

Global Mobile Moba Games Market Growth (Status and Outlook) 2023-2029

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Abstracts

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

This Insight Report provides a comprehensive analysis of the global Mobile Moba 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 analyzes the strategies of leading global companies with a focus on Mobile Moba Games portfolios and capabilities, market entry strategies, market positions, and geographic footprints, to better understand these firms' unique position in an accelerating global Mobile Moba Games market.

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

The global Mobile Moba Games 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 Mobile Moba Games 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 Mobile Moba Games 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 Mobile Moba Games is estimated to increase from US\$ million in 2022 to US\$ million by 2029, at a CAGR of % from 2023 through 2029.

Global key Mobile Moba Games players cover UCOOL, Supercell, Tencent, NetEase, Electronic Soul, Jump World, JJWorld (Beijing) Network Technology, 4399 and NetDragon, 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 Mobile Moba Games market by product type, application, key players and key regions and countries.

Market Segmentation:

Segmentation by type

3V3

5V5

Other

Segmentation by application

Android

IOS

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.

UCOOL

Supercell

Tencent

NetEase

Electronic Soul

Jump World

JJWorld (Beijing) Network Technology

4399

NetDragon

Moonton

Contents

1 SCOPE OF THE REPORT

- 1.1 Market Introduction
- 1.2 Years Considered
- 1.3 Research Objectives
- 1.4 Market Research Methodology
- 1.5 Research Process and Data Source
- 1.6 Economic Indicators
- 1.7 Currency Considered
- 1.8 Market Estimation Caveats

2 EXECUTIVE SUMMARY

- 2.1 World Market Overview
 - 2.1.1 Global Mobile Moba Games Market Size 2018-2029
 - 2.1.2 Mobile Moba Games Market Size CAGR by Region 2018 VS 2022 VS 2029
- 2.2 Mobile Moba Games Segment by Type
 - 2.2.1 3V3
 - 2.2.2 5V5
 - 2.2.3 Other
- 2.3 Mobile Moba Games Market Size by Type
 - 2.3.1 Mobile Moba Games Market Size CAGR by Type (2018 VS 2022 VS 2029)
 - 2.3.2 Global Mobile Moba Games Market Size Market Share by Type (2018-2023)
- 2.4 Mobile Moba Games Segment by Application
 - 2.4.1 Android
 - 2.4.2 IOS
- 2.5 Mobile Moba Games Market Size by Application
 - 2.5.1 Mobile Moba Games Market Size CAGR by Application (2018 VS 2022 VS 2029)
 - 2.5.2 Global Mobile Moba Games Market Size Market Share by Application (2018-2023)

3 MOBILE MOBA GAMES MARKET SIZE BY PLAYER

- 3.1 Mobile Moba Games Market Size Market Share by Players
 - 3.1.1 Global Mobile Moba Games Revenue by Players (2018-2023)
 - 3.1.2 Global Mobile Moba Games Revenue Market Share by Players (2018-2023)
- 3.2 Global Mobile Moba Games Key Players Head office and Products Offered

