

Global First Person Shooters (FPS) Mobile Game Market Growth (Status and Outlook) 2024-2030

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Abstracts

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These mobile shooter games are true masterpieces. Mobile gaming has come a long way. Here are some incredible first-person shooters that gamers can enjoy anywhere.

The global First Person Shooters (FPS) Mobile Game market size is projected to grow from US\$ 317 million in 2023 to US\$ 473.8 million in 2030; it is expected to grow at a CAGR of 5.9% from 2024 to 2030.

LPI (LP Information)' newest research report, the "First Person Shooters (FPS) Mobile Game Industry Forecast" looks at past sales and reviews total world First Person Shooters (FPS) Mobile Game sales in 2023, providing a comprehensive analysis by region and market sector of projected First Person Shooters (FPS) Mobile Game sales for 2024 through 2030. With First Person Shooters (FPS) Mobile Game sales broken down by region, market sector and sub-sector, this report provides a detailed analysis in US\$ millions of the world First Person Shooters (FPS) Mobile Game industry.

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

This Insight Report evaluates the key market trends, drivers, and affecting factors shaping the global outlook for First Person Shooters (FPS) Mobile 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 First Person Shooters (FPS) Mobile Game.

United States market for First Person Shooters (FPS) Mobile Game is estimated to increase from US\$ million in 2023 to US\$ million by 2030, at a CAGR of % from 2024 through 2030.

China market for First Person Shooters (FPS) Mobile Game is estimated to increase from US\$ million in 2023 to US\$ million by 2030, at a CAGR of % from 2024 through 2030.

Europe market for First Person Shooters (FPS) Mobile Game is estimated to increase from US\$ million in 2023 to US\$ million by 2030, at a CAGR of % from 2024 through 2030.

Global key First Person Shooters (FPS) Mobile Game players cover Tencent, Net Ease, Electronic Arts Inc., Firecraft Studios and Lilith Games, etc. In terms of revenue, the global two largest companies occupied for a share nearly % in 2023.

This report presents a comprehensive overview, market shares, and growth opportunities of First Person Shooters (FPS) Mobile Game market by product type, application, key players and key regions and countries.

Segmentation by type

Pay to Play

Free to Play

Segmentation by application

Android

IOS

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.

Tencent

Net Ease

Electronic Arts Inc.

Firecraft Studios

Lilith Games

Critical Force Ltd

BadFly Interactive

Square Enix Montreal

Prodigy Design Limited

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