

Global Game Entertainment 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.

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

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

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

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

Global key Game Entertainment players cover Roblox, Epic Games, Sandbox, Axie Infinity, Illuvium, Decentraland, Microsoft, Ultra Corporation and Tencent, 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 Game Entertainment market by product type, application, key players and key regions and countries.

Market Segmentation:

Segmentation by type

Role-playing

Business Simulation

Leisure Puzzle

Others

Segmentation by application

Male

Female

Children

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.

Roblox

Epic Games

Sandbox

Axie Infinity

Illuvium

Decentraland

Microsoft

Ultra Corporation

Tencent

NetEase

ByteDance

Netmarble

Lilith

ZQGame

MiHoYo

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