3.3 Market Concentration Rate Analysis

3.3.1 Competition Landscape Analysis

3.3.2 Concentration Ratio (CR3, CR5 and CR10) & (2021-2023)

3.4 New Products and Potential Entrants

3.5 Mergers & Acquisitions, Expansion

4 MOBILE MOBA GAMES BY REGIONS

4.1 Mobile Moba Games Market Size by Regions (2018-2023)

4.2 Americas Mobile Moba Games Market Size Growth (2018-2023)

4.3 APAC Mobile Moba Games Market Size Growth (2018-2023)

4.4 Europe Mobile Moba Games Market Size Growth (2018-2023)

4.5 Middle East & Africa Mobile Moba Games Market Size Growth (2018-2023)

5 AMERICAS

5.1 Americas Mobile Moba Games Market Size by Country (2018-2023)

5.2 Americas Mobile Moba Games Market Size by Type (2018-2023)

5.3 Americas Mobile Moba Games Market Size by Application (2018-2023)

5.4 United States

5.5 Canada

5.6 Mexico

5.7 Brazil

6 APAC

6.1 APAC Mobile Moba Games Market Size by Region (2018-2023)

6.2 APAC Mobile Moba Games Market Size by Type (2018-2023)

6.3 APAC Mobile Moba Games Market Size by Application (2018-2023)

6.4 China

6.5 Japan

6.6 Korea

6.7 Southeast Asia

6.8 India

6.9 Australia

7 EUROPE

7.1 Europe Mobile Moba Games by Country (2018-2023)

7.2 Europe Mobile Moba Games Market Size by Type (2018-2023)

7.3 Europe Mobile Moba Games Market Size by Application (2018-2023)

7.4 Germany

7.5 France

7.6 UK

7.7 Italy

7.8 Russia

8 MIDDLE EAST & AFRICA

8.1 Middle East & Africa Mobile Moba Games by Region (2018-2023)

8.2 Middle East & Africa Mobile Moba Games Market Size by Type (2018-2023)

8.3 Middle East & Africa Mobile Moba Games Market Size by Application (2018-2023)

8.4 Egypt

8.5 South Africa

8.6 Israel

8.7 Turkey

8.8 GCC Countries

9 MARKET DRIVERS, CHALLENGES AND TRENDS

9.1 Market Drivers & Growth Opportunities

9.2 Market Challenges & Risks

9.3 Industry Trends

10 GLOBAL MOBILE MOBA GAMES MARKET FORECAST

10.1 Global Mobile Moba Games Forecast by Regions (2024-2029)

10.1.1 Global Mobile Moba Games Forecast by Regions (2024-2029)

10.1.2 Americas Mobile Moba Games Forecast

10.1.3 APAC Mobile Moba Games Forecast

10.1.4 Europe Mobile Moba Games Forecast

10.1.5 Middle East & Africa Mobile Moba Games Forecast

10.2 Americas Mobile Moba Games Forecast by Country (2024-2029)

10.2.1 United States Mobile Moba Games Market Forecast

10.2.2 Canada Mobile Moba Games Market Forecast

10.2.3 Mexico Mobile Moba Games Market Forecast

10.2.4 Brazil Mobile Moba Games Market Forecast

10.3 APAC Mobile Moba Games Forecast by Region (2024-2029)

- 10.3.1 China Mobile Moba Games Market Forecast
- 10.3.2 Japan Mobile Moba Games Market Forecast
- 10.3.3 Korea Mobile Moba Games Market Forecast
- 10.3.4 Southeast Asia Mobile Moba Games Market Forecast
- 10.3.5 India Mobile Moba Games Market Forecast
- 10.3.6 Australia Mobile Moba Games Market Forecast
- 10.4 Europe Mobile Moba Games Forecast by Country (2024-2029)
 - 10.4.1 Germany Mobile Moba Games Market Forecast
 - 10.4.2 France Mobile Moba Games Market Forecast
 - 10.4.3 UK Mobile Moba Games Market Forecast
 - 10.4.4 Italy Mobile Moba Games Market Forecast
 - 10.4.5 Russia Mobile Moba Games Market Forecast
- 10.5 Middle East & Africa Mobile Moba Games Forecast by Region (2024-2029)
 - 10.5.1 Egypt Mobile Moba Games Market Forecast
 - 10.5.2 South Africa Mobile Moba Games Market Forecast
 - 10.5.3 Israel Mobile Moba Games Market Forecast
 - 10.5.4 Turkey Mobile Moba Games Market Forecast
 - 10.5.5 GCC Countries Mobile Moba Games Market Forecast
- 10.6 Global Mobile Moba Games Forecast by Type (2024-2029)
- 10.7 Global Mobile Moba Games Forecast by Application (2024-2029)

