

Global Online Games of Skill Market Growth (Status and Outlook) 2023-2029

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Abstracts

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Online skill-based games are online games in which the outcome of the game is determined by the player's physical skill or mental skill.

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

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

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

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

Global key Online Games of Skill players cover Microsoft, Nintendo, Sony, Tencent, Activision Blizzard, Playtech, Sega, Electronic Arts (EA) and Apple, 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 Online Games of Skill market by product type, application, key players and key regions and countries.

Market Segmentation:

Segmentation by type

Gard Based Games

Sports Games

Strategy Games

Puzzle Games

Arcade Games

Others

Segmentation by application

Smartphone and Tablet

PC

TV

Others

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.

Microsoft

Nintendo

Sony

Tencent

Activision Blizzard

Playtech

Sega

Electronic Arts (EA)

Apple

Ubisoft

Zynga

Square Enix

NetEase Games

NEXON

NCSOFT

Bandai Namco Holdings

CyberAgent (Cygames)

Take-Two Interactive Software, Inc.

Konami

Supercell

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