

# Global First-person Shooter Market Growth (Status and Outlook) 2023-2029

<https://marketpublishers.com/r/GE5D2928A55FEN.html>

Date: February 2023

Pages: 114

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

ID: GE5D2928A55FEN

## Abstracts

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

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

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

This Insight Report evaluates the key market trends, drivers, and affecting factors shaping the global outlook for First-person Shooter 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 First-person Shooter.

The global First-person Shooter 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 First-person Shooter 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 First-person Shooter 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 First-person Shooter is estimated to increase from US\$ million in 2022 to US\$ million by 2029, at a CAGR of % from 2023 through 2029.

Global key First-person Shooter players cover Electronic Arts, Ubisoft, CAPCOM, Deep Silver, Techland, Tencent (Riot Games), Valve Corporation, PUBG Corporation and Activision Blizzard, 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 First-person Shooter market by product type, application, key players and key regions and countries.

Market Segmentation:

Segmentation by type

Console Game

Pc Games

Mobile Game

Segmentation by application

Personal

Competitive 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.

Electronic Arts

Ubisoft

CAPCOM

Deep Silver

Techland

Tencent (Riot Games)

Valve Corporation

PUBG Corporation

Activision Blizzard

Bethesda Softworks

Battlestate Games

New Blood Interactive

Epic Games

Bungie Inc

Xbox Game Studios

Crowbar Collective

Superhot Team

Coffee Stain Publishing

2K Games

## 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 First-person Shooter Market Size 2018-2029
  - 2.1.2 First-person Shooter Market Size CAGR by Region 2018 VS 2022 VS 2029
- 2.2 First-person Shooter Segment by Type
  - 2.2.1 Console Game
  - 2.2.2 Pc Games
  - 2.2.3 Mobile Game
- 2.3 First-person Shooter Market Size by Type
  - 2.3.1 First-person Shooter Market Size CAGR by Type (2018 VS 2022 VS 2029)
  - 2.3.2 Global First-person Shooter Market Size Market Share by Type (2018-2023)
- 2.4 First-person Shooter Segment by Application
  - 2.4.1 Personal
  - 2.4.2 Competitive Game
- 2.5 First-person Shooter Market Size by Application
  - 2.5.1 First-person Shooter Market Size CAGR by Application (2018 VS 2022 VS 2029)
  - 2.5.2 Global First-person Shooter Market Size Market Share by Application (2018-2023)

### 3 FIRST-PERSON SHOOTER MARKET SIZE BY PLAYER

- 3.1 First-person Shooter Market Size Market Share by Players
  - 3.1.1 Global First-person Shooter Revenue by Players (2018-2023)
  - 3.1.2 Global First-person Shooter Revenue Market Share by Players (2018-2023)
- 3.2 Global First-person Shooter 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) & (2021-2023)

### 3.4 New Products and Potential Entrants

### 3.5 Mergers & Acquisitions, Expansion

## 4 FIRST-PERSON SHOOTER BY REGIONS

### 4.1 First-person Shooter Market Size by Regions (2018-2023)

### 4.2 Americas First-person Shooter Market Size Growth (2018-2023)

### 4.3 APAC First-person Shooter Market Size Growth (2018-2023)

### 4.4 Europe First-person Shooter Market Size Growth (2018-2023)

### 4.5 Middle East & Africa First-person Shooter Market Size Growth (2018-2023)

## 5 AMERICAS

### 5.1 Americas First-person Shooter Market Size by Country (2018-2023)

### 5.2 Americas First-person Shooter Market Size by Type (2018-2023)

### 5.3 Americas First-person Shooter Market Size by Application (2018-2023)

### 5.4 United States

### 5.5 Canada

### 5.6 Mexico

### 5.7 Brazil

## 6 APAC

### 6.1 APAC First-person Shooter Market Size by Region (2018-2023)

### 6.2 APAC First-person Shooter Market Size by Type (2018-2023)

### 6.3 APAC First-person Shooter Market Size by Application (2018-2023)

### 6.4 China

### 6.5 Japan

### 6.6 Korea

### 6.7 Southeast Asia

### 6.8 India

### 6.9 Australia

## 7 EUROPE

### 7.1 Europe First-person Shooter by Country (2018-2023)

- 7.2 Europe First-person Shooter Market Size by Type (2018-2023)
- 7.3 Europe First-person Shooter Market Size by Application (2018-2023)
- 7.4 Germany
- 7.5 France
- 7.6 UK
- 7.7 Italy
- 7.8 Russia

