

Global Third-Person Shooter (TPS) Market Growth (Status and Outlook) 2026-2032

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Abstracts

The global Third-Person Shooter (TPS) 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.

Third-Person Shooter (TPS) is a subgenre of 3D shooter games in which the gameplay consists primarily of shooting. It is closely related to first-person shooters, but with the player character visible on-screen during play. While 2D shoot 'em up games also employ a third-person perspective, the TPS genre is distinguished by having the game presented with the player's avatar as a primary focus of the camera's view.

United States market for Third-Person Shooter (TPS) 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 Third-Person Shooter (TPS) 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 Third-Person Shooter (TPS) is estimated to increase from US\$ million in 2025 to US\$ million by 2032, at a CAGR of % from 2026 through 2032.

Global key Third-Person Shooter (TPS) players cover EA, Epic Games, Rockstar Games, Ubisoft, Capcom, etc. In terms of revenue, the global two largest companies occupied for a share nearly % in 2025.

LPI (LP Information)' newest research report, the "Third-Person Shooter (TPS) Industry Forecast" looks at past sales and reviews total world Third-Person Shooter (TPS) sales in 2025, providing a comprehensive analysis by region and market sector of projected

Third-Person Shooter (TPS) sales for 2026 through 2032. With Third-Person Shooter (TPS) sales broken down by region, market sector and sub-sector, this report provides a detailed analysis in US\$ millions of the world Third-Person Shooter (TPS) industry.

This Insight Report provides a comprehensive analysis of the global Third-Person Shooter (TPS) 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 Third-Person Shooter (TPS) portfolios and capabilities, market entry strategies, market positions, and geographic footprints, to better understand these firms' unique position in an accelerating global Third-Person Shooter (TPS) market.

This Insight Report evaluates the key market trends, drivers, and affecting factors shaping the global outlook for Third-Person Shooter (TPS) 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 Third-Person Shooter (TPS).

This report presents a comprehensive overview, market shares, and growth opportunities of Third-Person Shooter (TPS) market by product type, application, key players and key regions and countries.

Segmentation by Type:

Online Battle Games

Stand-Alone Story Games

Segmentation by Application:

Esports

Personal Entertainment

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.

EA

Epic Games

Rockstar Games

Ubisoft

Capcom

Naughty Dog

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