

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

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Abstracts

The global Multiplayer Games market size is predicted to grow from US\$ 12339 million in 2025 to US\$ 18406 million in 2032; it is expected to grow at a CAGR of 6.4% from 2026 to 2032.

Multiplayer games are video games that allow two or more players to participate simultaneously or asynchronously. Players interact, cooperate, or compete within the same virtual environment via local connections or the internet. Common formats include cooperative (co-op), player-versus-player (PvP), and massively multiplayer online (MMO) modes. Multiplayer games emphasize real-time interaction, social engagement, and strategic coordination, making them a core segment of the modern gaming industry.

United States market for Multiplayer 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 Multiplayer 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 Multiplayer 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 Multiplayer Games players cover Riot Games, Activision Blizzard, Epic Games, Electronic Arts (EA), Valve Corporation, etc. In terms of revenue, the global two largest companies occupied for a share nearly % in 2025.

LPI (LP Information)' newest research report, the "Multiplayer Games Industry Forecast" looks at past sales and reviews total world Multiplayer Games sales in 2025,

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

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

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

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

Segmentation by Type:

PC Games

Mobile Games

Segmentation by Network Mode:

Online

Offline

Segmentation by People:

2-3 People

4-5 People

Above 5 People

Segmentation by Application:

Adults

Children

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

Activision Blizzard

Epic Games

Electronic Arts (EA)

Valve Corporation

Tencent Games

Ubisoft

Bungie

Supercell

CD Projekt Red

Square Enix

Take-Two Interactive

Bandai Namco Entertainment

Bethesda Softworks (Zenimax)

NCSOFT

Mojang Studios

Wargaming.net

Roblox Corporation

Paradox Interactive

Sohu Changyou

Giant Interactive

NetEase Games

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 Multiplayer Games Market Size (2021-2032)
 - 2.1.2 Multiplayer Games Market Size CAGR by Region (2021 VS 2025 VS 2032)
 - 2.1.3 World Current & Future Analysis for Multiplayer Games by Country/Region (2021, 2025 & 2032)
- 2.2 Multiplayer Games Segment by Type
 - 2.2.1 PC Games
 - 2.2.2 Mobile Games
 - 2.2.3 Multiplayer Games Market Size by Type
 - 2.2.3.1 Multiplayer Games Market Size CAGR by Type (2021 VS 2025 VS 2032)
 - 2.2.3.2 Global Multiplayer Games Market Size Market Share by Type (2021-2026)
- 2.3 Multiplayer Games Segment by Network Mode
 - 2.3.1 Online
 - 2.3.2 Offline
 - 2.3.3 Multiplayer Games Market Size by Network Mode
 - 2.3.3.1 Multiplayer Games Market Size CAGR by Network Mode (2021 VS 2025 VS 2032)
 - 2.3.3.2 Global Multiplayer Games Market Size Market Share by Network Mode (2021-2026)
- 2.4 Multiplayer Games Segment by People
 - 2.4.1 2-3 People
 - 2.4.2 4-5 People
 - 2.4.3 Above 5 People
 - 2.4.4 Multiplayer Games Market Size by People

