

# Global Simulation Racing Game Market Growth (Status and Outlook) 2023-2029

<https://marketpublishers.com/r/G93CE98419FBEN.html>

Date: February 2023

Pages: 112

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

ID: G93CE98419FBEN

## 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 "Simulation Racing Game Industry Forecast" looks at past sales and reviews total world Simulation Racing Game sales in 2022, providing a comprehensive analysis by region and market sector of projected Simulation Racing Game sales for 2023 through 2029. With Simulation Racing Game sales broken down by region, market sector and sub-sector, this report provides a detailed analysis in US\$ millions of the world Simulation Racing Game industry.

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

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

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

Global key Simulation Racing Game players cover Turn 10 Studios (Microsoft), Codemasters, Electronic Arts Inc., Ubisoft, THQ Nordic, Gameloft, Milestone, Criterion and NaturalMotion, 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 Simulation Racing Game market by product type, application, key players and key regions and countries.

Market Segmentation:

Segmentation by type

Free

Toll

Segmentation by application

PC

Mobile

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.

Turn 10 Studios (Microsoft)

Codemasters

Electronic Arts Inc.

Ubisoft

THQ Nordic

Gameloft

Milestone

Criterion

NaturalMotion

Slightly Mad Studios

iRacing

Creative Mobile

Bongfish

Fingersoft

Aquiris Game Studio

Vector Unit

## Contents

### 1 SCOPE OF THE REPORT

- 1.1 Market Introduction
- 1.2 Years Considered
- 1.3 Research Objectives
- 1.4 Market Research Methodology
- 1.5 Research Process and Data Source
- 1.6 Economic Indicators
- 1.7 Currency Considered
- 1.8 Market Estimation Caveats

### 2 EXECUTIVE SUMMARY

- 2.1 World Market Overview
  - 2.1.1 Global Simulation Racing Game Market Size 2018-2029
  - 2.1.2 Simulation Racing Game Market Size CAGR by Region 2018 VS 2022 VS 2029
- 2.2 Simulation Racing Game Segment by Type
  - 2.2.1 Free
  - 2.2.2 Toll
- 2.3 Simulation Racing Game Market Size by Type
  - 2.3.1 Simulation Racing Game Market Size CAGR by Type (2018 VS 2022 VS 2029)
  - 2.3.2 Global Simulation Racing Game Market Size Market Share by Type (2018-2023)
- 2.4 Simulation Racing Game Segment by Application
  - 2.4.1 PC
  - 2.4.2 Mobile
  - 2.4.3 Others
- 2.5 Simulation Racing Game Market Size by Application
  - 2.5.1 Simulation Racing Game Market Size CAGR by Application (2018 VS 2022 VS 2029)
  - 2.5.2 Global Simulation Racing Game Market Size Market Share by Application (2018-2023)

### 3 SIMULATION RACING GAME MARKET SIZE BY PLAYER

- 3.1 Simulation Racing Game Market Size Market Share by Players
  - 3.1.1 Global Simulation Racing Game Revenue by Players (2018-2023)
  - 3.1.2 Global Simulation Racing Game Revenue Market Share by Players (2018-2023)