11 KEY PLAYERS ANALYSIS

- 11.1 UCOOL
 - 11.1.1 UCOOL Company Information
 - 11.1.2 UCOOL Mobile Moba Games Product Offered
 - 11.1.3 UCOOL Mobile Moba Games Revenue, Gross Margin and Market Share (2018-2023)
 - 11.1.4 UCOOL Main Business Overview
 - 11.1.5 UCOOL Latest Developments
- 11.2 Supercell
 - 11.2.1 Supercell Company Information
 - 11.2.2 Supercell Mobile Moba Games Product Offered
 - 11.2.3 Supercell Mobile Moba Games Revenue, Gross Margin and Market Share (2018-2023)
 - 11.2.4 Supercell Main Business Overview
 - 11.2.5 Supercell Latest Developments
- 11.3 Tencent
 - 11.3.1 Tencent Company Information

- 11.3.2 Tencent Mobile Moba Games Product Offered
- 11.3.3 Tencent Mobile Moba Games Revenue, Gross Margin and Market Share (2018-2023)
- 11.3.4 Tencent Main Business Overview
- 11.3.5 Tencent Latest Developments
- 11.4 NetEase
 - 11.4.1 NetEase Company Information
 - 11.4.2 NetEase Mobile Moba Games Product Offered
 - 11.4.3 NetEase Mobile Moba Games Revenue, Gross Margin and Market Share (2018-2023)
 - 11.4.4 NetEase Main Business Overview
 - 11.4.5 NetEase Latest Developments
- 11.5 Electronic Soul
 - 11.5.1 Electronic Soul Company Information
 - 11.5.2 Electronic Soul Mobile Moba Games Product Offered
 - 11.5.3 Electronic Soul Mobile Moba Games Revenue, Gross Margin and Market Share (2018-2023)
 - 11.5.4 Electronic Soul Main Business Overview
 - 11.5.5 Electronic Soul Latest Developments
- 11.6 Jump World
 - 11.6.1 Jump World Company Information
 - 11.6.2 Jump World Mobile Moba Games Product Offered
 - 11.6.3 Jump World Mobile Moba Games Revenue, Gross Margin and Market Share (2018-2023)
 - 11.6.4 Jump World Main Business Overview
 - 11.6.5 Jump World Latest Developments
- 11.7 JJWorld (Beijing) Network Technology
 - 11.7.1 JJWorld (Beijing) Network Technology Company Information
 - 11.7.2 JJWorld (Beijing) Network Technology Mobile Moba Games Product Offered
 - 11.7.3 JJWorld (Beijing) Network Technology Mobile Moba Games Revenue, Gross Margin and Market Share (2018-2023)
 - 11.7.4 JJWorld (Beijing) Network Technology Main Business Overview
 - 11.7.5 JJWorld (Beijing) Network Technology Latest Developments
- 11.8 4399
 - 11.8.1 4399 Company Information
 - 11.8.2 4399 Mobile Moba Games Product Offered
 - 11.8.3 4399 Mobile Moba Games Revenue, Gross Margin and Market Share (2018-2023)
 - 11.8.4 4399 Main Business Overview

11.8.5 4399 Latest Developments

11.9 NetDragon

11.9.1 NetDragon Company Information

11.9.2 NetDragon Mobile Moba Games Product Offered

11.9.3 NetDragon Mobile Moba Games Revenue, Gross Margin and Market Share
(2018-2023)

11.9.4 NetDragon Main Business Overview

11.9.5 NetDragon Latest Developments

11.10 Moonton

11.10.1 Moonton Company Information

11.10.2 Moonton Mobile Moba Games Product Offered

11.10.3 Moonton Mobile Moba Games Revenue, Gross Margin and Market Share
(2018-2023)

11.10.4 Moonton Main Business Overview

11.10.5 Moonton Latest Developments

12 RESEARCH FINDINGS AND CONCLUSION

List Of Tables

LIST OF TABLES

Table 1. Mobile Moba Games Market Size CAGR by Region (2018 VS 2022 VS 2029) & (\$ Millions)