2.4.4.1 Multiplayer Games Market Size CAGR by People (2021 VS 2025 VS 2032)

2.4.4.2 Global Multiplayer Games Market Size Market Share by People (2021-2026)

2.5 Multiplayer Games Segment by Application

2.5.1 Adults

2.5.2 Children

2.5.3 Multiplayer Games Market Size by Application

2.5.3.1 Multiplayer Games Market Size CAGR by Application (2021 VS 2025 VS 2032)

2.5.3.2 Global Multiplayer Games Market Size Market Share by Application (2021-2026)

3 MULTIPLAYER GAMES MARKET SIZE BY PLAYER

3.1 Multiplayer Games Market Size Market Share by Player

3.1.1 Global Multiplayer Games Revenue by Player (2021-2026)

3.1.2 Global Multiplayer Games Revenue Market Share by Player (2021-2026)

3.2 Global Multiplayer 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) & (2024-2026)

3.4 New Products and Potential Entrants

3.5 Mergers & Acquisitions, Expansion

4 MULTIPLAYER GAMES BY REGION

4.1 Multiplayer Games Market Size by Region (2021-2026)

4.2 Global Multiplayer Games Annual Revenue by Country/Region (2021-2026)

4.3 Americas Multiplayer Games Market Size Growth (2021-2026)

4.4 APAC Multiplayer Games Market Size Growth (2021-2026)

4.5 Europe Multiplayer Games Market Size Growth (2021-2026)

4.6 Middle East & Africa Multiplayer Games Market Size Growth (2021-2026)

5 AMERICAS

5.1 Americas Multiplayer Games Market Size by Country (2021-2026)

5.2 Americas Multiplayer Games Market Size by Type (2021-2026)

5.3 Americas Multiplayer Games Market Size by Application (2021-2026)

5.4 United States

5.5 Canada

5.6 Mexico

5.7 Brazil

6 APAC

6.1 APAC Multiplayer Games Market Size by Region (2021-2026)

6.2 APAC Multiplayer Games Market Size by Type (2021-2026)

6.3 APAC Multiplayer Games Market Size by Application (2021-2026)

6.4 China

6.5 Japan

6.6 South Korea

6.7 Southeast Asia

6.8 India

6.9 Australia

7 EUROPE

7.1 Europe Multiplayer Games Market Size by Country (2021-2026)

7.2 Europe Multiplayer Games Market Size by Type (2021-2026)

7.3 Europe Multiplayer Games Market Size by Application (2021-2026)

7.4 Germany

7.5 France

7.6 UK

7.7 Italy

7.8 Russia

8 MIDDLE EAST & AFRICA

8.1 Middle East & Africa Multiplayer Games by Region (2021-2026)

8.2 Middle East & Africa Multiplayer Games Market Size by Type (2021-2026)

8.3 Middle East & Africa Multiplayer Games Market Size by Application (2021-2026)

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 MULTIPLAYER GAMES MARKET FORECAST

