

Global PC and Mobile Gaming Market Growth (Status and Outlook) 2026-2032

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Abstracts

The global PC and Mobile Gaming market size is predicted to grow from US\$ million in 2025 to US\$ million in 2032; it is expected to grow at a CAGR of %from 2026 to 2032.

PC gaming refers to playing video games on a personal computer, utilizing hardware like graphics cards, processors, and monitors to deliver high-quality graphics and performance. This platform often supports a wide range of genres and allows for extensive customization and modding. Mobile gaming involves playing video games on portable devices such as smartphones and tablets. This format often features touch controls and is designed for shorter, more casual gaming sessions. Mobile games can range from simple puzzles to complex multiplayer experiences. This report mainly focuses on PC and mobile gaming market.

With the improvement of people's living standards and the diversification of entertainment methods, more and more people are beginning to pay attention to games as a form of entertainment. In particular, the younger generation has a higher degree of acceptance and participation in games, and they have become the main consumer group in the game market. The continuous innovation and enrichment of game types, themes and gameplay meet the needs and preferences of different players. From traditional role-playing, shooting, strategy and other game types to emerging new game forms such as VR/AR games and cloud games, game content is becoming increasingly diversified. Game developers and publishers conduct marketing and promotion through various channels such as social media, short video platforms, and game live broadcasts, attracting more attention and participation from potential players. At the same time, the establishment of platforms such as game communities and forums has also promoted communication and interaction between players. The game industry has high profitability and commercial value. Game developers and publishers can obtain

considerable benefits through various means such as game sales, in-app purchases, and advertising revenue. This has led to more and more companies and capital entering the game industry, promoting the rapid development of the industry. As an important part of the game industry, e-sports has developed rapidly in recent years. With the increasing standardization and professionalization of e-sports competitions, more and more players have begun to pay attention to and participate in e-sports activities. This has brought new growth points and development opportunities to the game industry.

LPI (LP Information)' newest research report, the “PC and Mobile Gaming Industry Forecast” looks at past sales and reviews total world PC and Mobile Gaming sales in 2025, providing a comprehensive analysis by region and market sector of projected PC and Mobile Gaming sales for 2026 through 2032. With PC and Mobile Gaming sales broken down by region, market sector and sub-sector, this report provides a detailed analysis in US\$ millions of the world PC and Mobile Gaming industry.

This Insight Report provides a comprehensive analysis of the global PC and Mobile 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 analyses the strategies of leading global companies with a focus on PC and Mobile Gaming portfolios and capabilities, market entry strategies, market positions, and geographic footprints, to better understand these firms’ unique position in an accelerating global PC and Mobile Gaming market.

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

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

Segmentation by Type:

Real-time Strategy (RTS)

Role-playing (RPG)

Multiplayer Online Battle Arena (MOBA)

Shooter (FPS and TPS)

Others

Segmentation by Application:

Casual Gamer

Professional Gamer

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 Corporation

Sony Corporation

Nintendo

Tencent

NetEase, Inc.

Take-Tow Interactive Software Inc.

HoYoverse

Valve Corporation

Electronic Arts

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