Table 2. Major Players of 3V3

Table 3. Major Players of 5V5

Table 4. Major Players of Other

Table 5. Mobile Moba Games Market Size CAGR by Type (2018 VS 2022 VS 2029) & (\$ Millions)

Table 6. Global Mobile Moba Games Market Size by Type (2018-2023) & (\$ Millions)

Table 7. Global Mobile Moba Games Market Size Market Share by Type (2018-2023)

Table 8. Mobile Moba Games Market Size CAGR by Application (2018 VS 2022 VS 2029) & (\$ Millions)

Table 9. Global Mobile Moba Games Market Size by Application (2018-2023) & (\$ Millions)

Table 10. Global Mobile Moba Games Market Size Market Share by Application (2018-2023)

Table 11. Global Mobile Moba Games Revenue by Players (2018-2023) & (\$ Millions)

Table 12. Global Mobile Moba Games Revenue Market Share by Player (2018-2023)

Table 13. Mobile Moba Games Key Players Head office and Products Offered

Table 14. Mobile Moba Games Concentration Ratio (CR3, CR5 and CR10) & (2021-2023)

Table 15. New Products and Potential Entrants

Table 16. Mergers & Acquisitions, Expansion

Table 17. Global Mobile Moba Games Market Size by Regions 2018-2023 & (\$ Millions)

Table 18. Global Mobile Moba Games Market Size Market Share by Regions (2018-2023)

Table 19. Global Mobile Moba Games Revenue by Country/Region (2018-2023) & (\$ millions)

Table 20. Global Mobile Moba Games Revenue Market Share by Country/Region (2018-2023)

Table 21. Americas Mobile Moba Games Market Size by Country (2018-2023) & (\$ Millions)

Table 22. Americas Mobile Moba Games Market Size Market Share by Country (2018-2023)

Table 23. Americas Mobile Moba Games Market Size by Type (2018-2023) & (\$ Millions)

Table 24. Americas Mobile Moba Games Market Size Market Share by Type (2018-2023)

Table 25. Americas Mobile Moba Games Market Size by Application (2018-2023) & (\$ Millions)

Table 26. Americas Mobile Moba Games Market Size Market Share by Application (2018-2023)

Table 27. APAC Mobile Moba Games Market Size by Region (2018-2023) & (\$ Millions)

Table 28. APAC Mobile Moba Games Market Size Market Share by Region (2018-2023)

Table 29. APAC Mobile Moba Games Market Size by Type (2018-2023) & (\$ Millions)

Table 30. APAC Mobile Moba Games Market Size Market Share by Type (2018-2023)

Table 31. APAC Mobile Moba Games Market Size by Application (2018-2023) & (\$ Millions)

Table 32. APAC Mobile Moba Games Market Size Market Share by Application (2018-2023)

Table 33. Europe Mobile Moba Games Market Size by Country (2018-2023) & (\$ Millions)

Table 34. Europe Mobile Moba Games Market Size Market Share by Country (2018-2023)

Table 35. Europe Mobile Moba Games Market Size by Type (2018-2023) & (\$ Millions)

Table 36. Europe Mobile Moba Games Market Size Market Share by Type (2018-2023)

Table 37. Europe Mobile Moba Games Market Size by Application (2018-2023) & (\$ Millions)

Table 38. Europe Mobile Moba Games Market Size Market Share by Application (2018-2023)

Table 39. Middle East & Africa Mobile Moba Games Market Size by Region (2018-2023) & (\$ Millions)

Table 40. Middle East & Africa Mobile Moba Games Market Size Market Share by Region (2018-2023)

Table 41. Middle East & Africa Mobile Moba Games Market Size by Type (2018-2023) & (\$ Millions)