10.1 Global Multiplayer Games Forecast by Region (2027-2032)

10.1.1 Global Multiplayer Games Forecast by Region (2027-2032)

10.1.2 Americas Multiplayer Games Forecast

10.1.3 APAC Multiplayer Games Forecast

10.1.4 Europe Multiplayer Games Forecast

10.1.5 Middle East & Africa Multiplayer Games Forecast

10.2 Americas Multiplayer Games Forecast by Country (2027-2032)

10.2.1 United States Market Multiplayer Games Forecast

10.2.2 Canada Market Multiplayer Games Forecast

10.2.3 Mexico Market Multiplayer Games Forecast

10.2.4 Brazil Market Multiplayer Games Forecast

10.3 APAC Multiplayer Games Forecast by Region (2027-2032)

10.3.1 China Multiplayer Games Market Forecast

10.3.2 Japan Market Multiplayer Games Forecast

10.3.3 Korea Market Multiplayer Games Forecast

10.3.4 Southeast Asia Market Multiplayer Games Forecast

10.3.5 India Market Multiplayer Games Forecast

10.3.6 Australia Market Multiplayer Games Forecast

10.4 Europe Multiplayer Games Forecast by Country (2027-2032)

10.4.1 Germany Market Multiplayer Games Forecast

10.4.2 France Market Multiplayer Games Forecast

10.4.3 UK Market Multiplayer Games Forecast

10.4.4 Italy Market Multiplayer Games Forecast

10.4.5 Russia Market Multiplayer Games Forecast

10.5 Middle East & Africa Multiplayer Games Forecast by Region (2027-2032)

10.5.1 Egypt Market Multiplayer Games Forecast

10.5.2 South Africa Market Multiplayer Games Forecast

10.5.3 Israel Market Multiplayer Games Forecast

10.5.4 Turkey Market Multiplayer Games Forecast

10.6 Global Multiplayer Games Forecast by Type (2027-2032)

10.7 Global Multiplayer Games Forecast by Application (2027-2032)

10.7.1 GCC Countries Market Multiplayer Games Forecast

11 KEY PLAYERS ANALYSIS

11.1 Riot Games

11.1.1 Riot Games Company Information

11.1.2 Riot Games Multiplayer Games Product Offered

11.1.3 Riot Games Multiplayer Games Revenue, Gross Margin and Market Share (2021-2026)

11.1.4 Riot Games Main Business Overview

11.1.5 Riot Games Latest Developments

11.2 Activision Blizzard

11.2.1 Activision Blizzard Company Information

11.2.2 Activision Blizzard Multiplayer Games Product Offered

11.2.3 Activision Blizzard Multiplayer Games Revenue, Gross Margin and Market Share (2021-2026)

11.2.4 Activision Blizzard Main Business Overview

11.2.5 Activision Blizzard Latest Developments

11.3 Epic Games

11.3.1 Epic Games Company Information

11.3.2 Epic Games Multiplayer Games Product Offered

11.3.3 Epic Games Multiplayer Games Revenue, Gross Margin and Market Share (2021-2026)

11.3.4 Epic Games Main Business Overview

11.3.5 Epic Games Latest Developments

11.4 Electronic Arts (EA)

11.4.1 Electronic Arts (EA) Company Information

11.4.2 Electronic Arts (EA) Multiplayer Games Product Offered

11.4.3 Electronic Arts (EA) Multiplayer Games Revenue, Gross Margin and Market Share (2021-2026)

11.4.4 Electronic Arts (EA) Main Business Overview

11.4.5 Electronic Arts (EA) Latest Developments

11.5 Valve Corporation

11.5.1 Valve Corporation Company Information

11.5.2 Valve Corporation Multiplayer Games Product Offered

11.5.3 Valve Corporation Multiplayer Games Revenue, Gross Margin and Market Share (2021-2026)

11.5.4 Valve Corporation Main Business Overview

11.5.5 Valve Corporation Latest Developments

11.6 Tencent Games

11.6.1 Tencent Games Company Information

- 11.6.2 Tencent Games Multiplayer Games Product Offered
- 11.6.3 Tencent Games Multiplayer Games Revenue, Gross Margin and Market Share (2021-2026)
- 11.6.4 Tencent Games Main Business Overview
- 11.6.5 Tencent Games Latest Developments
- 11.7 Ubisoft
 - 11.7.1 Ubisoft Company Information
 - 11.7.2 Ubisoft Multiplayer Games Product Offered
 - 11.7.3 Ubisoft Multiplayer Games Revenue, Gross Margin and Market Share (2021-2026)
 - 11.7.4 Ubisoft Main Business Overview
 - 11.7.5 Ubisoft Latest Developments
- 11.8 Bungie
 - 11.8.1 Bungie Company Information
 - 11.8.2 Bungie Multiplayer Games Product Offered
 - 11.8.3 Bungie Multiplayer Games Revenue, Gross Margin and Market Share (2021-2026)
 - 11.8.4 Bungie Main Business Overview
 - 11.8.5 Bungie Latest Developments
- 11.9 Supercell
 - 11.9.1 Supercell Company Information
 - 11.9.2 Supercell Multiplayer Games Product Offered
 - 11.9.3 Supercell Multiplayer Games Revenue, Gross Margin and Market Share (2021-2026)
 - 11.9.4 Supercell Main Business Overview
 - 11.9.5 Supercell Latest Developments
- 11.10 CD Projekt Red
 - 11.10.1 CD Projekt Red Company Information
 - 11.10.2 CD Projekt Red Multiplayer Games Product Offered
 - 11.10.3 CD Projekt Red Multiplayer Games Revenue, Gross Margin and Market Share (2021-2026)
 - 11.10.4 CD Projekt Red Main Business Overview
 - 11.10.5 CD Projekt Red Latest Developments
- 11.11 Square Enix
 - 11.11.1 Square Enix Company Information
 - 11.11.2 Square Enix Multiplayer Games Product Offered
 - 11.11.3 Square Enix Multiplayer Games Revenue, Gross Margin and Market Share (2021-2026)
 - 11.11.4 Square Enix Main Business Overview