## **8 MIDDLE EAST & AFRICA**

- 8.1 Middle East & Africa First-person Shooter by Region (2018-2023)
- 8.2 Middle East & Africa First-person Shooter Market Size by Type (2018-2023)
- 8.3 Middle East & Africa First-person Shooter Market Size by Application (2018-2023)
- 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 FIRST-PERSON SHOOTER MARKET FORECAST**

- 10.1 Global First-person Shooter Forecast by Regions (2024-2029)
  - 10.1.1 Global First-person Shooter Forecast by Regions (2024-2029)
  - 10.1.2 Americas First-person Shooter Forecast
  - 10.1.3 APAC First-person Shooter Forecast
  - 10.1.4 Europe First-person Shooter Forecast
  - 10.1.5 Middle East & Africa First-person Shooter Forecast
- 10.2 Americas First-person Shooter Forecast by Country (2024-2029)
  - 10.2.1 United States First-person Shooter Market Forecast
  - 10.2.2 Canada First-person Shooter Market Forecast
  - 10.2.3 Mexico First-person Shooter Market Forecast
  - 10.2.4 Brazil First-person Shooter Market Forecast
- 10.3 APAC First-person Shooter Forecast by Region (2024-2029)

- 10.3.1 China First-person Shooter Market Forecast
- 10.3.2 Japan First-person Shooter Market Forecast
- 10.3.3 Korea First-person Shooter Market Forecast
- 10.3.4 Southeast Asia First-person Shooter Market Forecast
- 10.3.5 India First-person Shooter Market Forecast
- 10.3.6 Australia First-person Shooter Market Forecast
- 10.4 Europe First-person Shooter Forecast by Country (2024-2029)
  - 10.4.1 Germany First-person Shooter Market Forecast
  - 10.4.2 France First-person Shooter Market Forecast
  - 10.4.3 UK First-person Shooter Market Forecast
  - 10.4.4 Italy First-person Shooter Market Forecast
  - 10.4.5 Russia First-person Shooter Market Forecast
- 10.5 Middle East & Africa First-person Shooter Forecast by Region (2024-2029)
  - 10.5.1 Egypt First-person Shooter Market Forecast
  - 10.5.2 South Africa First-person Shooter Market Forecast
  - 10.5.3 Israel First-person Shooter Market Forecast
  - 10.5.4 Turkey First-person Shooter Market Forecast
  - 10.5.5 GCC Countries First-person Shooter Market Forecast
- 10.6 Global First-person Shooter Forecast by Type (2024-2029)
- 10.7 Global First-person Shooter Forecast by Application (2024-2029)

## **11 KEY PLAYERS ANALYSIS**

### **11.1 Electronic Arts**

- 11.1.1 Electronic Arts Company Information
- 11.1.2 Electronic Arts First-person Shooter Product Offered
- 11.1.3 Electronic Arts First-person Shooter Revenue, Gross Margin and Market Share (2018-2023)
- 11.1.4 Electronic Arts Main Business Overview
- 11.1.5 Electronic Arts Latest Developments

### **11.2 Ubisoft**

- 11.2.1 Ubisoft Company Information
- 11.2.2 Ubisoft First-person Shooter Product Offered
- 11.2.3 Ubisoft First-person Shooter Revenue, Gross Margin and Market Share (2018-2023)
- 11.2.4 Ubisoft Main Business Overview
- 11.2.5 Ubisoft Latest Developments