Table 42. Middle East & Africa Mobile Moba Games Market Size Market Share by Type (2018-2023)

Table 43. Middle East & Africa Mobile Moba Games Market Size by Application (2018-2023) & (\$ Millions)

Table 44. Middle East & Africa Mobile Moba Games Market Size Market Share by Application (2018-2023)

Table 45. Key Market Drivers & Growth Opportunities of Mobile Moba Games

Table 46. Key Market Challenges & Risks of Mobile Moba Games

Table 47. Key Industry Trends of Mobile Moba Games
Table 48. Global Mobile Moba Games Market Size Forecast by Regions (2024-2029) & (\$ Millions)
Table 49. Global Mobile Moba Games Market Size Market Share Forecast by Regions (2024-2029)
Table 50. Global Mobile Moba Games Market Size Forecast by Type (2024-2029) & (\$ Millions)
Table 51. Global Mobile Moba Games Market Size Forecast by Application (2024-2029) & (\$ Millions)
Table 52. UCOOL Details, Company Type, Mobile Moba Games Area Served and Its Competitors
Table 53. UCOOL Mobile Moba Games Product Offered
Table 54. UCOOL Mobile Moba Games Revenue (\$ million), Gross Margin and Market Share (2018-2023)
Table 55. UCOOL Main Business
Table 56. UCOOL Latest Developments
Table 57. Supercell Details, Company Type, Mobile Moba Games Area Served and Its Competitors
Table 58. Supercell Mobile Moba Games Product Offered
Table 59. Supercell Main Business
Table 60. Supercell Mobile Moba Games Revenue (\$ million), Gross Margin and Market Share (2018-2023)
Table 61. Supercell Latest Developments
Table 62. Tencent Details, Company Type, Mobile Moba Games Area Served and Its Competitors
Table 63. Tencent Mobile Moba Games Product Offered
Table 64. Tencent Main Business
Table 65. Tencent Mobile Moba Games Revenue (\$ million), Gross Margin and Market Share (2018-2023)
Table 66. Tencent Latest Developments
Table 67. NetEase Details, Company Type, Mobile Moba Games Area Served and Its Competitors
Table 68. NetEase Mobile Moba Games Product Offered
Table 69. NetEase Main Business
Table 70. NetEase Mobile Moba Games Revenue (\$ million), Gross Margin and Market Share (2018-2023)
Table 71. NetEase Latest Developments
Table 72. Electronic Soul Details, Company Type, Mobile Moba Games Area Served and Its Competitors

Table 73. Electronic Soul Mobile Moba Games Product Offered

Table 74. Electronic Soul Main Business

Table 75. Electronic Soul Mobile Moba Games Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 76. Electronic Soul Latest Developments

Table 77. Jump World Details, Company Type, Mobile Moba Games Area Served and Its Competitors

Table 78. Jump World Mobile Moba Games Product Offered

Table 79. Jump World Main Business

Table 80. Jump World Mobile Moba Games Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 81. Jump World Latest Developments

Table 82. JJWorld (Beijing) Network Technology Details, Company Type, Mobile Moba Games Area Served and Its Competitors

Table 83. JJWorld (Beijing) Network Technology Mobile Moba Games Product Offered

Table 84. JJWorld (Beijing) Network Technology Main Business

Table 85. JJWorld (Beijing) Network Technology Mobile Moba Games Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 86. JJWorld (Beijing) Network Technology Latest Developments

Table 87. 4399 Details, Company Type, Mobile Moba Games Area Served and Its Competitors

Table 88. 4399 Mobile Moba Games Product Offered

Table 89. 4399 Main Business

Table 90. 4399 Mobile Moba Games Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 91. 4399 Latest Developments

Table 92. NetDragon Details, Company Type, Mobile Moba Games Area Served and Its Competitors

