by Region (2025-2030)

10.3.1 China Digital Games Market Forecast

10.3.2 Japan Digital Games Market Forecast

- 10.3.3 Korea Digital Games Market Forecast
- 10.3.4 Southeast Asia Digital Games Market Forecast
- 10.3.5 India Digital Games Market Forecast
- 10.3.6 Australia Digital Games Market Forecast
- 10.4 Europe Digital Games Forecast by Country (2025-2030)
 - 10.4.1 Germany Digital Games Market Forecast
 - 10.4.2 France Digital Games Market Forecast
 - 10.4.3 UK Digital Games Market Forecast
 - 10.4.4 Italy Digital Games Market Forecast
 - 10.4.5 Russia Digital Games Market Forecast
- 10.5 Middle East & Africa Digital Games Forecast by Region (2025-2030)
 - 10.5.1 Egypt Digital Games Market Forecast
 - 10.5.2 South Africa Digital Games Market Forecast
 - 10.5.3 Israel Digital Games Market Forecast
 - 10.5.4 Turkey Digital Games Market Forecast
 - 10.5.5 GCC Countries Digital Games Market Forecast
- 10.6 Global Digital Games Forecast by Type (2025-2030)
- 10.7 Global Digital Games Forecast by Application (2025-2030)

11 KEY PLAYERS ANALYSIS

- 11.1 Behavior Interactive
 - 11.1.1 Behavior Interactive Company Information
 - 11.1.2 Behavior Interactive Digital Games Product Offered
 - 11.1.3 Behavior Interactive Digital Games Revenue, Gross Margin and Market Share (2019-2024)
 - 11.1.4 Behavior Interactive Main Business Overview
 - 11.1.5 Behavior Interactive Latest Developments
- 11.2 Activision Blizzard
 - 11.2.1 Activision Blizzard Company Information
 - 11.2.2 Activision Blizzard Digital Games Product Offered
 - 11.2.3 Activision Blizzard Digital Games Revenue, Gross Margin and Market Share (2019-2024)
 - 11.2.4 Activision Blizzard Main Business Overview
 - 11.2.5 Activision Blizzard Latest Developments
- 11.3 Asobo Studio
 - 11.3.1 Asobo Studio Company Information
 - 11.3.2 Asobo Studio Digital Games Product Offered
 - 11.3.3 Asobo Studio Digital Games Revenue, Gross Margin and Market Share

(2019-2024)

11.3.4 Asobo Studio Main Business Overview

11.3.5 Asobo Studio Latest Developments

11.4 CCP

11.4.1 CCP Company Information

11.4.2 CCP Digital Games Product Offered

11.4.3 CCP Digital Games Revenue, Gross Margin and Market Share (2019-2024)

11.4.4 CCP Main Business Overview

11.4.5 CCP Latest Developments

11.5 Changyou

11.5.1 Changyou Company Information

11.5.2 Changyou Digital Games Product Offered

11.5.3 Changyou Digital Games Revenue, Gross Margin and Market Share

(2019-2024)

11.5.4 Changyou Main Business Overview

11.5.5 Changyou Latest Developments

11.6 Cryptic Studios

11.6.1 Cryptic Studios Company Information

11.6.2 Cryptic Studios Digital Games Product Offered

11.6.3 Cryptic Studios Digital Games Revenue, Gross Margin and Market Share

(2019-2024)

11.6.4 Cryptic Studios Main Business Overview

11.6.5 Cryptic Studios Latest Developments

11.7 4A Games

11.7.1 4A Games Company Information

11.7.2 4A Games Digital Games Product Offered

11.7.3 4A Games Digital Games Revenue, Gross Margin and Market Share

(2019-2024)

11.7.4 4A Games Main Business Overview

11.7.5 4A Games Latest Developments

11.8 GameHouse

11.8.1 GameHouse Company Information

11.8.2 GameHouse Digital Games Product Offered

11.8.3 GameHouse Digital Games Revenue, Gross Margin and Market Share

(2019-2024)