- 11.11.5 Square Enix Latest Developments
- 11.12 Take-Two Interactive
 - 11.12.1 Take-Two Interactive Company Information
 - 11.12.2 Take-Two Interactive Multiplayer Games Product Offered
 - 11.12.3 Take-Two Interactive Multiplayer Games Revenue, Gross Margin and Market Share (2021-2026)
 - 11.12.4 Take-Two Interactive Main Business Overview
 - 11.12.5 Take-Two Interactive Latest Developments
- 11.13 Bandai Namco Entertainment
 - 11.13.1 Bandai Namco Entertainment Company Information
 - 11.13.2 Bandai Namco Entertainment Multiplayer Games Product Offered
 - 11.13.3 Bandai Namco Entertainment Multiplayer Games Revenue, Gross Margin and Market Share (2021-2026)
 - 11.13.4 Bandai Namco Entertainment Main Business Overview
 - 11.13.5 Bandai Namco Entertainment Latest Developments
- 11.14 Bethesda Softworks (Zenimax)
 - 11.14.1 Bethesda Softworks (Zenimax) Company Information
 - 11.14.2 Bethesda Softworks (Zenimax) Multiplayer Games Product Offered
 - 11.14.3 Bethesda Softworks (Zenimax) Multiplayer Games Revenue, Gross Margin and Market Share (2021-2026)
 - 11.14.4 Bethesda Softworks (Zenimax) Main Business Overview
 - 11.14.5 Bethesda Softworks (Zenimax) Latest Developments
- 11.15 NCSoft
 - 11.15.1 NCSoft Company Information
 - 11.15.2 NCSoft Multiplayer Games Product Offered
 - 11.15.3 NCSoft Multiplayer Games Revenue, Gross Margin and Market Share (2021-2026)
 - 11.15.4 NCSoft Main Business Overview
 - 11.15.5 NCSoft Latest Developments
- 11.16 Mojang Studios
 - 11.16.1 Mojang Studios Company Information
 - 11.16.2 Mojang Studios Multiplayer Games Product Offered
 - 11.16.3 Mojang Studios Multiplayer Games Revenue, Gross Margin and Market Share (2021-2026)
 - 11.16.4 Mojang Studios Main Business Overview
 - 11.16.5 Mojang Studios Latest Developments
- 11.17 Wargaming.net
 - 11.17.1 Wargaming.net Company Information
 - 11.17.2 Wargaming.net Multiplayer Games Product Offered