3.2 Global Simulation Racing Game Key Players Head office and Products Offered

3.3 Market Concentration Rate Analysis

3.3.1 Competition Landscape Analysis

3.3.2 Concentration Ratio (CR3, CR5 and CR10) & (2021-2023)

3.4 New Products and Potential Entrants

3.5 Mergers & Acquisitions, Expansion

## **4 SIMULATION RACING GAME BY REGIONS**

4.1 Simulation Racing Game Market Size by Regions (2018-2023)

4.2 Americas Simulation Racing Game Market Size Growth (2018-2023)

4.3 APAC Simulation Racing Game Market Size Growth (2018-2023)

4.4 Europe Simulation Racing Game Market Size Growth (2018-2023)

4.5 Middle East & Africa Simulation Racing Game Market Size Growth (2018-2023)

## **5 AMERICAS**

5.1 Americas Simulation Racing Game Market Size by Country (2018-2023)

5.2 Americas Simulation Racing Game Market Size by Type (2018-2023)

5.3 Americas Simulation Racing Game Market Size by Application (2018-2023)

5.4 United States

5.5 Canada

5.6 Mexico

5.7 Brazil

## **6 APAC**

6.1 APAC Simulation Racing Game Market Size by Region (2018-2023)

6.2 APAC Simulation Racing Game Market Size by Type (2018-2023)

6.3 APAC Simulation Racing Game Market Size by Application (2018-2023)

6.4 China

6.5 Japan

6.6 Korea

6.7 Southeast Asia

6.8 India

6.9 Australia

## **7 EUROPE**

- 7.1 Europe Simulation Racing Game by Country (2018-2023)
- 7.2 Europe Simulation Racing Game Market Size by Type (2018-2023)
- 7.3 Europe Simulation Racing Game Market Size by Application (2018-2023)
- 7.4 Germany
- 7.5 France
- 7.6 UK
- 7.7 Italy
- 7.8 Russia

## **8 MIDDLE EAST & AFRICA**

- 8.1 Middle East & Africa Simulation Racing Game by Region (2018-2023)
- 8.2 Middle East & Africa Simulation Racing Game Market Size by Type (2018-2023)
- 8.3 Middle East & Africa Simulation Racing Game Market Size by Application (2018-2023)
- 8.4 Egypt
- 8.5 South Africa
- 8.6 Israel
- 8.7 Turkey
- 8.8 GCC Countries

## **9 MARKET DRIVERS, CHALLENGES AND TRENDS**

- 9.1 Market Drivers & Growth Opportunities
- 9.2 Market Challenges & Risks
- 9.3 Industry Trends

## **10 GLOBAL SIMULATION RACING GAME MARKET FORECAST**

- 10.1 Global Simulation Racing Game Forecast by Regions (2024-2029)
  - 10.1.1 Global Simulation Racing Game Forecast by Regions (2024-2029)
  - 10.1.2 Americas Simulation Racing Game Forecast
  - 10.1.3 APAC Simulation Racing Game Forecast
  - 10.1.4 Europe Simulation Racing Game Forecast
  - 10.1.5 Middle East & Africa Simulation Racing Game Forecast
- 10.2 Americas Simulation Racing Game Forecast by Country (2024-2029)
  - 10.2.1 United States Simulation Racing Game Market Forecast
  - 10.2.2 Canada Simulation Racing Game Market Forecast
  - 10.2.3 Mexico Simulation Racing Game Market Forecast



- 10.2.4 Brazil Simulation Racing Game Market Forecast
- 10.3 APAC Simulation Racing Game Forecast by Region (2024-2029)
  - 10.3.1 China Simulation Racing Game Market Forecast
  - 10.3.2 Japan Simulation Racing Game Market Forecast
  - 10.3.3 Korea Simulation Racing Game Market Forecast
  - 10.3.4 Southeast Asia Simulation Racing Game Market Forecast
  - 10.3.5 India Simulation Racing Game Market Forecast
  - 10.3.6 Australia Simulation Racing Game Market Forecast
- 10.4 Europe Simulation Racing Game Forecast by Country (2024-2029)
  - 10.4.1 Germany Simulation Racing Game Market Forecast
  - 10.4.2 France Simulation Racing Game Market Forecast
  - 10.4.3 UK Simulation Racing Game Market Forecast
  - 10.4.4 Italy Simulation Racing Game Market Forecast
  - 10.4.5 Russia Simulation Racing Game Market Forecast
- 10.5 Middle East & Africa Simulation Racing Game Forecast by Region (2024-2029)
  - 10.5.1 Egypt Simulation Racing Game Market Forecast
  - 10.5.2 South Africa Simulation Racing Game Market Forecast
  - 10.5.3 Israel Simulation Racing Game Market Forecast
  - 10.5.4 Turkey Simulation Racing Game Market Forecast
  - 10.5.5 GCC Countries Simulation Racing Game Market Forecast
- 10.6 Global Simulation Racing Game Forecast by Type (2024-2029)
- 10.7 Global Simulation Racing Game Forecast by Application (2024-2029)