### **11.3 CAPCOM**

- 11.3.1 CAPCOM Company Information

- 11.3.2 CAPCOM First-person Shooter Product Offered
- 11.3.3 CAPCOM First-person Shooter Revenue, Gross Margin and Market Share (2018-2023)
- 11.3.4 CAPCOM Main Business Overview
- 11.3.5 CAPCOM Latest Developments
- 11.4 Deep Silver
  - 11.4.1 Deep Silver Company Information
  - 11.4.2 Deep Silver First-person Shooter Product Offered
  - 11.4.3 Deep Silver First-person Shooter Revenue, Gross Margin and Market Share (2018-2023)
  - 11.4.4 Deep Silver Main Business Overview
  - 11.4.5 Deep Silver Latest Developments
- 11.5 Techland
  - 11.5.1 Techland Company Information
  - 11.5.2 Techland First-person Shooter Product Offered
  - 11.5.3 Techland First-person Shooter Revenue, Gross Margin and Market Share (2018-2023)
  - 11.5.4 Techland Main Business Overview
  - 11.5.5 Techland Latest Developments
- 11.6 Tencent (Riot Games)
  - 11.6.1 Tencent (Riot Games) Company Information
  - 11.6.2 Tencent (Riot Games) First-person Shooter Product Offered
  - 11.6.3 Tencent (Riot Games) First-person Shooter Revenue, Gross Margin and Market Share (2018-2023)
  - 11.6.4 Tencent (Riot Games) Main Business Overview
  - 11.6.5 Tencent (Riot Games) Latest Developments
- 11.7 Valve Corporation
  - 11.7.1 Valve Corporation Company Information
  - 11.7.2 Valve Corporation First-person Shooter Product Offered
  - 11.7.3 Valve Corporation First-person Shooter Revenue, Gross Margin and Market Share (2018-2023)
  - 11.7.4 Valve Corporation Main Business Overview
  - 11.7.5 Valve Corporation Latest Developments
- 11.8 PUBG Corporation
  - 11.8.1 PUBG Corporation Company Information
  - 11.8.2 PUBG Corporation First-person Shooter Product Offered
  - 11.8.3 PUBG Corporation First-person Shooter Revenue, Gross Margin and Market Share (2018-2023)
  - 11.8.4 PUBG Corporation Main Business Overview

- 11.8.5 PUBG Corporation Latest Developments
- 11.9 Activision Blizzard
  - 11.9.1 Activision Blizzard Company Information
  - 11.9.2 Activision Blizzard First-person Shooter Product Offered
  - 11.9.3 Activision Blizzard First-person Shooter Revenue, Gross Margin and Market Share (2018-2023)
  - 11.9.4 Activision Blizzard Main Business Overview
  - 11.9.5 Activision Blizzard Latest Developments
- 11.10 Bethesda Softworks
  - 11.10.1 Bethesda Softworks Company Information
  - 11.10.2 Bethesda Softworks First-person Shooter Product Offered
  - 11.10.3 Bethesda Softworks First-person Shooter Revenue, Gross Margin and Market Share (2018-2023)
  - 11.10.4 Bethesda Softworks Main Business Overview
  - 11.10.5 Bethesda Softworks Latest Developments
- 11.11 Battlestate Games
  - 11.11.1 Battlestate Games Company Information
  - 11.11.2 Battlestate Games First-person Shooter Product Offered
  - 11.11.3 Battlestate Games First-person Shooter Revenue, Gross Margin and Market Share (2018-2023)
  - 11.11.4 Battlestate Games Main Business Overview
  - 11.11.5 Battlestate Games Latest Developments
- 11.12 New Blood Interactive
  - 11.12.1 New Blood Interactive Company Information
  - 11.12.2 New Blood Interactive First-person Shooter Product Offered
  - 11.12.3 New Blood Interactive First-person Shooter Revenue, Gross Margin and Market Share (2018-2023)
  - 11.12.4 New Blood Interactive Main Business Overview
  - 11.12.5 New Blood Interactive Latest Developments
- 11.13 Epic Games
  - 11.13.1 Epic Games Company Information
  - 11.13.2 Epic Games First-person Shooter Product Offered
  - 11.13.3 Epic Games First-person Shooter Revenue, Gross Margin and Market Share (2018-2023)
  - 11.13.4 Epic Games Main Business Overview
  - 11.13.5 Epic Games Latest Developments
- 11.14 Bungie Inc
  - 11.14.1 Bungie Inc Company Information
  - 11.14.2 Bungie Inc First-person Shooter Product Offered