Table 93. NetDragon Mobile Moba Games Product Offered

Table 94. NetDragon Main Business

Table 95. NetDragon Mobile Moba Games Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 96. NetDragon Latest Developments

Table 97. Moonton Details, Company Type, Mobile Moba Games Area Served and Its Competitors

Table 98. Moonton Mobile Moba Games Product Offered

Table 99. Moonton Main Business

Table 100. Moonton Mobile Moba Games Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 101. Moonton Latest Developments

List Of Figures

LIST OF FIGURES

- Figure 1. Mobile Moba Games Report Years Considered
- Figure 2. Research Objectives
- Figure 3. Research Methodology
- Figure 4. Research Process and Data Source
- Figure 5. Global Mobile Moba Games Market Size Growth Rate 2018-2029 (\$ Millions)
- Figure 6. Mobile Moba Games Sales by Geographic Region (2018, 2022 & 2029) & (\$ millions)
- Figure 7. Mobile Moba Games Sales Market Share by Country/Region (2022)
- Figure 8. Mobile Moba Games Sales Market Share by Country/Region (2018, 2022 & 2029)
- Figure 9. Global Mobile Moba Games Market Size Market Share by Type in 2022
- Figure 10. Mobile Moba Games in Android
- Figure 11. Global Mobile Moba Games Market: Android (2018-2023) & (\$ Millions)
- Figure 12. Mobile Moba Games in IOS
- Figure 13. Global Mobile Moba Games Market: IOS (2018-2023) & (\$ Millions)
- Figure 14. Global Mobile Moba Games Market Size Market Share by Application in 2022
- Figure 15. Global Mobile Moba Games Revenue Market Share by Player in 2022
- Figure 16. Global Mobile Moba Games Market Size Market Share by Regions (2018-2023)
- Figure 17. Americas Mobile Moba Games Market Size 2018-2023 (\$ Millions)
- Figure 18. APAC Mobile Moba Games Market Size 2018-2023 (\$ Millions)
- Figure 19. Europe Mobile Moba Games Market Size 2018-2023 (\$ Millions)
- Figure 20. Middle East & Africa Mobile Moba Games Market Size 2018-2023 (\$ Millions)
- Figure 21. Americas Mobile Moba Games Value Market Share by Country in 2022
- Figure 22. United States Mobile Moba Games Market Size Growth 2018-2023 (\$ Millions)
- Figure 23. Canada Mobile Moba Games Market Size Growth 2018-2023 (\$ Millions)
- Figure 24. Mexico Mobile Moba Games Market Size Growth 2018-2023 (\$ Millions)
- Figure 25. Brazil Mobile Moba Games Market Size Growth 2018-2023 (\$ Millions)
- Figure 26. APAC Mobile Moba Games Market Size Market Share by Region in 2022
- Figure 27. APAC Mobile Moba Games Market Size Market Share by Type in 2022
- Figure 28. APAC Mobile Moba Games Market Size Market Share by Application in 2022
- Figure 29. China Mobile Moba Games Market Size Growth 2018-2023 (\$ Millions)

Figure 30. Japan Mobile Moba Games Market Size Growth 2018-2023 (\$ Millions)

Figure 31. Korea Mobile Moba Games Market Size Growth 2018-2023 (\$ Millions)

Figure 32. Southeast Asia Mobile Moba Games Market Size Growth 2018-2023 (\$ Millions)

Figure 33. India Mobile Moba Games Market Size Growth 2018-2023 (\$ Millions)

Figure 34. Australia Mobile Moba Games Market Size Growth 2018-2023 (\$ Millions)

Figure 35. Europe Mobile Moba Games Market Size Market Share by Country in 2022

Figure 36. Europe Mobile Moba Games Market Size Market Share by Type (2018-2023)

Figure 37. Europe Mobile Moba Games Market Size Market Share by Application (2018-2023)

Figure 38. Germany Mobile Moba Games Market Size Growth 2018-2023 (\$ Millions)