11.8.4 GameHouse Main Business Overview

11.8.5 GameHouse Latest Developments

11.9 Electronic Arts

11.9.1 Electronic Arts Company Information

- 11.9.2 Electronic Arts Digital Games Product Offered
- 11.9.3 Electronic Arts Digital Games Revenue, Gross Margin and Market Share (2019-2024)
- 11.9.4 Electronic Arts Main Business Overview
- 11.9.5 Electronic Arts Latest Developments
- 11.10 Gamelion
 - 11.10.1 Gamelion Company Information
 - 11.10.2 Gamelion Digital Games Product Offered
 - 11.10.3 Gamelion Digital Games Revenue, Gross Margin and Market Share (2019-2024)
 - 11.10.4 Gamelion Main Business Overview
 - 11.10.5 Gamelion Latest Developments
- 11.11 Konami
 - 11.11.1 Konami Company Information
 - 11.11.2 Konami Digital Games Product Offered
 - 11.11.3 Konami Digital Games Revenue, Gross Margin and Market Share (2019-2024)
 - 11.11.4 Konami Main Business Overview
 - 11.11.5 Konami Latest Developments
- 11.12 Microsoft
 - 11.12.1 Microsoft Company Information
 - 11.12.2 Microsoft Digital Games Product Offered
 - 11.12.3 Microsoft Digital Games Revenue, Gross Margin and Market Share (2019-2024)
 - 11.12.4 Microsoft Main Business Overview
 - 11.12.5 Microsoft Latest Developments
- 11.13 Nexon
 - 11.13.1 Nexon Company Information
 - 11.13.2 Nexon Digital Games Product Offered
 - 11.13.3 Nexon Digital Games Revenue, Gross Margin and Market Share (2019-2024)
 - 11.13.4 Nexon Main Business Overview
 - 11.13.5 Nexon Latest Developments
- 11.14 Rovio Entertainment
 - 11.14.1 Rovio Entertainment Company Information
 - 11.14.2 Rovio Entertainment Digital Games Product Offered
 - 11.14.3 Rovio Entertainment Digital Games Revenue, Gross Margin and Market Share (2019-2024)
 - 11.14.4 Rovio Entertainment Main Business Overview
 - 11.14.5 Rovio Entertainment Latest Developments
- 11.15 Ubisoft Entertainment

- 11.15.1 Ubisoft Entertainment Company Information
- 11.15.2 Ubisoft Entertainment Digital Games Product Offered
- 11.15.3 Ubisoft Entertainment Digital Games Revenue, Gross Margin and Market Share (2019-2024)
- 11.15.4 Ubisoft Entertainment Main Business Overview
- 11.15.5 Ubisoft Entertainment Latest Developments
- 11.16 Warner Bros
 - 11.16.1 Warner Bros Company Information
 - 11.16.2 Warner Bros Digital Games Product Offered
 - 11.16.3 Warner Bros Digital Games Revenue, Gross Margin and Market Share (2019-2024)
 - 11.16.4 Warner Bros Main Business Overview
 - 11.16.5 Warner Bros Latest Developments
- 11.17 The Lego
 - 11.17.1 The Lego Company Information
 - 11.17.2 The Lego Digital Games Product Offered
 - 11.17.3 The Lego Digital Games Revenue, Gross Margin and Market Share (2019-2024)
 - 11.17.4 The Lego Main Business Overview
 - 11.17.5 The Lego Latest Developments
- 11.18 GungHo Entertainment
 - 11.18.1 GungHo Entertainment Company Information
 - 11.18.2 GungHo Entertainment Digital Games Product Offered
 - 11.18.3 GungHo Entertainment Digital Games Revenue, Gross Margin and Market Share (2019-2024)
 - 11.18.4 GungHo Entertainment Main Business Overview
 - 11.18.5 GungHo Entertainment Latest Developments

12 RESEARCH FINDINGS AND CONCLUSION

List Of Tables

LIST OF TABLES

List Of Figures

LIST OF FIGURES

I would like to order

Product name: Global Digital Games Market Growth (Status and Outlook) 2024-2030

Product link: <https://marketpublishers.com/r/G3839AFA8E6AEN.html>

Price: US\$ 3,660.00 (Single User License / Electronic Delivery)

If you want to order Corporate License or Hard Copy, please, contact our Customer Service:

info@marketpublishers.com

Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/G3839AFA8E6AEN.html>