

Global Sport and Racing Games Market Growth (Status and Outlook) 2026-2032

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Abstracts

The global Sport and Racing Games 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.

Racing games are a video game genre in which the player participates in a racing competition. They may be based on anything from real-world racing leagues to fantastical settings. They are distributed along a spectrum between more realistic racing simulations and more fantastical arcade-style racing games. Kart racing games emerged in the 1990s as a popular sub-genre of the latter. Racing games may also fall under the category of sports video games.

United States market for Sport and Racing Games is estimated to increase from US\$ million in 2025 to US\$ million by 2032, at a CAGR of % from 2026 through 2032.

China market for Sport and Racing Games is estimated to increase from US\$ million in 2025 to US\$ million by 2032, at a CAGR of % from 2026 through 2032.

Europe market for Sport and Racing Games is estimated to increase from US\$ million in 2025 to US\$ million by 2032, at a CAGR of % from 2026 through 2032.

Global key Sport and Racing Games players cover Turn 10 Studios (Microsoft), Codemasters, Electronic Arts Inc., Ubisoft, THQ Nordic, etc. In terms of revenue, the global two largest companies occupied for a share nearly % in 2025.

LPI (LP Information)' newest research report, the "Sport and Racing Games Industry Forecast" looks at past sales and reviews total world Sport and Racing Games sales in

2025, providing a comprehensive analysis by region and market sector of projected Sport and Racing Games sales for 2026 through 2032. With Sport and Racing Games sales broken down by region, market sector and sub-sector, this report provides a detailed analysis in US\$ millions of the world Sport and Racing Games industry.

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

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

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

Segmentation by Type:

Sport Games

Racing Games

Segmentation by Application:

PC

Mobile

Console

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

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