

# Global Metroidvania Games Market Growth (Status and Outlook) 2022-2028

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## Abstracts

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

The global market for Metroidvania Games is estimated to increase from US\$ million in 2021 to reach US\$ million by 2028, exhibiting a CAGR of % during 2022-2028. Keeping in mind the uncertainties of COVID-19 and Russia-Ukraine War, we are continuously tracking and evaluating the direct as well as the indirect influence of the pandemic on different end use sectors. These insights are included in the report as a major market contributor.

The APAC Metroidvania Games market is expected at value of US\$ million in 2022 and grow at approximately % CAGR during 2022 and 2028.

The United States Metroidvania Games market is expected at value of US\$ million in 2022 and grow at approximately % CAGR during 2022 and 2028.

The Europe Metroidvania Games market is expected at value of US\$ million in 2022 and grow at approximately % CAGR during 2022 and 2028.

The China Metroidvania Games market is expected at value of US\$ million in 2022 and grow at approximately % CAGR during 2022 and 2028.

Global key Metroidvania Games players cover Dead Cells, Hollow Knight, Cave Story, Ori and the Blind Forest and Bloodstained: Ritual of the Night, etc. In terms of revenue, the global largest two companies occupy a share nearly % in 2021.

## Report Coverage

This latest report provides a deep insight into the global Metroidvania Games market covering all its essential aspects. This ranges from a macro overview of the market to micro details of the market size, competitive landscape, development trend, niche market, key market drivers and challenges, value chain analysis, etc.

This report aims to provide a comprehensive picture of the global Metroidvania Games market, with both quantitative and qualitative data, to help readers understand how the Metroidvania Games market scenario changed across the globe during the pandemic and Russia-Ukraine War.

The base year considered for analyses is 2021, while the market estimates and forecasts are given from 2022 to 2028. The market estimates are provided in terms of revenue in USD millions.

#### Market Segmentation:

The study segments the Metroidvania Games market and forecasts the market size by Type (PC, PS4 and Xbox One), by Application (Man and Woman.), and region (APAC, Americas, Europe, and Middle East & Africa).

#### Segmentation by type

PC

PS4

Xbox One

Nintendo Switch

Others

#### Segmentation by application

Man

Woman

## Segmentation 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

## Major companies covered

Dead Cells

Hollow Knight

Cave Story

Ori and the Blind Forest

Bloodstained: Ritual of the Night

Shantae – Half Genie Hero

Steamworld Dig 2

Guacamelee 2

Supraland

Owlboy

Yoku's Island Express

Axiom Verge

Iconoclasts

The Messenger

Sundered

Chapter Introduction

Chapter 1: Scope of Metroidvania Games, Research Methodology, etc.

Chapter 2: Executive Summary, global Metroidvania Games market size and CAGR, Metroidvania Games market size by region, by type, by application, historical data from 2017 to 2022, and forecast to 2028.

Chapter 3: Metroidvania Games revenue, global market share, and industry ranking by company, 2017-2022

Chapter 4: Global Metroidvania Games revenue by region and by country. Country specific data and market value analysis for the U.S., Canada, Europe, China, Japan, South Korea, Southeast Asia, India, Latin America and Middle East & Africa.

Chapter 5, 6, 7, 8: Americas, APAC, Europe, Middle East & Africa, revenue segment by country, by type, and application.

Chapter 9: Analysis of the current market trends, market forecast, opportunities and economic trends that are affecting the future marketplace

Chapter 10: Manufacturing cost structure analysis

Chapter 11: Sales channel, distributors, and customers

Chapter 12: Global Metroidvania Games market size forecast by region, by country, by type, and application

Chapter 13: Comprehensive company profiles of the leading players, including Dead Cells, Hollow Knight, Cave Story, Ori and the Blind Forest, Bloodstained: Ritual of the Night, Shantae – Half Genie Hero, Steamworld Dig 2, Guacamelee 2 and Supraland,

etc.

## Chapter 14: Research Findings and Conclusion

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