11.14.3 Bungie Inc First-person Shooter Revenue, Gross Margin and Market Share (2018-2023)

11.14.4 Bungie Inc Main Business Overview

11.14.5 Bungie Inc Latest Developments

11.15 Xbox Game Studios

11.15.1 Xbox Game Studios Company Information

11.15.2 Xbox Game Studios First-person Shooter Product Offered

11.15.3 Xbox Game Studios First-person Shooter Revenue, Gross Margin and Market Share (2018-2023)

11.15.4 Xbox Game Studios Main Business Overview

11.15.5 Xbox Game Studios Latest Developments

11.16 Crowbar Collective

11.16.1 Crowbar Collective Company Information

11.16.2 Crowbar Collective First-person Shooter Product Offered

11.16.3 Crowbar Collective First-person Shooter Revenue, Gross Margin and Market Share (2018-2023)

11.16.4 Crowbar Collective Main Business Overview

11.16.5 Crowbar Collective Latest Developments

11.17 Superhot Team

11.17.1 Superhot Team Company Information

11.17.2 Superhot Team First-person Shooter Product Offered

11.17.3 Superhot Team First-person Shooter Revenue, Gross Margin and Market Share (2018-2023)

11.17.4 Superhot Team Main Business Overview

11.17.5 Superhot Team Latest Developments

11.18 Coffee Stain Publishing

11.18.1 Coffee Stain Publishing Company Information

11.18.2 Coffee Stain Publishing First-person Shooter Product Offered

11.18.3 Coffee Stain Publishing First-person Shooter Revenue, Gross Margin and Market Share (2018-2023)

11.18.4 Coffee Stain Publishing Main Business Overview

11.18.5 Coffee Stain Publishing Latest Developments

11.19 2K Games

11.19.1 2K Games Company Information

11.19.2 2K Games First-person Shooter Product Offered

11.19.3 2K Games First-person Shooter Revenue, Gross Margin and Market Share (2018-2023)

11.19.4 2K Games Main Business Overview

11.19.5 2K Games Latest Developments

## 12 RESEARCH FINDINGS AND CONCLUSION

## List Of Tables

### LIST OF TABLES

Table 1. First-person Shooter Market Size CAGR by Region (2018 VS 2022 VS 2029) & (\$ Millions)

Table 2. Major Players of Console Game

Table 3. Major Players of Pc Games

Table 4. Major Players of Mobile Game

Table 5. First-person Shooter Market Size CAGR by Type (2018 VS 2022 VS 2029) & (\$ Millions)

Table 6. Global First-person Shooter Market Size by Type (2018-2023) & (\$ Millions)

Table 7. Global First-person Shooter Market Size Market Share by Type (2018-2023)

Table 8. First-person Shooter Market Size CAGR by Application (2018 VS 2022 VS 2029) & (\$ Millions)

Table 9. Global First-person Shooter Market Size by Application (2018-2023) & (\$ Millions)

Table 10. Global First-person Shooter Market Size Market Share by Application (2018-2023)

Table 11. Global First-person Shooter Revenue by Players (2018-2023) & (\$ Millions)

Table 12. Global First-person Shooter Revenue Market Share by Player (2018-2023)

Table 13. First-person Shooter Key Players Head office and Products Offered

Table 14. First-person Shooter Concentration Ratio (CR3, CR5 and CR10) & (2021-2023)

Table 15. New Products and Potential Entrants

Table 16. Mergers & Acquisitions, Expansion

Table 17. Global First-person Shooter Market Size by Regions 2018-2023 & (\$ Millions)

Table 18. Global First-person Shooter Market Size Market Share by Regions (2018-2023)