## **11 KEY PLAYERS ANALYSIS**

- 11.1 Turn 10 Studios (Microsoft)
  - 11.1.1 Turn 10 Studios (Microsoft) Company Information
  - 11.1.2 Turn 10 Studios (Microsoft) Simulation Racing Game Product Offered
  - 11.1.3 Turn 10 Studios (Microsoft) Simulation Racing Game Revenue, Gross Margin and Market Share (2018-2023)
  - 11.1.4 Turn 10 Studios (Microsoft) Main Business Overview
  - 11.1.5 Turn 10 Studios (Microsoft) Latest Developments
- 11.2 Codemasters
  - 11.2.1 Codemasters Company Information
  - 11.2.2 Codemasters Simulation Racing Game Product Offered
  - 11.2.3 Codemasters Simulation Racing Game Revenue, Gross Margin and Market Share (2018-2023)
  - 11.2.4 Codemasters Main Business Overview
  - 11.2.5 Codemasters Latest Developments

### 11.3 Electronic Arts Inc.

#### 11.3.1 Electronic Arts Inc. Company Information

#### 11.3.2 Electronic Arts Inc. Simulation Racing Game Product Offered

#### 11.3.3 Electronic Arts Inc. Simulation Racing Game Revenue, Gross Margin and Market Share (2018-2023)

#### 11.3.4 Electronic Arts Inc. Main Business Overview

#### 11.3.5 Electronic Arts Inc. Latest Developments

### 11.4 Ubisoft

#### 11.4.1 Ubisoft Company Information

#### 11.4.2 Ubisoft Simulation Racing Game Product Offered

#### 11.4.3 Ubisoft Simulation Racing Game Revenue, Gross Margin and Market Share (2018-2023)

#### 11.4.4 Ubisoft Main Business Overview

#### 11.4.5 Ubisoft Latest Developments

### 11.5 THQ Nordic

#### 11.5.1 THQ Nordic Company Information

#### 11.5.2 THQ Nordic Simulation Racing Game Product Offered

#### 11.5.3 THQ Nordic Simulation Racing Game Revenue, Gross Margin and Market Share (2018-2023)

#### 11.5.4 THQ Nordic Main Business Overview

#### 11.5.5 THQ Nordic Latest Developments

### 11.6 Gameloft

#### 11.6.1 Gameloft Company Information

#### 11.6.2 Gameloft Simulation Racing Game Product Offered

#### 11.6.3 Gameloft Simulation Racing Game Revenue, Gross Margin and Market Share (2018-2023)

#### 11.6.4 Gameloft Main Business Overview

#### 11.6.5 Gameloft Latest Developments

### 11.7 Milestone

#### 11.7.1 Milestone Company Information

#### 11.7.2 Milestone Simulation Racing Game Product Offered

#### 11.7.3 Milestone Simulation Racing Game Revenue, Gross Margin and Market Share (2018-2023)

#### 11.7.4 Milestone Main Business Overview

#### 11.7.5 Milestone Latest Developments

### 11.8 Criterion

#### 11.8.1 Criterion Company Information

#### 11.8.2 Criterion Simulation Racing Game Product Offered

#### 11.8.3 Criterion Simulation Racing Game Revenue, Gross Margin and Market Share

(2018-2023)