11.17.3 Wargaming.net Multiplayer Games Revenue, Gross Margin and Market Share (2021-2026)

11.17.4 Wargaming.net Main Business Overview

11.17.5 Wargaming.net Latest Developments

11.18 Roblox Corporation

11.18.1 Roblox Corporation Company Information

11.18.2 Roblox Corporation Multiplayer Games Product Offered

11.18.3 Roblox Corporation Multiplayer Games Revenue, Gross Margin and Market Share (2021-2026)

11.18.4 Roblox Corporation Main Business Overview

11.18.5 Roblox Corporation Latest Developments

11.19 Paradox Interactive

11.19.1 Paradox Interactive Company Information

11.19.2 Paradox Interactive Multiplayer Games Product Offered

11.19.3 Paradox Interactive Multiplayer Games Revenue, Gross Margin and Market Share (2021-2026)

11.19.4 Paradox Interactive Main Business Overview

11.19.5 Paradox Interactive Latest Developments

11.20 Sohu Changyou

11.20.1 Sohu Changyou Company Information

11.20.2 Sohu Changyou Multiplayer Games Product Offered

11.20.3 Sohu Changyou Multiplayer Games Revenue, Gross Margin and Market Share (2021-2026)

11.20.4 Sohu Changyou Main Business Overview

11.20.5 Sohu Changyou Latest Developments

11.21 Giant Interactive

11.21.1 Giant Interactive Company Information

11.21.2 Giant Interactive Multiplayer Games Product Offered

11.21.3 Giant Interactive Multiplayer Games Revenue, Gross Margin and Market Share (2021-2026)

11.21.4 Giant Interactive Main Business Overview

11.21.5 Giant Interactive Latest Developments

11.22 NetEase Games

11.22.1 NetEase Games Company Information

11.22.2 NetEase Games Multiplayer Games Product Offered

11.22.3 NetEase Games Multiplayer Games Revenue, Gross Margin and Market Share (2021-2026)

11.22.4 NetEase Games Main Business Overview

11.22.5 NetEase Games Latest Developments

12 RESEARCH FINDINGS AND CONCLUSION

List Of Tables

LIST OF TABLES

- Table 1. Multiplayer Games Market Size CAGR by Region (2021 VS 2025 VS 2032) & (\$ millions)
- Table 2. Multiplayer Games Annual Sales CAGR by Country/Region (2021, 2025 & 2032) & (\$ millions)
- Table 3. Major Players of PC Games
- Table 4. Major Players of Mobile Games
- Table 5. Multiplayer Games Market Size CAGR by Type (2021 VS 2025 VS 2032) & (\$ millions)
- Table 6. Global Multiplayer Games Market Size by Type (2021-2026) & (\$ millions)
- Table 7. Global Multiplayer Games Market Size Market Share by Type (2021-2026)
- Table 8. Major Players of Online
- Table 9. Major Players of Offline
- Table 10. Multiplayer Games Market Size CAGR by Network Mode (2021 VS 2025 VS 2032) & (\$ millions)
- Table 11. Global Multiplayer Games Market Size by Network Mode (2021-2026) & (\$ millions)
- Table 12. Global Multiplayer Games Market Size Market Share by Network Mode (2021-2026)
- Table 13. Major Players of 2-3 People
- Table 14. Major Players of 4-5 People
- Table 15. Major Players of Above 5 People
- Table 16. Multiplayer Games Market Size CAGR by People (2021 VS 2025 VS 2032) & (\$ millions)
- Table 17. Global Multiplayer Games Market Size by People (2021-2026) & (\$ millions)
- Table 18. Global Multiplayer Games Market Size Market Share by People (2021-2026)
- Table 19. Multiplayer Games Market Size CAGR by Application (2021 VS 2025 VS 2032) & (\$ millions)
- Table 20. Global Multiplayer Games Market Size by Application (2021-2026) & (\$ millions)
- Table 21. Global Multiplayer Games Market Size Market Share by Application (2021-2026)
- Table 22. Global Multiplayer Games Revenue by Player (2021-2026) & (\$ millions)
- Table 23. Global Multiplayer Games Revenue Market Share by Player (2021-2026)
- Table 24. Multiplayer Games Key Players Head office and Products Offered
- Table 25. Multiplayer Games Concentration Ratio (CR3, CR5 and CR10) & (2024-2026)

Table 26. New Products and Potential Entrants

Table 27. Mergers & Acquisitions, Expansion

Table 28. Global Multiplayer Games Market Size by Region (2021-2026) & (\$ millions)

Table 29. Global Multiplayer Games Market Size Market Share by Region (2021-2026)

Table 30. Global Multiplayer Games Revenue by Country/Region (2021-2026) & (\$ millions)

Table 31. Global Multiplayer Games Revenue Market Share by Country/Region (2021-2026)

Table 32. Americas Multiplayer Games Market Size by Country (2021-2026) & (\$ millions)

Table 33. Americas Multiplayer Games Market Size Market Share by Country (2021-2026)

Table 34. Americas Multiplayer Games Market Size by Type (2021-2026) & (\$ millions)

Table 35. Americas Multiplayer Games Market Size Market Share by Type (2021-2026)

Table 36. Americas Multiplayer Games Market Size by Application (2021-2026) & (\$ millions)

Table 37. Americas Multiplayer Games Market Size Market Share by Application (2021-2026)

Table 38. APAC Multiplayer Games Market Size by Region (2021-2026) & (\$ millions)

Table 39. APAC Multiplayer Games Market Size Market Share by Region (2021-2026)

Table 40. APAC Multiplayer Games Market Size by Type (2021-2026) & (\$ millions)

Table 41. APAC Multiplayer Games Market Size by Application (2021-2026) & (\$ millions)

Table 42. Europe Multiplayer Games Market Size by Country (2021-2026) & (\$ millions)

Table 43. Europe Multiplayer Games Market Size Market Share by Country (2021-2026)

Table 44. Europe Multiplayer Games Market Size by Type (2021-2026) & (\$ millions)

Table 45. Europe Multiplayer Games Market Size by Application (2021-2026) & (\$ millions)

Table 46. Middle East & Africa Multiplayer Games Market Size by Region (2021-2026) & (\$ millions)

Table 47. Middle East & Africa Multiplayer Games Market Size by Type (2021-2026) & (\$ millions)

Table 48. Middle East & Africa Multiplayer Games Market Size by Application (2021-2026) & (\$ millions)

Table 49. Key Market Drivers & Growth Opportunities of Multiplayer Games

Table 50. Key Market Challenges & Risks of Multiplayer Games

Table 51. Key Industry Trends of Multiplayer Games

Table 52. Global Multiplayer Games Market Size Forecast by Region (2027-2032) & (\$ millions)

Table 53. Global Multiplayer Games Market Size Market Share Forecast by Region (2027-2032)

Table 54. Global Multiplayer Games Market Size Forecast by Type (2027-2032) & (\$ millions)

Table 55. Global Multiplayer Games Market Size Forecast by Application (2027-2032) & (\$ millions)

Table 56. Riot Games Details, Company Type, Multiplayer Games Area Served and Its Competitors

Table 57. Riot Games Multiplayer Games Product Offered

Table 58. Riot Games Multiplayer Games Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 59. Riot Games Main Business

Table 60. Riot Games Latest Developments

Table 61. Activision Blizzard Details, Company Type, Multiplayer Games Area Served and Its Competitors

Table 62. Activision Blizzard Multiplayer Games Product Offered

Table 63. Activision Blizzard Multiplayer Games Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 64. Activision Blizzard Main Business

