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Global Therapeutic Video Game Market Growth (Status and Outlook) 2025-2031

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Abstracts

The global Therapeutic Video Game market size is predicted to grow from US$ 35.2 million in 2025 to US$ 85.7 million in 2031; it is expected to grow at a CAGR of 16.0% from 2025 to 2031.

Therapeutic video games are a specialized genre of digital games crafted with the primary intention of promoting various aspects of well - being. These games are designed to address a wide range of physical, mental, and cognitive health issues. In the realm of physical rehabilitation, they assist patients in regaining strength, mobility, and coordination by turning repetitive exercises into engaging gameplay, like using motion - sensing controls to perform movements similar to those required in real - life recovery. For mental health, they offer solutions for conditions such as anxiety, depression, and PTSD. They might incorporate relaxation techniques or immersive virtual reality experiences to help patients confront and manage their emotions. In cognitive enhancement, therapeutic games target areas like memory improvement and attention training, which are beneficial for individuals with cognitive impairments due to aging, brain injuries, or neurodegenerative diseases. Additionally, in pediatric health, these games serve as a valuable tool for distraction during medical procedures and for teaching skills to children with developmental disorders. Overall, therapeutic video games blend the power of play with the science of therapy to support and improve the quality of life for diverse patient populations.

United States market for Therapeutic Video Game is estimated to increase from US$ million in 2024 to US$ million by 2031, at a CAGR of % from 2025 through 2031.

China market for Therapeutic Video Game is estimated to increase from US$ million in 2024 to US$ million by 2031, at a CAGR of % from 2025 through 2031.

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Europe market for Therapeutic Video Game is estimated to increase from US$ million in 2024 to US$ million by 2031, at a CAGR of % from 2025 through 2031.

Global key Therapeutic Video Game players cover DeepWell DTx, Arcade Therapeutics, Akili, SAY IT Labs, Barron Associates, etc. In terms of revenue, the global two largest companies occupied for a share nearly % in 2024.

LPI (LP Information)' newest research report, the “Therapeutic Video Game Industry Forecast” looks at past sales and reviews total world Therapeutic Video Game sales in 2024, providing a comprehensive analysis by region and market sector of projected Therapeutic Video Game sales for 2025 through 2031. With Therapeutic Video Game sales broken down by region, market sector and sub-sector, this report provides a detailed analysis in US$ millions of the world Therapeutic Video Game industry.

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

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

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

Segmentation by Type:

Physical Rehabilitation Games

Cognitive Behavioral Therapy Games

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Others

Segmentation by Application:

Medical Institutions

Personal

This report also splits the market by region:

Americas

United States

Canada

Mexico

Brazil

APAC

China

Japan

Korea

Southeast Asia

India

Australia

Europe

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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.

DeepWell DTx

Arcade Therapeutics

Akili

SAY IT Labs

Barron Associates

Nintendo

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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 Therapeutic Video Game Market Size (2020-2031)
  2.1.2 Therapeutic Video Game Market Size CAGR by Region (2020 VS 2024 VS 2031)
  2.1.3 World Current & Future Analysis for Therapeutic Video Game by Country/Region (2020, 2024 & 2031)
2.2 Therapeutic Video Game Segment by Type
  2.2.1 Physical Rehabilitation Games
  2.2.2 Cognitive Behavioral Therapy Games
  2.2.3 Others
2.3 Therapeutic Video Game Market Size by Type
  2.3.1 Therapeutic Video Game Market Size CAGR by Type (2020 VS 2024 VS 2031)
  2.3.2 Global Therapeutic Video Game Market Size Market Share by Type (2020-2025)
2.4 Therapeutic Video Game Segment by Application
  2.4.1 Medical Institutions
  2.4.2 Personal
2.5 Therapeutic Video Game Market Size by Application
  2.5.1 Therapeutic Video Game Market Size CAGR by Application (2020 VS 2024 VS 2031)
  2.5.2 Global Therapeutic Video Game Market Size Market Share by Application (2020-2025)