11.8.4 Criterion Main Business Overview

11.8.5 Criterion Latest Developments

11.9 NaturalMotion

11.9.1 NaturalMotion Company Information

11.9.2 NaturalMotion Simulation Racing Game Product Offered

11.9.3 NaturalMotion Simulation Racing Game Revenue, Gross Margin and Market Share (2018-2023)

11.9.4 NaturalMotion Main Business Overview

11.9.5 NaturalMotion Latest Developments

11.10 Slightly Mad Studios

11.10.1 Slightly Mad Studios Company Information

11.10.2 Slightly Mad Studios Simulation Racing Game Product Offered

11.10.3 Slightly Mad Studios Simulation Racing Game Revenue, Gross Margin and Market Share (2018-2023)

11.10.4 Slightly Mad Studios Main Business Overview

11.10.5 Slightly Mad Studios Latest Developments

11.11 iRacing

11.11.1 iRacing Company Information

11.11.2 iRacing Simulation Racing Game Product Offered

11.11.3 iRacing Simulation Racing Game Revenue, Gross Margin and Market Share (2018-2023)

11.11.4 iRacing Main Business Overview

11.11.5 iRacing Latest Developments

11.12 Creative Mobile

11.12.1 Creative Mobile Company Information

11.12.2 Creative Mobile Simulation Racing Game Product Offered

11.12.3 Creative Mobile Simulation Racing Game Revenue, Gross Margin and Market Share (2018-2023)

11.12.4 Creative Mobile Main Business Overview

11.12.5 Creative Mobile Latest Developments

11.13 Bongfish

11.13.1 Bongfish Company Information

11.13.2 Bongfish Simulation Racing Game Product Offered

11.13.3 Bongfish Simulation Racing Game Revenue, Gross Margin and Market Share (2018-2023)

11.13.4 Bongfish Main Business Overview

11.13.5 Bongfish Latest Developments

11.14 Fingersoft

- 11.14.1 Fingersoft Company Information
- 11.14.2 Fingersoft Simulation Racing Game Product Offered
- 11.14.3 Fingersoft Simulation Racing Game Revenue, Gross Margin and Market Share (2018-2023)
- 11.14.4 Fingersoft Main Business Overview
- 11.14.5 Fingersoft Latest Developments
- 11.15 Aquiris Game Studio
  - 11.15.1 Aquiris Game Studio Company Information
  - 11.15.2 Aquiris Game Studio Simulation Racing Game Product Offered
  - 11.15.3 Aquiris Game Studio Simulation Racing Game Revenue, Gross Margin and Market Share (2018-2023)
  - 11.15.4 Aquiris Game Studio Main Business Overview
  - 11.15.5 Aquiris Game Studio Latest Developments
- 11.16 Vector Unit
  - 11.16.1 Vector Unit Company Information
  - 11.16.2 Vector Unit Simulation Racing Game Product Offered
  - 11.16.3 Vector Unit Simulation Racing Game Revenue, Gross Margin and Market Share (2018-2023)
  - 11.16.4 Vector Unit Main Business Overview
  - 11.16.5 Vector Unit Latest Developments

## **12 RESEARCH FINDINGS AND CONCLUSION**

## List Of Tables

### LIST OF TABLES

Table 1. Simulation Racing Game Market Size CAGR by Region (2018 VS 2022 VS 2029) & (\$ Millions)

Table 2. Major Players of Free

Table 3. Major Players of Toll

Table 4. Simulation Racing Game Market Size CAGR by Type (2018 VS 2022 VS 2029) & (\$ Millions)

Table 5. Global Simulation Racing Game Market Size by Type (2018-2023) & (\$ Millions)

Table 6. Global Simulation Racing Game Market Size Market Share by Type (2018-2023)

Table 7. Simulation Racing Game Market Size CAGR by Application (2018 VS 2022 VS 2029) & (\$ Millions)

Table 8. Global Simulation Racing Game Market Size by Application (2018-2023) & (\$ Millions)

Table 9. Global Simulation Racing Game Market Size Market Share by Application (2018-2023)

Table 10. Global Simulation Racing Game Revenue by Players (2018-2023) & (\$ Millions)

Table 11. Global Simulation Racing Game Revenue Market Share by Player (2018-2023)

Table 12. Simulation Racing Game Key Players Head office and Products Offered

Table 13. Simulation Racing Game Concentration Ratio (CR3, CR5 and CR10) & (2021-2023)

