

Global Massive Multiplayer Online (MMO) Games Market Growth (Status and Outlook) 2025-2031

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Abstracts

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The global Massive Multiplayer Online (MMO) Games market size is predicted to grow from US\$ 54530 million in 2025 to US\$ 92620 million in 2031; it is expected to grow at a CAGR of 9.2% from 2025 to 2031.

A massively multiplayer online game (MMO) is an online game with large numbers of players, typically from hundreds to thousands, on the same server. MMOs usually feature a huge, persistent open world, although some games differ.

In the industry, Tencent profits most in 2019 and recent years, while NetEase and Activision Blizzard ranked 2 and 3. The market share of them is 34.99%, 17.23% and 15.78% in 2019. The gap of market share is keep on enlarged due to different strategy.

LPI (LP Information)' newest research report, the "Massive Multiplayer Online (MMO) Games Industry Forecast" looks at past sales and reviews total world Massive Multiplayer Online (MMO) Games sales in 2024, providing a comprehensive analysis by region and market sector of projected Massive Multiplayer Online (MMO) Games sales for 2025 through 2031. With Massive Multiplayer Online (MMO) Games sales broken down by region, market sector and sub-sector, this report provides a detailed analysis in US\$ millions of the world Massive Multiplayer Online (MMO) Games industry.

This Insight Report provides a comprehensive analysis of the global Massive Multiplayer Online (MMO) Games landscape and highlights key trends related to product segmentation, company formation, revenue, and market share, latest development, and M&A activity. This report also analyses the strategies of leading

global companies with a focus on Massive Multiplayer Online (MMO) Games portfolios and capabilities, market entry strategies, market positions, and geographic footprints, to better understand these firms' unique position in an accelerating global Massive Multiplayer Online (MMO) Games market.

This Insight Report evaluates the key market trends, drivers, and affecting factors shaping the global outlook for Massive Multiplayer Online (MMO) Games 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 Massive Multiplayer Online (MMO) Games.

This report presents a comprehensive overview, market shares, and growth opportunities of Massive Multiplayer Online (MMO) Games market by product type, application, key players and key regions and countries.

Segmentation by Type:

MMO Real-time Strategy

MMO First Person Shooter

MMO Role Play Games

Segmentation by Application:

Professional Players

Amateur Players

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

NetEase

Activision Blizzard

Supercell

NEXON

NCSoft

Electronic Arts

Bluehole

Mixi Inc.

SQUARE ENIX

ChangYou

Shanda Interactive Entertainment

GungHo Online Entertainment

Daybreak Game Company

Gamigo

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