3 THERAPEUTIC VIDEO GAME MARKET SIZE BY PLAYER

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3.1 Therapeutic Video Game Market Size Market Share by Player
3.1.1 Global Therapeutic Video Game Revenue by Player (2020-2025)
3.1.2 Global Therapeutic Video Game Revenue Market Share by Player (2020-2025)
3.2 Global Therapeutic Video 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) & (2023-2025)
3.4 New Products and Potential Entrants
3.5 Mergers & Acquisitions, Expansion

4 THERAPEUTIC VIDEO GAME BY REGION

4.1 Therapeutic Video Game Market Size by Region (2020-2025)
4.2 Global Therapeutic Video Game Annual Revenue by Country/Region (2020-2025)
4.3 Americas Therapeutic Video Game Market Size Growth (2020-2025)
4.4 APAC Therapeutic Video Game Market Size Growth (2020-2025)
4.5 Europe Therapeutic Video Game Market Size Growth (2020-2025)
4.6 Middle East & Africa Therapeutic Video Game Market Size Growth (2020-2025)

5 AMERICAS

5.1 Americas Therapeutic Video Game Market Size by Country (2020-2025)
5.2 Americas Therapeutic Video Game Market Size by Type (2020-2025)
5.3 Americas Therapeutic Video Game Market Size by Application (2020-2025)
5.4 United States
5.5 Canada
5.6 Mexico
5.7 Brazil

6 APAC

6.1 APAC Therapeutic Video Game Market Size by Region (2020-2025)
6.2 APAC Therapeutic Video Game Market Size by Type (2020-2025)
6.3 APAC Therapeutic Video Game Market Size by Application (2020-2025)
6.4 China
6.5 Japan
6.6 South Korea
6.7 Southeast Asia
6.8 India

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6.9 Australia

7 EUROPE

7.1 Europe Therapeutic Video Game Market Size by Country (2020-2025)
7.2 Europe Therapeutic Video Game Market Size by Type (2020-2025)
7.3 Europe Therapeutic Video Game Market Size by Application (2020-2025)
7.4 Germany
7.5 France
7.6 UK
7.7 Italy
7.8 Russia

8 MIDDLE EAST & AFRICA

8.1 Middle East & Africa Therapeutic Video Game by Region (2020-2025)
8.2 Middle East & Africa Therapeutic Video Game Market Size by Type (2020-2025)
8.3 Middle East & Africa Therapeutic Video Game Market Size by Application (2020-2025)
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 THERAPEUTIC VIDEO GAME MARKET FORECAST

10.1 Global Therapeutic Video Game Forecast by Region (2026-2031)
  10.1.1 Global Therapeutic Video Game Forecast by Region (2026-2031)
  10.1.2 Americas Therapeutic Video Game Forecast
  10.1.3 APAC Therapeutic Video Game Forecast
  10.1.4 Europe Therapeutic Video Game Forecast
  10.1.5 Middle East & Africa Therapeutic Video Game Forecast

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10.2 Americas Therapeutic Video Game Forecast by Country (2026-2031)
10.2.1 United States Market Therapeutic Video Game Forecast
10.2.2 Canada Market Therapeutic Video Game Forecast
10.2.3 Mexico Market Therapeutic Video Game Forecast
10.2.4 Brazil Market Therapeutic Video Game Forecast
10.3 APAC Therapeutic Video Game Forecast by Region (2026-2031)
10.3.1 China Therapeutic Video Game Market Forecast
10.3.2 Japan Market Therapeutic Video Game Forecast
10.3.3 Korea Market Therapeutic Video Game Forecast
10.3.4 Southeast Asia Market Therapeutic Video Game Forecast
10.3.5 India Market Therapeutic Video Game Forecast
10.3.6 Australia Market Therapeutic Video Game Forecast
10.4 Europe Therapeutic Video Game Forecast by Country (2026-2031)
10.4.1 Germany Market Therapeutic Video Game Forecast
10.4.2 France Market Therapeutic Video Game Forecast
10.4.3 UK Market Therapeutic Video Game Forecast
10.4.4 Italy Market Therapeutic Video Game Forecast
10.4.5 Russia Market Therapeutic Video Game Forecast
10.5 Middle East & Africa Therapeutic Video Game Forecast by Region (2026-2031)
10.5.1 Egypt Market Therapeutic Video Game Forecast
10.5.2 South Africa Market Therapeutic Video Game Forecast
10.5.3 Israel Market Therapeutic Video Game Forecast
10.5.4 Turkey Market Therapeutic Video Game Forecast
10.6 Global Therapeutic Video Game Forecast by Type (2026-2031)
10.7 Global Therapeutic Video Game Forecast by Application (2026-2031)
10.7.1 GCC Countries Market Therapeutic Video Game Forecast