Table 14. New Products and Potential Entrants

Table 15. Mergers & Acquisitions, Expansion

Table 16. Global Simulation Racing Game Market Size by Regions 2018-2023 & (\$ Millions)

Table 17. Global Simulation Racing Game Market Size Market Share by Regions (2018-2023)

Table 18. Global Simulation Racing Game Revenue by Country/Region (2018-2023) & (\$ millions)

Table 19. Global Simulation Racing Game Revenue Market Share by Country/Region (2018-2023)

Table 20. Americas Simulation Racing Game Market Size by Country (2018-2023) & (\$ Millions)

Table 21. Americas Simulation Racing Game Market Size Market Share by Country (2018-2023)

Table 22. Americas Simulation Racing Game Market Size by Type (2018-2023) & (\$ Millions)

Table 23. Americas Simulation Racing Game Market Size Market Share by Type (2018-2023)

Table 24. Americas Simulation Racing Game Market Size by Application (2018-2023) & (\$ Millions)

Table 25. Americas Simulation Racing Game Market Size Market Share by Application (2018-2023)

Table 26. APAC Simulation Racing Game Market Size by Region (2018-2023) & (\$ Millions)

Table 27. APAC Simulation Racing Game Market Size Market Share by Region (2018-2023)

Table 28. APAC Simulation Racing Game Market Size by Type (2018-2023) & (\$ Millions)

Table 29. APAC Simulation Racing Game Market Size Market Share by Type (2018-2023)

Table 30. APAC Simulation Racing Game Market Size by Application (2018-2023) & (\$ Millions)

Table 31. APAC Simulation Racing Game Market Size Market Share by Application (2018-2023)

Table 32. Europe Simulation Racing Game Market Size by Country (2018-2023) & (\$ Millions)

Table 33. Europe Simulation Racing Game Market Size Market Share by Country (2018-2023)

Table 34. Europe Simulation Racing Game Market Size by Type (2018-2023) & (\$ Millions)

Table 35. Europe Simulation Racing Game Market Size Market Share by Type (2018-2023)

Table 36. Europe Simulation Racing Game Market Size by Application (2018-2023) & (\$ Millions)

Table 37. Europe Simulation Racing Game Market Size Market Share by Application (2018-2023)

Table 38. Middle East & Africa Simulation Racing Game Market Size by Region (2018-2023) & (\$ Millions)

Table 39. Middle East & Africa Simulation Racing Game Market Size Market Share by Region (2018-2023)

Table 40. Middle East & Africa Simulation Racing Game Market Size by Type



(2018-2023) & (\$ Millions)

Table 41. Middle East & Africa Simulation Racing Game Market Size Market Share by Type (2018-2023)

Table 42. Middle East & Africa Simulation Racing Game Market Size by Application (2018-2023) & (\$ Millions)

Table 43. Middle East & Africa Simulation Racing Game Market Size Market Share by Application (2018-2023)

Table 44. Key Market Drivers & Growth Opportunities of Simulation Racing Game

Table 45. Key Market Challenges & Risks of Simulation Racing Game

Table 46. Key Industry Trends of Simulation Racing Game

Table 47. Global Simulation Racing Game Market Size Forecast by Regions (2024-2029) & (\$ Millions)

Table 48. Global Simulation Racing Game Market Size Market Share Forecast by Regions (2024-2029)

Table 49. Global Simulation Racing Game Market Size Forecast by Type (2024-2029) & (\$ Millions)

Table 50. Global Simulation Racing Game Market Size Forecast by Application (2024-2029) & (\$ Millions)

Table 51. Turn 10 Studios (Microsoft) Details, Company Type, Simulation Racing Game Area Served and Its Competitors

Table 52. Turn 10 Studios (Microsoft) Simulation Racing Game Product Offered

Table 53. Turn 10 Studios (Microsoft) Simulation Racing Game Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 54. Turn 10 Studios (Microsoft) Main Business

Table 55. Turn 10 Studios (Microsoft) Latest Developments

Table 56. Codemasters Details, Company Type, Simulation Racing Game Area Served and Its Competitors

