

Global Turn-based Online Game Market Growth (Status and Outlook) 2023-2029

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Abstracts

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The global Turn-based Online 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 Turn-based Online 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 Turn-based Online 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 Turn-based Online 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 Turn-based Online Game players cover KRAFTON, INC, Changyou Company, Xiamen Extreme Interactive Network Technology Co., Ltd. (Extreme Game), Playkot, Tencent Games, Notagamestudio, Konami Holdings Corporation, Blizzard Entertainment and Bushiroad, etc. In terms of revenue, the global two largest companies occupied for a share nearly % in 2022.

LPI (LP Information)' newest research report, the "Turn-based Online Game Industry Forecast" looks at past sales and reviews total world Turn-based Online Game sales in 2022, providing a comprehensive analysis by region and market sector of projected Turn-based Online Game sales for 2023 through 2029. With Turn-based Online Game sales broken down by region, market sector and sub-sector, this report provides a

detailed analysis in US\$ millions of the world Turn-based Online Game industry.

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

This Insight Report evaluates the key market trends, drivers, and affecting factors shaping the global outlook for Turn-based Online 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 Turn-based Online Game.

This report presents a comprehensive overview, market shares, and growth opportunities of Turn-based Online Game market by product type, application, key players and key regions and countries.

Market Segmentation:

Segmentation by type

Web Game

Mobile Game

Segmentation by application

Teenager

Adult

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.

KRAFTON, INC

Changyou Company

Xiamen Extreme Interactive Network Technology Co., Ltd. (Extreme Game)

Playkot

Tencent Games

Notagamestudio

Konami Holdings Corporation

Blizzard Entertainment

Bushiroad

Cyber??Agent, Inc

Fantasy Flight Games

Riot Games

Kyy Games

Legend Story Studios

Sorare

Splinterlands

Gods Unchained

Crypto Spells

Dawn of Gods

Metropolis Origins

Kepithor Studios

Reality Gaming Group Limited

Horizon Blockchain Games

AXEL MARK INC.

TaleCraft

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