Table 65. Activision Blizzard Latest Developments

Table 66. Epic Games Details, Company Type, Multiplayer Games Area Served and Its Competitors

Table 67. Epic Games Multiplayer Games Product Offered

Table 68. Epic Games Multiplayer Games Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 69. Epic Games Main Business

Table 70. Epic Games Latest Developments

Table 71. Electronic Arts (EA) Details, Company Type, Multiplayer Games Area Served and Its Competitors

Table 72. Electronic Arts (EA) Multiplayer Games Product Offered

Table 73. Electronic Arts (EA) Multiplayer Games Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 74. Electronic Arts (EA) Main Business

Table 75. Electronic Arts (EA) Latest Developments

Table 76. Valve Corporation Details, Company Type, Multiplayer Games Area Served and Its Competitors

Table 77. Valve Corporation Multiplayer Games Product Offered

Table 78. Valve Corporation Multiplayer Games Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 79. Valve Corporation Main Business

Table 80. Valve Corporation Latest Developments

Table 81. Tencent Games Details, Company Type, Multiplayer Games Area Served and Its Competitors

Table 82. Tencent Games Multiplayer Games Product Offered

Table 83. Tencent Games Multiplayer Games Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 84. Tencent Games Main Business

Table 85. Tencent Games Latest Developments

Table 86. Ubisoft Details, Company Type, Multiplayer Games Area Served and Its Competitors

Table 87. Ubisoft Multiplayer Games Product Offered

Table 88. Ubisoft Multiplayer Games Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 89. Ubisoft Main Business

Table 90. Ubisoft Latest Developments

Table 91. Bungie Details, Company Type, Multiplayer Games Area Served and Its Competitors

Table 92. Bungie Multiplayer Games Product Offered

Table 93. Bungie Multiplayer Games Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 94. Bungie Main Business

Table 95. Bungie Latest Developments

Table 96. Supercell Details, Company Type, Multiplayer Games Area Served and Its Competitors

Table 97. Supercell Multiplayer Games Product Offered

Table 98. Supercell Multiplayer Games Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 99. Supercell Main Business

Table 100. Supercell Latest Developments

Table 101. CD Projekt Red Details, Company Type, Multiplayer Games Area Served and Its Competitors

Table 102. CD Projekt Red Multiplayer Games Product Offered

Table 103. CD Projekt Red Multiplayer Games Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 104. CD Projekt Red Main Business

Table 105. CD Projekt Red Latest Developments

Table 106. Square Enix Details, Company Type, Multiplayer Games Area Served and Its Competitors

Table 107. Square Enix Multiplayer Games Product Offered

Table 108. Square Enix Multiplayer Games Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 109. Square Enix Main Business

Table 110. Square Enix Latest Developments

Table 111. Take-Two Interactive Details, Company Type, Multiplayer Games Area Served and Its Competitors

Table 112. Take-Two Interactive Multiplayer Games Product Offered

Table 113. Take-Two Interactive Multiplayer Games Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 114. Take-Two Interactive Main Business

Table 115. Take-Two Interactive Latest Developments

Table 116. Bandai Namco Entertainment Details, Company Type, Multiplayer Games Area Served and Its Competitors

Table 117. Bandai Namco Entertainment Multiplayer Games Product Offered

Table 118. Bandai Namco Entertainment Multiplayer Games Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 119. Bandai Namco Entertainment Main Business

Table 120. Bandai Namco Entertainment Latest Developments

Table 121. Bethesda Softworks (Zenimax) Details, Company Type, Multiplayer Games Area Served and Its Competitors

Table 122. Bethesda Softworks (Zenimax) Multiplayer Games Product Offered

Table 123. Bethesda Softworks (Zenimax) Multiplayer Games Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 124. Bethesda Softworks (Zenimax) Main Business

Table 125. Bethesda Softworks (Zenimax) Latest Developments

Table 126. NCSOFT Details, Company Type, Multiplayer Games Area Served and Its Competitors

Table 127. NCSOFT Multiplayer Games Product Offered

Table 128. NCSOFT Multiplayer Games Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 129. NCSOFT Main Business

Table 130. NCSOFT Latest Developments

Table 131. Mojang Studios Details, Company Type, Multiplayer Games Area Served and Its Competitors

Table 132. Mojang Studios Multiplayer Games Product Offered

Table 133. Mojang Studios Multiplayer Games Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 134. Mojang Studios Main Business

Table 135. Mojang Studios Latest Developments

Table 136. Wargaming.net Details, Company Type, Multiplayer Games Area Served and Its Competitors