Table 57. Codemasters Simulation Racing Game Product Offered

Table 58. Codemasters Main Business

Table 59. Codemasters Simulation Racing Game Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 60. Codemasters Latest Developments

Table 61. Electronic Arts Inc. Details, Company Type, Simulation Racing Game Area Served and Its Competitors

Table 62. Electronic Arts Inc. Simulation Racing Game Product Offered

Table 63. Electronic Arts Inc. Main Business

Table 64. Electronic Arts Inc. Simulation Racing Game Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 65. Electronic Arts Inc. Latest Developments

Table 66. Ubisoft Details, Company Type, Simulation Racing Game Area Served and Its Competitors

Table 67. Ubisoft Simulation Racing Game Product Offered

Table 68. Ubisoft Main Business

Table 69. Ubisoft Simulation Racing Game Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 70. Ubisoft Latest Developments

Table 71. THQ Nordic Details, Company Type, Simulation Racing Game Area Served and Its Competitors

Table 72. THQ Nordic Simulation Racing Game Product Offered

Table 73. THQ Nordic Main Business

Table 74. THQ Nordic Simulation Racing Game Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 75. THQ Nordic Latest Developments

Table 76. Gameloft Details, Company Type, Simulation Racing Game Area Served and Its Competitors

Table 77. Gameloft Simulation Racing Game Product Offered

Table 78. Gameloft Main Business

Table 79. Gameloft Simulation Racing Game Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 80. Gameloft Latest Developments

Table 81. Milestone Details, Company Type, Simulation Racing Game Area Served and Its Competitors

Table 82. Milestone Simulation Racing Game Product Offered

Table 83. Milestone Main Business

Table 84. Milestone Simulation Racing Game Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 85. Milestone Latest Developments

Table 86. Criterion Details, Company Type, Simulation Racing Game Area Served and Its Competitors

Table 87. Criterion Simulation Racing Game Product Offered

Table 88. Criterion Main Business

Table 89. Criterion Simulation Racing Game Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 90. Criterion Latest Developments

Table 91. NaturalMotion Details, Company Type, Simulation Racing Game Area Served and Its Competitors

Table 92. NaturalMotion Simulation Racing Game Product Offered

Table 93. NaturalMotion Main Business



Table 94. NaturalMotion Simulation Racing Game Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 95. NaturalMotion Latest Developments

Table 96. Slightly Mad Studios Details, Company Type, Simulation Racing Game Area Served and Its Competitors

Table 97. Slightly Mad Studios Simulation Racing Game Product Offered

Table 98. Slightly Mad Studios Main Business

Table 99. Slightly Mad Studios Simulation Racing Game Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 100. Slightly Mad Studios Latest Developments

Table 101. iRacing Details, Company Type, Simulation Racing Game Area Served and Its Competitors

Table 102. iRacing Simulation Racing Game Product Offered

Table 103. iRacing Simulation Racing Game Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 104. iRacing Main Business

Table 105. iRacing Latest Developments

Table 106. Creative Mobile Details, Company Type, Simulation Racing Game Area Served and Its Competitors

Table 107. Creative Mobile Simulation Racing Game Product Offered

Table 108. Creative Mobile Main Business

Table 109. Creative Mobile Simulation Racing Game Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 110. Creative Mobile Latest Developments

Table 111. Bongfish Details, Company Type, Simulation Racing Game Area Served and Its Competitors

Table 112. Bongfish Simulation Racing Game Product Offered

Table 113. Bongfish Main Business

Table 114. Bongfish Simulation Racing Game Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 115. Bongfish Latest Developments

Table 116. Fingersoft Details, Company Type, Simulation Racing Game Area Served and Its Competitors

Table 117. Fingersoft Simulation Racing Game Product Offered

Table 118. Fingersoft Main Business

Table 119. Fingersoft Simulation Racing Game Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 120. Fingersoft Latest Developments

Table 121. Aquiris Game Studio Details, Company Type, Simulation Racing Game Area

