

Global Multiplayer Online Battle Arena (Moba) Games Market Growth (Status and Outlook) 2022-2028

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Abstracts

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The global market for Multiplayer Online Battle Arena (Moba) 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 Multiplayer Online Battle Arena (Moba) Games market is expected at value of US\$ million in 2022 and grow at approximately % CAGR during 2022 and 2028.

The United States Multiplayer Online Battle Arena (Moba) Games market is expected at value of US\$ million in 2022 and grow at approximately % CAGR during 2022 and 2028.

The Europe Multiplayer Online Battle Arena (Moba) Games market is expected at value of US\$ million in 2022 and grow at approximately % CAGR during 2022 and 2028.

The China Multiplayer Online Battle Arena (Moba) Games market is expected at value of US\$ million in 2022 and grow at approximately % CAGR during 2022 and 2028.

Global key Multiplayer Online Battle Arena (Moba) Games players cover Riot Games, Tencent, Blizzard Entertainment, Inc, Valve Corporation and Hi-Rez, 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 Multiplayer Online Battle Arena (Moba) 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 Multiplayer Online Battle Arena (Moba) Games market, with both quantitative and qualitative data, to help readers understand how the Multiplayer Online Battle Arena (Moba) 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 Multiplayer Online Battle Arena (Moba) Games market and forecasts the market size by Platform (PC and Mobile,), by Application (Entertainment and E-Sports Competition.), and region (APAC, Americas, Europe, and Middle East & Africa).

Segmentation by platform

PC

Mobile

Segmentation by application

Entertainment

E-Sports Competition

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

Riot Games

Tencent

Blizzard Entertainment, Inc

Valve Corporation

Hi-Rez

Super Evil Megacorp

Stunlock Studios

Ronimo Games

Netmarble

Creative Assembly Sofia

NetDragon

Netease

Chapter Introduction

Chapter 1: Scope of Multiplayer Online Battle Arena (Moba) Games, Research Methodology, etc.

Chapter 2: Executive Summary, global Multiplayer Online Battle Arena (Moba) Games market size and CAGR, Multiplayer Online Battle Arena (Moba) Games market size by region, by platform, by application, historical data from 2017 to 2022, and forecast to 2028.

Chapter 3: Multiplayer Online Battle Arena (Moba) Games revenue, global market share, and industry ranking by company, 2017-2022

Chapter 4: Global Multiplayer Online Battle Arena (Moba) 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 platform, 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 Multiplayer Online Battle Arena (Moba) Games market size forecast by region, by country, by platform, and application

Chapter 13: Comprehensive company profiles of the leading players, including Riot Games, Tencent, Blizzard Entertainment, Inc, Valve Corporation, Hi-Rez, Super Evil Megacorp, Stunlock Studios, Ronimo Games and Netmarble, etc.

Chapter 14: Research Findings and Conclusion

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