Figure 39. France Mobile Moba Games Market Size Growth 2018-2023 (\$ Millions)

Figure 40. UK Mobile Moba Games Market Size Growth 2018-2023 (\$ Millions)

Figure 41. Italy Mobile Moba Games Market Size Growth 2018-2023 (\$ Millions)

Figure 42. Russia Mobile Moba Games Market Size Growth 2018-2023 (\$ Millions)

Figure 43. Middle East & Africa Mobile Moba Games Market Size Market Share by Region (2018-2023)

Figure 44. Middle East & Africa Mobile Moba Games Market Size Market Share by Type (2018-2023)

Figure 45. Middle East & Africa Mobile Moba Games Market Size Market Share by Application (2018-2023)

Figure 46. Egypt Mobile Moba Games Market Size Growth 2018-2023 (\$ Millions)

Figure 47. South Africa Mobile Moba Games Market Size Growth 2018-2023 (\$ Millions)

Figure 48. Israel Mobile Moba Games Market Size Growth 2018-2023 (\$ Millions)

Figure 49. Turkey Mobile Moba Games Market Size Growth 2018-2023 (\$ Millions)

Figure 50. GCC Country Mobile Moba Games Market Size Growth 2018-2023 (\$ Millions)

Figure 51. Americas Mobile Moba Games Market Size 2024-2029 (\$ Millions)

Figure 52. APAC Mobile Moba Games Market Size 2024-2029 (\$ Millions)

Figure 53. Europe Mobile Moba Games Market Size 2024-2029 (\$ Millions)

Figure 54. Middle East & Africa Mobile Moba Games Market Size 2024-2029 (\$ Millions)

Figure 55. United States Mobile Moba Games Market Size 2024-2029 (\$ Millions)

Figure 56. Canada Mobile Moba Games Market Size 2024-2029 (\$ Millions)

Figure 57. Mexico Mobile Moba Games Market Size 2024-2029 (\$ Millions)

Figure 58. Brazil Mobile Moba Games Market Size 2024-2029 (\$ Millions)

Figure 59. China Mobile Moba Games Market Size 2024-2029 (\$ Millions)

Figure 60. Japan Mobile Moba Games Market Size 2024-2029 (\$ Millions)

Figure 61. Korea Mobile Moba Games Market Size 2024-2029 (\$ Millions)

Figure 62. Southeast Asia Mobile Moba Games Market Size 2024-2029 (\$ Millions)

Figure 63. India Mobile Moba Games Market Size 2024-2029 (\$ Millions)

Figure 64. Australia Mobile Moba Games Market Size 2024-2029 (\$ Millions)

Figure 65. Germany Mobile Moba Games Market Size 2024-2029 (\$ Millions)

Figure 66. France Mobile Moba Games Market Size 2024-2029 (\$ Millions)

Figure 67. UK Mobile Moba Games Market Size 2024-2029 (\$ Millions)

Figure 68. Italy Mobile Moba Games Market Size 2024-2029 (\$ Millions)

Figure 69. Russia Mobile Moba Games Market Size 2024-2029 (\$ Millions)

Figure 70. Spain Mobile Moba Games Market Size 2024-2029 (\$ Millions)

Figure 71. Egypt Mobile Moba Games Market Size 2024-2029 (\$ Millions)

Figure 72. South Africa Mobile Moba Games Market Size 2024-2029 (\$ Millions)

Figure 73. Israel Mobile Moba Games Market Size 2024-2029 (\$ Millions)

Figure 74. Turkey Mobile Moba Games Market Size 2024-2029 (\$ Millions)

Figure 75. GCC Countries Mobile Moba Games Market Size 2024-2029 (\$ Millions)

Figure 76. Global Mobile Moba Games Market Size Market Share Forecast by Type (2024-2029)

Figure 77. Global Mobile Moba Games Market Size Market Share Forecast by Application (2024-2029)

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