

Global Shooting Games Market Growth (Status and Outlook) 2024-2030

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Abstracts

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Shooter games are a subgenre of action video game, which often test the player's spatial awareness, reflexes, and speed in both isolated single player or networked multiplayer environments.

The global Shooting Games market size is projected to grow from US\$ 2289.7 million in 2023 to US\$ 3064.9 million in 2030; it is expected to grow at a CAGR of 4.3% from 2024 to 2030.

LPI (LP Information)' newest research report, the "Shooting Games Industry Forecast" looks at past sales and reviews total world Shooting Games sales in 2023, providing a comprehensive analysis by region and market sector of projected Shooting Games sales for 2024 through 2030. With Shooting Games sales broken down by region, market sector and sub-sector, this report provides a detailed analysis in US\$ millions of the world Shooting Games industry.

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

This Insight Report evaluates the key market trends, drivers, and affecting factors

shaping the global outlook for Shooting 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 Shooting Games.

Asia-Pacific is the fastest growing market.

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

Segmentation by type

Online-Game

Offline-Game

Segmentation by application

Juvenile (7-17)

Youth (18-40)

Middle Aged (41-65)

Elderly (>66)

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.

Rockstar Games

Valve Corporation

Gameloft (Vivendi)

Krafton

Activision Blizzard

Ubisoft

Nexon

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