Table 19. Global First-person Shooter Revenue by Country/Region (2018-2023) & (\$ millions)

Table 20. Global First-person Shooter Revenue Market Share by Country/Region (2018-2023)

Table 21. Americas First-person Shooter Market Size by Country (2018-2023) & (\$ Millions)

Table 22. Americas First-person Shooter Market Size Market Share by Country (2018-2023)

Table 23. Americas First-person Shooter Market Size by Type (2018-2023) & (\$ Millions)

|                                                                                                            |
|------------------------------------------------------------------------------------------------------------|
| Table 24. Americas First-person Shooter Market Size Market Share by Type (2018-2023)                       |
| Table 25. Americas First-person Shooter Market Size by Application (2018-2023) & (\$ Millions)             |
| Table 26. Americas First-person Shooter Market Size Market Share by Application (2018-2023)                |
| Table 27. APAC First-person Shooter Market Size by Region (2018-2023) & (\$ Millions)                      |
| Table 28. APAC First-person Shooter Market Size Market Share by Region (2018-2023)                         |
| Table 29. APAC First-person Shooter Market Size by Type (2018-2023) & (\$ Millions)                        |
| Table 30. APAC First-person Shooter Market Size Market Share by Type (2018-2023)                           |
| Table 31. APAC First-person Shooter Market Size by Application (2018-2023) & (\$ Millions)                 |
| Table 32. APAC First-person Shooter Market Size Market Share by Application (2018-2023)                    |
| Table 33. Europe First-person Shooter Market Size by Country (2018-2023) & (\$ Millions)                   |
| Table 34. Europe First-person Shooter Market Size Market Share by Country (2018-2023)                      |
| Table 35. Europe First-person Shooter Market Size by Type (2018-2023) & (\$ Millions)                      |
| Table 36. Europe First-person Shooter Market Size Market Share by Type (2018-2023)                         |
| Table 37. Europe First-person Shooter Market Size by Application (2018-2023) & (\$ Millions)               |
| Table 38. Europe First-person Shooter Market Size Market Share by Application (2018-2023)                  |
| Table 39. Middle East & Africa First-person Shooter Market Size by Region (2018-2023) & (\$ Millions)      |
| Table 40. Middle East & Africa First-person Shooter Market Size Market Share by Region (2018-2023)         |
| Table 41. Middle East & Africa First-person Shooter Market Size by Type (2018-2023) & (\$ Millions)        |
| Table 42. Middle East & Africa First-person Shooter Market Size Market Share by Type (2018-2023)           |
| Table 43. Middle East & Africa First-person Shooter Market Size by Application (2018-2023) & (\$ Millions) |
| Table 44. Middle East & Africa First-person Shooter Market Size Market Share by Application (2018-2023)    |
| Table 45. Key Market Drivers & Growth Opportunities of First-person Shooter                                |
| Table 46. Key Market Challenges & Risks of First-person Shooter                                            |
| Table 47. Key Industry Trends of First-person Shooter                                                      |

Table 48. Global First-person Shooter Market Size Forecast by Regions (2024-2029) & (\$ Millions)

Table 49. Global First-person Shooter Market Size Market Share Forecast by Regions (2024-2029)

Table 50. Global First-person Shooter Market Size Forecast by Type (2024-2029) & (\$ Millions)

Table 51. Global First-person Shooter Market Size Forecast by Application (2024-2029) & (\$ Millions)

Table 52. Electronic Arts Details, Company Type, First-person Shooter Area Served and Its Competitors

Table 53. Electronic Arts First-person Shooter Product Offered

Table 54. Electronic Arts First-person Shooter Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 55. Electronic Arts Main Business

Table 56. Electronic Arts Latest Developments

Table 57. Ubisoft Details, Company Type, First-person Shooter Area Served and Its Competitors

Table 58. Ubisoft First-person Shooter Product Offered

Table 59. Ubisoft Main Business

Table 60. Ubisoft First-person Shooter Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 61. Ubisoft Latest Developments

Table 62. CAPCOM Details, Company Type, First-person Shooter Area Served and Its Competitors