Table 137. Wargaming.net Multiplayer Games Product Offered

Table 138. Wargaming.net Multiplayer Games Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 139. Wargaming.net Main Business

Table 140. Wargaming.net Latest Developments

Table 141. Roblox Corporation Details, Company Type, Multiplayer Games Area Served and Its Competitors

Table 142. Roblox Corporation Multiplayer Games Product Offered

Table 143. Roblox Corporation Multiplayer Games Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 144. Roblox Corporation Main Business

Table 145. Roblox Corporation Latest Developments

Table 146. Paradox Interactive Details, Company Type, Multiplayer Games Area Served and Its Competitors

Table 147. Paradox Interactive Multiplayer Games Product Offered

Table 148. Paradox Interactive Multiplayer Games Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 149. Paradox Interactive Main Business

Table 150. Paradox Interactive Latest Developments

Table 151. Sohu Changyou Details, Company Type, Multiplayer Games Area Served and Its Competitors

Table 152. Sohu Changyou Multiplayer Games Product Offered

Table 153. Sohu Changyou Multiplayer Games Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 154. Sohu Changyou Main Business

Table 155. Sohu Changyou Latest Developments

Table 156. Giant Interactive Details, Company Type, Multiplayer Games Area Served and Its Competitors

Table 157. Giant Interactive Multiplayer Games Product Offered

Table 158. Giant Interactive Multiplayer Games Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 159. Giant Interactive Main Business

Table 160. Giant Interactive Latest Developments

Table 161. NetEase Games Details, Company Type, Multiplayer Games Area Served and Its Competitors

Table 162. NetEase Games Multiplayer Games Product Offered

Table 163. NetEase Games Multiplayer Games Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 164. NetEase Games Main Business

Table 165. NetEase Games Latest Developments

List Of Figures

LIST OF FIGURES

- Figure 1. Multiplayer Games Report Years Considered
- Figure 2. Research Objectives
- Figure 3. Research Methodology
- Figure 4. Research Process and Data Source
- Figure 5. Global Multiplayer Games Market Size Growth Rate (2021-2032) (\$ millions)
- Figure 6. Multiplayer Games Sales by Geographic Region (2021, 2025 & 2032) & (\$ millions)
- Figure 7. Multiplayer Games Sales Market Share by Country/Region (2025)
- Figure 8. Multiplayer Games Sales Market Share by Country/Region (2021, 2025 & 2032)
- Figure 9. Global Multiplayer Games Market Size Market Share by Type in 2025
- Figure 10. Global Multiplayer Games Market Size Market Share by Network Mode in 2025
- Figure 11. Global Multiplayer Games Market Size Market Share by People in 2025
- Figure 12. Multiplayer Games in Adults
- Figure 13. Global Multiplayer Games Market: Adults (2021-2026) & (\$ millions)
- Figure 14. Multiplayer Games in Children
- Figure 15. Global Multiplayer Games Market: Children (2021-2026) & (\$ millions)
- Figure 16. Global Multiplayer Games Market Size Market Share by Application in 2025
- Figure 17. Global Multiplayer Games Revenue Market Share by Player in 2025
- Figure 18. Global Multiplayer Games Market Size Market Share by Region (2021-2026)
- Figure 19. Americas Multiplayer Games Market Size 2021-2026 (\$ millions)
- Figure 20. APAC Multiplayer Games Market Size 2021-2026 (\$ millions)
- Figure 21. Europe Multiplayer Games Market Size 2021-2026 (\$ millions)
- Figure 22. Middle East & Africa Multiplayer Games Market Size 2021-2026 (\$ millions)
- Figure 23. Americas Multiplayer Games Value Market Share by Country in 2025
- Figure 24. United States Multiplayer Games Market Size Growth 2021-2026 (\$ millions)
- Figure 25. Canada Multiplayer Games Market Size Growth 2021-2026 (\$ millions)
- Figure 26. Mexico Multiplayer Games Market Size Growth 2021-2026 (\$ millions)
- Figure 27. Brazil Multiplayer Games Market Size Growth 2021-2026 (\$ millions)
- Figure 28. APAC Multiplayer Games Market Size Market Share by Region in 2025
- Figure 29. APAC Multiplayer Games Market Size Market Share by Type (2021-2026)
- Figure 30. APAC Multiplayer Games Market Size Market Share by Application (2021-2026)
- Figure 31. China Multiplayer Games Market Size Growth 2021-2026 (\$ millions)

