

Global MOBA Computer Games Market Growth (Status and Outlook) 2026-2032

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Abstracts

The global MOBA Computer Games market size is predicted to grow from US\$ million in 2025 to US\$ million in 2032; it is expected to grow at a CAGR of % from 2026 to 2032.

MOBA Computer Games are a subgenre of strategy video games in which two teams of players compete against each other on a predefined battlefield. Each player controls a single character with a set of distinctive abilities that improve over the course of a game and which contribute to the team's overall strategy. The typical ultimate objective is for each team to destroy their opponents' main structure, located at the opposite corner of the battlefield. In some MOBA games, the objective can be defeating every player on the enemy team.

United States market for MOBA Computer Games is estimated to increase from US\$ million in 2025 to US\$ million by 2032, at a CAGR of % from 2026 through 2032.

China market for MOBA Computer Games is estimated to increase from US\$ million in 2025 to US\$ million by 2032, at a CAGR of % from 2026 through 2032.

Europe market for MOBA Computer Games is estimated to increase from US\$ million in 2025 to US\$ million by 2032, at a CAGR of % from 2026 through 2032.

Global key MOBA Computer Games players cover Riot Games, Valve Corporation, Blizzard Entertainment, Hi-Rez Studios, Tencent Games, etc. In terms of revenue, the global two largest companies occupied for a share nearly % in 2025.

LPI (LP Information)' newest research report, the "MOBA Computer Games Industry

Forecast” looks at past sales and reviews total world MOBA Computer Games sales in 2025, providing a comprehensive analysis by region and market sector of projected MOBA Computer Games sales for 2026 through 2032. With MOBA Computer Games sales broken down by region, market sector and sub-sector, this report provides a detailed analysis in US\$ millions of the world MOBA Computer Games industry.

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

This Insight Report evaluates the key market trends, drivers, and affecting factors shaping the global outlook for MOBA Computer 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 MOBA Computer Games.

This report presents a comprehensive overview, market shares, and growth opportunities of MOBA Computer Games market by product type, application, key players and key regions and countries.

Segmentation by Type:

Single-Player Battle MOBA

Multiplayer Battle MOBA

Segmentation by Application:

Esports

Personal Entertainment

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.

Riot Games

Valve Corporation

Blizzard Entertainment

Hi-Rez Studios

Tencent Games

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