Table 63. CAPCOM First-person Shooter Product Offered

Table 64. CAPCOM Main Business

Table 65. CAPCOM First-person Shooter Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 66. CAPCOM Latest Developments

Table 67. Deep Silver Details, Company Type, First-person Shooter Area Served and Its Competitors

Table 68. Deep Silver First-person Shooter Product Offered

Table 69. Deep Silver Main Business

Table 70. Deep Silver First-person Shooter Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 71. Deep Silver Latest Developments

Table 72. Techland Details, Company Type, First-person Shooter Area Served and Its Competitors

Table 73. Techland First-person Shooter Product Offered

Table 74. Techland Main Business

Table 75. Techland First-person Shooter Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 76. Techland Latest Developments

Table 77. Tencent (Riot Games) Details, Company Type, First-person Shooter Area Served and Its Competitors

Table 78. Tencent (Riot Games) First-person Shooter Product Offered

Table 79. Tencent (Riot Games) Main Business

Table 80. Tencent (Riot Games) First-person Shooter Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 81. Tencent (Riot Games) Latest Developments

Table 82. Valve Corporation Details, Company Type, First-person Shooter Area Served and Its Competitors

Table 83. Valve Corporation First-person Shooter Product Offered

Table 84. Valve Corporation Main Business

Table 85. Valve Corporation First-person Shooter Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 86. Valve Corporation Latest Developments

Table 87. PUBG Corporation Details, Company Type, First-person Shooter Area Served and Its Competitors

Table 88. PUBG Corporation First-person Shooter Product Offered

Table 89. PUBG Corporation Main Business

Table 90. PUBG Corporation First-person Shooter Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 91. PUBG Corporation Latest Developments

Table 92. Activision Blizzard Details, Company Type, First-person Shooter Area Served and Its Competitors

Table 93. Activision Blizzard First-person Shooter Product Offered

Table 94. Activision Blizzard Main Business

Table 95. Activision Blizzard First-person Shooter Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 96. Activision Blizzard Latest Developments

Table 97. Bethesda Softworks Details, Company Type, First-person Shooter Area Served and Its Competitors

Table 98. Bethesda Softworks First-person Shooter Product Offered

Table 99. Bethesda Softworks Main Business

Table 100. Bethesda Softworks First-person Shooter Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 101. Bethesda Softworks Latest Developments

Table 102. Battlestate Games Details, Company Type, First-person Shooter Area Served and Its Competitors

Table 103. Battlestate Games First-person Shooter Product Offered

Table 104. Battlestate Games First-person Shooter Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 105. Battlestate Games Main Business

Table 106. Battlestate Games Latest Developments

Table 107. New Blood Interactive Details, Company Type, First-person Shooter Area Served and Its Competitors

Table 108. New Blood Interactive First-person Shooter Product Offered

Table 109. New Blood Interactive Main Business

Table 110. New Blood Interactive First-person Shooter Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 111. New Blood Interactive Latest Developments

Table 112. Epic Games Details, Company Type, First-person Shooter Area Served and Its Competitors

Table 113. Epic Games First-person Shooter Product Offered

Table 114. Epic Games Main Business

Table 115. Epic Games First-person Shooter Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 116. Epic Games Latest Developments

Table 117. Bungie Inc Details, Company Type, First-person Shooter Area Served and Its Competitors

Table 118. Bungie Inc First-person Shooter Product Offered

Table 119. Bungie Inc Main Business

Table 120. Bungie Inc First-person Shooter Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 121. Bungie Inc Latest Developments

Table 122. Xbox Game Studios Details, Company Type, First-person Shooter Area Served and Its Competitors

Table 123. Xbox Game Studios First-person Shooter Product Offered

Table 124. Xbox Game Studios Main Business

Table 125. Xbox Game Studios First-person Shooter Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 126. Xbox Game Studios Latest Developments

Table 127. Crowbar Collective Details, Company Type, First-person Shooter Area Served and Its Competitors