Served and Its Competitors

Table 122. Aquiris Game Studio Simulation Racing Game Product Offered

Table 123. Aquiris Game Studio Main Business

Table 124. Aquiris Game Studio Simulation Racing Game Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 125. Aquiris Game Studio Latest Developments

Table 126. Vector Unit Details, Company Type, Simulation Racing Game Area Served and Its Competitors

Table 127. Vector Unit Simulation Racing Game Product Offered

Table 128. Vector Unit Main Business

Table 129. Vector Unit Simulation Racing Game Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 130. Vector Unit Latest Developments

## List Of Figures

### LIST OF FIGURES

Figure 1. Simulation Racing Game Report Years Considered

Figure 2. Research Objectives

Figure 3. Research Methodology

Figure 4. Research Process and Data Source

Figure 5. Global Simulation Racing Game Market Size Growth Rate 2018-2029 (\$ Millions)

Figure 6. Simulation Racing Game Sales by Geographic Region (2018, 2022 & 2029) & (\$ millions)

Figure 7. Simulation Racing Game Sales Market Share by Country/Region (2022)

Figure 8. Simulation Racing Game Sales Market Share by Country/Region (2018, 2022 & 2029)

Figure 9. Global Simulation Racing Game Market Size Market Share by Type in 2022

Figure 10. Simulation Racing Game in PC

Figure 11. Global Simulation Racing Game Market: PC (2018-2023) & (\$ Millions)

Figure 12. Simulation Racing Game in Mobile

Figure 13. Global Simulation Racing Game Market: Mobile (2018-2023) & (\$ Millions)

Figure 14. Simulation Racing Game in Others

Figure 15. Global Simulation Racing Game Market: Others (2018-2023) & (\$ Millions)

Figure 16. Global Simulation Racing Game Market Size Market Share by Application in 2022

Figure 17. Global Simulation Racing Game Revenue Market Share by Player in 2022

Figure 18. Global Simulation Racing Game Market Size Market Share by Regions (2018-2023)

Figure 19. Americas Simulation Racing Game Market Size 2018-2023 (\$ Millions)

Figure 20. APAC Simulation Racing Game Market Size 2018-2023 (\$ Millions)

Figure 21. Europe Simulation Racing Game Market Size 2018-2023 (\$ Millions)

Figure 22. Middle East & Africa Simulation Racing Game Market Size 2018-2023 (\$ Millions)

Figure 23. Americas Simulation Racing Game Value Market Share by Country in 2022

Figure 24. United States Simulation Racing Game Market Size Growth 2018-2023 (\$ Millions)

Figure 25. Canada Simulation Racing Game Market Size Growth 2018-2023 (\$ Millions)

Figure 26. Mexico Simulation Racing Game Market Size Growth 2018-2023 (\$ Millions)

Figure 27. Brazil Simulation Racing Game Market Size Growth 2018-2023 (\$ Millions)

Figure 28. APAC Simulation Racing Game Market Size Market Share by Region in

2022

Figure 29. APAC Simulation Racing Game Market Size Market Share by Type in 2022

Figure 30. APAC Simulation Racing Game Market Size Market Share by Application in 2022

Figure 31. China Simulation Racing Game Market Size Growth 2018-2023 (\$ Millions)

Figure 32. Japan Simulation Racing Game Market Size Growth 2018-2023 (\$ Millions)

Figure 33. Korea Simulation Racing Game Market Size Growth 2018-2023 (\$ Millions)

Figure 34. Southeast Asia Simulation Racing Game Market Size Growth 2018-2023 (\$ Millions)

Figure 35. India Simulation Racing Game Market Size Growth 2018-2023 (\$ Millions)

Figure 36. Australia Simulation Racing Game Market Size Growth 2018-2023 (\$ Millions)

Figure 37. Europe Simulation Racing Game Market Size Market Share by Country in 2022

Figure 38. Europe Simulation Racing Game Market Size Market Share by Type (2018-2023)

