

Global Online Gaming Market Growth (Status and Outlook) 2023-2029

<https://marketpublishers.com/r/G5C98F1A0B66EN.html>

Date: March 2023

Pages: 103

Price: US\$ 3,660.00 (Single User License)

ID: G5C98F1A0B66EN

Abstracts

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

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

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

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

The global Online Gaming 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 Gaming 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 Gaming 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 Gaming 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 Gaming players cover Blizzard, Electronic Arts, Giant Interactive Group, GungHo Online Entertainment, King Digital Entertainment, Microsoft, NCSOFT, Sony and Take-Two Interactive Software, 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 Gaming market by product type, application, key players and key regions and countries.

Market Segmentation:

Segmentation by type

Smartphones Online Gaming

PCs Online Gaming

Others

Segmentation by application

Child

Adult

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.

Blizzard

Electronic Arts

Giant Interactive Group

GungHo Online Entertainment

King Digital Entertainment

Microsoft

NCSOFT

Sony

Take-Two Interactive Software

Tencent

Zynga

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