

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

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Abstracts

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

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

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

The global Online Racing Games 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 Racing Games 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 Racing Games 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 Racing Games 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 Racing Games players cover Turn 10 Studios (Microsoft), Codemasters, Electronic Arts Inc., Ubisoft, THQ Nordic, Gameloft, Criterion, NaturalMotion and Fingersoft, 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 Racing Games market by product type, application, key players and key regions and countries.

Market Segmentation:

Segmentation by type

PC Games

Mobile

Console

Segmentation by application

Simulation-style Racing Games

Semi-simulation-style Racing Games

Arcade-style Racing Games

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.

Turn 10 Studios (Microsoft)

Codemasters

Electronic Arts Inc.

Ubisoft

THQ Nordic

Gameloft

Criterion

NaturalMotion

Fingersoft

Slightly Mad Studios

iRacing

Creative Mobile

Bongfish

Aquiris Game Studio

Vector Unit

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Figure 79. Global Online Racing Games Market Size Market Share Forecast by Application (2024-2029)

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