Figure 39. Europe Simulation Racing Game Market Size Market Share by Application (2018-2023)

Figure 40. Germany Simulation Racing Game Market Size Growth 2018-2023 (\$ Millions)

Figure 41. France Simulation Racing Game Market Size Growth 2018-2023 (\$ Millions)

Figure 42. UK Simulation Racing Game Market Size Growth 2018-2023 (\$ Millions)

Figure 43. Italy Simulation Racing Game Market Size Growth 2018-2023 (\$ Millions)

Figure 44. Russia Simulation Racing Game Market Size Growth 2018-2023 (\$ Millions)

Figure 45. Middle East & Africa Simulation Racing Game Market Size Market Share by Region (2018-2023)

Figure 46. Middle East & Africa Simulation Racing Game Market Size Market Share by Type (2018-2023)

Figure 47. Middle East & Africa Simulation Racing Game Market Size Market Share by Application (2018-2023)

Figure 48. Egypt Simulation Racing Game Market Size Growth 2018-2023 (\$ Millions)

Figure 49. South Africa Simulation Racing Game Market Size Growth 2018-2023 (\$ Millions)

Figure 50. Israel Simulation Racing Game Market Size Growth 2018-2023 (\$ Millions)

Figure 51. Turkey Simulation Racing Game Market Size Growth 2018-2023 (\$ Millions)

Figure 52. GCC Country Simulation Racing Game Market Size Growth 2018-2023 (\$ Millions)

Figure 53. Americas Simulation Racing Game Market Size 2024-2029 (\$ Millions)

Figure 54. APAC Simulation Racing Game Market Size 2024-2029 (\$ Millions)

Figure 55. Europe Simulation Racing Game Market Size 2024-2029 (\$ Millions)

Figure 56. Middle East & Africa Simulation Racing Game Market Size 2024-2029 (\$ Millions)

Figure 57. United States Simulation Racing Game Market Size 2024-2029 (\$ Millions)

Figure 58. Canada Simulation Racing Game Market Size 2024-2029 (\$ Millions)

Figure 59. Mexico Simulation Racing Game Market Size 2024-2029 (\$ Millions)

Figure 60. Brazil Simulation Racing Game Market Size 2024-2029 (\$ Millions)

Figure 61. China Simulation Racing Game Market Size 2024-2029 (\$ Millions)

Figure 62. Japan Simulation Racing Game Market Size 2024-2029 (\$ Millions)

Figure 63. Korea Simulation Racing Game Market Size 2024-2029 (\$ Millions)

Figure 64. Southeast Asia Simulation Racing Game Market Size 2024-2029 (\$ Millions)

Figure 65. India Simulation Racing Game Market Size 2024-2029 (\$ Millions)

Figure 66. Australia Simulation Racing Game Market Size 2024-2029 (\$ Millions)

Figure 67. Germany Simulation Racing Game Market Size 2024-2029 (\$ Millions)

Figure 68. France Simulation Racing Game Market Size 2024-2029 (\$ Millions)

Figure 69. UK Simulation Racing Game Market Size 2024-2029 (\$ Millions)

Figure 70. Italy Simulation Racing Game Market Size 2024-2029 (\$ Millions)

Figure 71. Russia Simulation Racing Game Market Size 2024-2029 (\$ Millions)

Figure 72. Spain Simulation Racing Game Market Size 2024-2029 (\$ Millions)

Figure 73. Egypt Simulation Racing Game Market Size 2024-2029 (\$ Millions)

Figure 74. South Africa Simulation Racing Game Market Size 2024-2029 (\$ Millions)

Figure 75. Israel Simulation Racing Game Market Size 2024-2029 (\$ Millions)

Figure 76. Turkey Simulation Racing Game Market Size 2024-2029 (\$ Millions)

Figure 77. GCC Countries Simulation Racing Game Market Size 2024-2029 (\$ Millions)

Figure 78. Global Simulation Racing Game Market Size Market Share Forecast by Type (2024-2029)

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

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