Table 128. Crowbar Collective First-person Shooter Product Offered

Table 129. Crowbar Collective Main Business

Table 130. Crowbar Collective First-person Shooter Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 131. Crowbar Collective Latest Developments

Table 132. Superhot Team Details, Company Type, First-person Shooter Area Served and Its Competitors

Table 133. Superhot Team First-person Shooter Product Offered

Table 134. Superhot Team Main Business

Table 135. Superhot Team First-person Shooter Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 136. Superhot Team Latest Developments

Table 137. Coffee Stain Publishing Details, Company Type, First-person Shooter Area Served and Its Competitors

Table 138. Coffee Stain Publishing First-person Shooter Product Offered

Table 139. Coffee Stain Publishing Main Business

Table 140. Coffee Stain Publishing First-person Shooter Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 141. Coffee Stain Publishing Latest Developments

Table 142. 2K Games Details, Company Type, First-person Shooter Area Served and Its Competitors

Table 143. 2K Games First-person Shooter Product Offered

Table 144. 2K Games Main Business

Table 145. 2K Games First-person Shooter Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 146. 2K Games Latest Developments

## List Of Figures

### LIST OF FIGURES

- Figure 1. First-person Shooter Report Years Considered
- Figure 2. Research Objectives
- Figure 3. Research Methodology
- Figure 4. Research Process and Data Source
- Figure 5. Global First-person Shooter Market Size Growth Rate 2018-2029 (\$ Millions)
- Figure 6. First-person Shooter Sales by Geographic Region (2018, 2022 & 2029) & (\$ millions)
- Figure 7. First-person Shooter Sales Market Share by Country/Region (2022)
- Figure 8. First-person Shooter Sales Market Share by Country/Region (2018, 2022 & 2029)
- Figure 9. Global First-person Shooter Market Size Market Share by Type in 2022
- Figure 10. First-person Shooter in Personal
- Figure 11. Global First-person Shooter Market: Personal (2018-2023) & (\$ Millions)
- Figure 12. First-person Shooter in Competitive Game
- Figure 13. Global First-person Shooter Market: Competitive Game (2018-2023) & (\$ Millions)
- Figure 14. Global First-person Shooter Market Size Market Share by Application in 2022
- Figure 15. Global First-person Shooter Revenue Market Share by Player in 2022
- Figure 16. Global First-person Shooter Market Size Market Share by Regions (2018-2023)
- Figure 17. Americas First-person Shooter Market Size 2018-2023 (\$ Millions)
- Figure 18. APAC First-person Shooter Market Size 2018-2023 (\$ Millions)
- Figure 19. Europe First-person Shooter Market Size 2018-2023 (\$ Millions)
- Figure 20. Middle East & Africa First-person Shooter Market Size 2018-2023 (\$ Millions)
- Figure 21. Americas First-person Shooter Value Market Share by Country in 2022
- Figure 22. United States First-person Shooter Market Size Growth 2018-2023 (\$ Millions)
- Figure 23. Canada First-person Shooter Market Size Growth 2018-2023 (\$ Millions)
- Figure 24. Mexico First-person Shooter Market Size Growth 2018-2023 (\$ Millions)
- Figure 25. Brazil First-person Shooter Market Size Growth 2018-2023 (\$ Millions)
- Figure 26. APAC First-person Shooter Market Size Market Share by Region in 2022
- Figure 27. APAC First-person Shooter Market Size Market Share by Type in 2022
- Figure 28. APAC First-person Shooter Market Size Market Share by Application in 2022
- Figure 29. China First-person Shooter Market Size Growth 2018-2023 (\$ Millions)
- Figure 30. Japan First-person Shooter Market Size Growth 2018-2023 (\$ Millions)

Figure 31. Korea First-person Shooter Market Size Growth 2018-2023 (\$ Millions)

Figure 32. Southeast Asia First-person Shooter Market Size Growth 2018-2023 (\$ Millions)

Figure 33. India First-person Shooter Market Size Growth 2018-2023 (\$ Millions)

Figure 34. Australia First-person Shooter Market Size Growth 2018-2023 (\$ Millions)

