

Global Online Games Market Growth (Status and Outlook) 2022-2028

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Abstracts

The report requires updating with new data and is sent in 48 hours after order is placed.

As the global economy mends, the 2021 growth of Online Games will have significant change from previous year. According to our (LP Information) latest study, the global Online Games market size is USD million in 2022 from USD 118190 million in 2021, with a change of % between 2021 and 2022. The global Online Games market size will reach USD 269570 million in 2028, growing at a CAGR of 12.5% over the analysis period.

The United States Online Games market is expected at value of US\$ million in 2021 and grow at approximately % CAGR during review period. China constitutes a % market for the global Online Games market, reaching US\$ million by the year 2028. As for the Europe Online Games landscape, Germany is projected to reach US\$ million by 2028 trailing a CAGR of % over the forecast period. In APAC, the growth rates of other notable markets (Japan and South Korea) are projected to be at % and % respectively for the next 5-year period.

Global main Online Games players cover Tencent, Netease, Microsoft, and Sony, etc. In terms of revenue, the global largest two companies occupy a share nearly % in 2021.

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

Segmentation by type: breakdown data from 2017 to 2022 in Section 2.3; and forecast to 2028 in section 10.7.

IOS

Android

Windows

Segmentation by application: breakdown data from 2017 to 2022, in Section 2.4; and forecast to 2028 in section 10.8.

Smartphone & Tablet

PC

TV

Other

This report also splits the market by region: Breakdown data in Chapter 4, 5, 6, 7 and 8.

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 report also presents the market competition landscape and a corresponding detailed analysis of the major players in the market. The key players covered in this report: Breakdown data in in Chapter 3.

Tencent

Netease

Microsoft

Sony

Electronic Arts

Sega

Ubisoft

Nintendo

Square Enix

Activision Blizzard Inc.

Gameloft SA

Glu Mobile

Kabam

Rovio Entertainment Ltd.

Supercell Oy

Zynga Inc.

CyberAgent

Walt Disney

Gamevil

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