

Global Games as a Service (GaaS) Market Growth (Status and Outlook) 2023-2029

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Abstracts

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

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

This Insight Report evaluates the key market trends, drivers, and affecting factors shaping the global outlook for Games as a Service (GaaS) 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 Games as a Service (GaaS).

The global Games as a Service (GaaS) 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 Games as a Service (GaaS) 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 Games as a Service (GaaS) 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 Games as a Service (GaaS) is estimated to increase from US\$ million in 2022 to US\$ million by 2029, at a CAGR of % from 2023 through 2029.

Global key Games as a Service (GaaS) players cover Blizzard Entertainment, RIOT, Netflix, Microsoft, Sony, Tencent, Activision Blizzard, Sega and Electronic Arts, 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 Games as a Service (GaaS) market by product type, application, key players and key regions and countries.

Market Segmentation:

Segmentation by type

PC Based

Mobile Based

Segmentation by application

Below 18 Years Old

18-25 Years Old

26-35 Years Old

36-45 Years Old

Above 45 Years Old

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.

Blizzard Entertainment

RIOT

Netflix

Microsoft

Sony

Tencent

Activision Blizzard

Sega

Electronic Arts

Ubisoft

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