

Global MOBA (Multiplayer Online Battle Arena) Mobile Games Market Growth (Status and Outlook) 2026-2032

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Abstracts

The global MOBA (Multiplayer Online Battle Arena) Mobile 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.

Multiplayer online tactical competitive mobile games (MOBA or TPS type) are very popular in the current market. These games usually emphasize teamwork, tactical layout and instant reaction ability.

United States market for MOBA (Multiplayer Online Battle Arena) Mobile 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 (Multiplayer Online Battle Arena) Mobile 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 (Multiplayer Online Battle Arena) Mobile 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 (Multiplayer Online Battle Arena) Mobile Games players cover ElectronicArts, Tencent, TapTap, Dreamon Studios, RekooJapan, 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 (Multiplayer Online Battle Arena) Mobile Games Industry Forecast" looks at past sales and reviews total world

MOBA (Multiplayer Online Battle Arena) Mobile Games sales in 2025, providing a comprehensive analysis by region and market sector of projected MOBA (Multiplayer Online Battle Arena) Mobile Games sales for 2026 through 2032. With MOBA (Multiplayer Online Battle Arena) Mobile Games sales broken down by region, market sector and sub-sector, this report provides a detailed analysis in US\$ millions of the world MOBA (Multiplayer Online Battle Arena) Mobile Games industry.

This Insight Report provides a comprehensive analysis of the global MOBA (Multiplayer Online Battle Arena) Mobile 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 (Multiplayer Online Battle Arena) Mobile Games portfolios and capabilities, market entry strategies, market positions, and geographic footprints, to better understand these firms' unique position in an accelerating global MOBA (Multiplayer Online Battle Arena) Mobile Games market.

This Insight Report evaluates the key market trends, drivers, and affecting factors shaping the global outlook for MOBA (Multiplayer Online Battle Arena) Mobile 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 (Multiplayer Online Battle Arena) Mobile Games.

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

Segmentation by Type:

Free to Play

Pay to Play

Segmentation by Application:

Android System

IOS System

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.

ElectronicArts

Tencent

TapTap

Dreamon Studios

RekooJapan

EasyTech

Wirraway Software

Slitherine

Lilith Games

Namco

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