Figure 35. Europe First-person Shooter Market Size Market Share by Country in 2022

Figure 36. Europe First-person Shooter Market Size Market Share by Type (2018-2023)

Figure 37. Europe First-person Shooter Market Size Market Share by Application (2018-2023)

Figure 38. Germany First-person Shooter Market Size Growth 2018-2023 (\$ Millions)

Figure 39. France First-person Shooter Market Size Growth 2018-2023 (\$ Millions)

Figure 40. UK First-person Shooter Market Size Growth 2018-2023 (\$ Millions)

Figure 41. Italy First-person Shooter Market Size Growth 2018-2023 (\$ Millions)

Figure 42. Russia First-person Shooter Market Size Growth 2018-2023 (\$ Millions)

Figure 43. Middle East & Africa First-person Shooter Market Size Market Share by Region (2018-2023)

Figure 44. Middle East & Africa First-person Shooter Market Size Market Share by Type (2018-2023)

Figure 45. Middle East & Africa First-person Shooter Market Size Market Share by Application (2018-2023)

Figure 46. Egypt First-person Shooter Market Size Growth 2018-2023 (\$ Millions)

Figure 47. South Africa First-person Shooter Market Size Growth 2018-2023 (\$ Millions)

Figure 48. Israel First-person Shooter Market Size Growth 2018-2023 (\$ Millions)

Figure 49. Turkey First-person Shooter Market Size Growth 2018-2023 (\$ Millions)

Figure 50. GCC Country First-person Shooter Market Size Growth 2018-2023 (\$ Millions)

Figure 51. Americas First-person Shooter Market Size 2024-2029 (\$ Millions)

Figure 52. APAC First-person Shooter Market Size 2024-2029 (\$ Millions)

Figure 53. Europe First-person Shooter Market Size 2024-2029 (\$ Millions)

Figure 54. Middle East & Africa First-person Shooter Market Size 2024-2029 (\$ Millions)

Figure 55. United States First-person Shooter Market Size 2024-2029 (\$ Millions)

Figure 56. Canada First-person Shooter Market Size 2024-2029 (\$ Millions)

Figure 57. Mexico First-person Shooter Market Size 2024-2029 (\$ Millions)

Figure 58. Brazil First-person Shooter Market Size 2024-2029 (\$ Millions)

Figure 59. China First-person Shooter Market Size 2024-2029 (\$ Millions)

Figure 60. Japan First-person Shooter Market Size 2024-2029 (\$ Millions)

Figure 61. Korea First-person Shooter Market Size 2024-2029 (\$ Millions)

Figure 62. Southeast Asia First-person Shooter Market Size 2024-2029 (\$ Millions)

Figure 63. India First-person Shooter Market Size 2024-2029 (\$ Millions)

Figure 64. Australia First-person Shooter Market Size 2024-2029 (\$ Millions)

Figure 65. Germany First-person Shooter Market Size 2024-2029 (\$ Millions)

Figure 66. France First-person Shooter Market Size 2024-2029 (\$ Millions)

Figure 67. UK First-person Shooter Market Size 2024-2029 (\$ Millions)

Figure 68. Italy First-person Shooter Market Size 2024-2029 (\$ Millions)

Figure 69. Russia First-person Shooter Market Size 2024-2029 (\$ Millions)

Figure 70. Spain First-person Shooter Market Size 2024-2029 (\$ Millions)

Figure 71. Egypt First-person Shooter Market Size 2024-2029 (\$ Millions)

Figure 72. South Africa First-person Shooter Market Size 2024-2029 (\$ Millions)

Figure 73. Israel First-person Shooter Market Size 2024-2029 (\$ Millions)

Figure 74. Turkey First-person Shooter Market Size 2024-2029 (\$ Millions)

Figure 75. GCC Countries First-person Shooter Market Size 2024-2029 (\$ Millions)

Figure 76. Global First-person Shooter Market Size Market Share Forecast by Type (2024-2029)

Figure 77. Global First-person Shooter Market Size Market Share Forecast by Application (2024-2029)

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