Figure 32. Japan Multiplayer Games Market Size Growth 2021-2026 (\$ millions)

Figure 33. South Korea Multiplayer Games Market Size Growth 2021-2026 (\$ millions)

Figure 34. Southeast Asia Multiplayer Games Market Size Growth 2021-2026 (\$ millions)

Figure 35. India Multiplayer Games Market Size Growth 2021-2026 (\$ millions)

Figure 36. Australia Multiplayer Games Market Size Growth 2021-2026 (\$ millions)

Figure 37. Europe Multiplayer Games Market Size Market Share by Country in 2025

Figure 38. Europe Multiplayer Games Market Size Market Share by Type (2021-2026)

Figure 39. Europe Multiplayer Games Market Size Market Share by Application (2021-2026)

Figure 40. Germany Multiplayer Games Market Size Growth 2021-2026 (\$ millions)

Figure 41. France Multiplayer Games Market Size Growth 2021-2026 (\$ millions)

Figure 42. UK Multiplayer Games Market Size Growth 2021-2026 (\$ millions)

Figure 43. Italy Multiplayer Games Market Size Growth 2021-2026 (\$ millions)

Figure 44. Russia Multiplayer Games Market Size Growth 2021-2026 (\$ millions)

Figure 45. Middle East & Africa Multiplayer Games Market Size Market Share by Region (2021-2026)

Figure 46. Middle East & Africa Multiplayer Games Market Size Market Share by Type (2021-2026)

Figure 47. Middle East & Africa Multiplayer Games Market Size Market Share by Application (2021-2026)

Figure 48. Egypt Multiplayer Games Market Size Growth 2021-2026 (\$ millions)

Figure 49. South Africa Multiplayer Games Market Size Growth 2021-2026 (\$ millions)

Figure 50. Israel Multiplayer Games Market Size Growth 2021-2026 (\$ millions)

Figure 51. Turkey Multiplayer Games Market Size Growth 2021-2026 (\$ millions)

Figure 52. GCC Countries Multiplayer Games Market Size Growth 2021-2026 (\$ millions)

Figure 53. Americas Multiplayer Games Market Size 2027-2032 (\$ millions)

Figure 54. APAC Multiplayer Games Market Size 2027-2032 (\$ millions)

Figure 55. Europe Multiplayer Games Market Size 2027-2032 (\$ millions)

Figure 56. Middle East & Africa Multiplayer Games Market Size 2027-2032 (\$ millions)

Figure 57. United States Multiplayer Games Market Size 2027-2032 (\$ millions)

Figure 58. Canada Multiplayer Games Market Size 2027-2032 (\$ millions)

Figure 59. Mexico Multiplayer Games Market Size 2027-2032 (\$ millions)

Figure 60. Brazil Multiplayer Games Market Size 2027-2032 (\$ millions)

Figure 61. China Multiplayer Games Market Size 2027-2032 (\$ millions)

Figure 62. Japan Multiplayer Games Market Size 2027-2032 (\$ millions)

Figure 63. Korea Multiplayer Games Market Size 2027-2032 (\$ millions)

Figure 64. Southeast Asia Multiplayer Games Market Size 2027-2032 (\$ millions)

- Figure 65. India Multiplayer Games Market Size 2027-2032 (\$ millions)
- Figure 66. Australia Multiplayer Games Market Size 2027-2032 (\$ millions)
- Figure 67. Germany Multiplayer Games Market Size 2027-2032 (\$ millions)
- Figure 68. France Multiplayer Games Market Size 2027-2032 (\$ millions)
- Figure 69. UK Multiplayer Games Market Size 2027-2032 (\$ millions)
- Figure 70. Italy Multiplayer Games Market Size 2027-2032 (\$ millions)
- Figure 71. Russia Multiplayer Games Market Size 2027-2032 (\$ millions)
- Figure 72. Egypt Multiplayer Games Market Size 2027-2032 (\$ millions)
- Figure 73. South Africa Multiplayer Games Market Size 2027-2032 (\$ millions)
- Figure 74. Israel Multiplayer Games Market Size 2027-2032 (\$ millions)
- Figure 75. Turkey Multiplayer Games Market Size 2027-2032 (\$ millions)
- Figure 76. Global Multiplayer Games Market Size Market Share Forecast by Type (2027-2032)
- Figure 77. Global Multiplayer Games Market Size Market Share Forecast by Application (2027-2032)
- Figure 78. GCC Countries Multiplayer Games Market Size 2027-2032 (\$ millions)

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