11 KEY PLAYERS ANALYSIS

11.1 DeepWell DTx
11.1.1 DeepWell DTx Company Information
11.1.2 DeepWell DTx Therapeutic Video Game Product Offered
11.1.3 DeepWell DTx Therapeutic Video Game Revenue, Gross Margin and Market Share (2020-2025)
11.1.4 DeepWell DTx Main Business Overview
11.1.5 DeepWell DTx Latest Developments
11.2 Arcade Therapeutics
11.2.1 Arcade Therapeutics Company Information
11.2.2 Arcade Therapeutics Therapeutic Video Game Product Offered

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11.2.3 Arcade Therapeutics Therapeutic Video Game Revenue, Gross Margin and Market Share (2020-2025)
11.2.4 Arcade Therapeutics Main Business Overview
11.2.5 Arcade Therapeutics Latest Developments
11.3 Akili
11.3.1 Akili Company Information
11.3.2 Akili Therapeutic Video Game Product Offered
11.3.3 Akili Therapeutic Video Game Revenue, Gross Margin and Market Share (2020-2025)
11.3.4 Akili Main Business Overview
11.3.5 Akili Latest Developments
11.4 SAY IT Labs
11.4.1 SAY IT Labs Company Information
11.4.2 SAY IT Labs Therapeutic Video Game Product Offered
11.4.3 SAY IT Labs Therapeutic Video Game Revenue, Gross Margin and Market Share (2020-2025)
11.4.4 SAY IT Labs Main Business Overview
11.4.5 SAY IT Labs Latest Developments
11.5 Barron Associates
11.5.1 Barron Associates Company Information
11.5.2 Barron Associates Therapeutic Video Game Product Offered
11.5.3 Barron Associates Therapeutic Video Game Revenue, Gross Margin and Market Share (2020-2025)
11.5.4 Barron Associates Main Business Overview
11.5.5 Barron Associates Latest Developments
11.6 Nintendo
11.6.1 Nintendo Company Information
11.6.2 Nintendo Therapeutic Video Game Product Offered
11.6.3 Nintendo Therapeutic Video Game Revenue, Gross Margin and Market Share (2020-2025)
11.6.4 Nintendo Main Business Overview
11.6.5 Nintendo Latest Developments

12 RESEARCH FINDINGS AND CONCLUSION

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List Of Tables

LIST OF TABLES

Table 1. Therapeutic Video Game Market Size CAGR by Region (2020 VS 2024 VS 2031) & ($ millions)
Table 2. Therapeutic Video Game Annual Sales CAGR by Country/Region (2020, 2024 & 2031) & ($ millions)
Table 3. Major Players of Physical Rehabilitation Games
Table 4. Major Players of Cognitive Behavioral Therapy Games
Table 5. Major Players of Others
Table 6. Therapeutic Video Game Market Size CAGR by Type (2020 VS 2024 VS 2031) & ($ millions)
Table 7. Global Therapeutic Video Game Market Size by Type (2020-2025) & ($ millions)
Table 8. Global Therapeutic Video Game Market Size Market Share by Type (2020-2025)
Table 9. Therapeutic Video Game Market Size CAGR by Application (2020 VS 2024 VS 2031) & ($ millions)
Table 10. Global Therapeutic Video Game Market Size by Application (2020-2025) & ($ millions)
Table 11. Global Therapeutic Video Game Market Size Market Share by Application (2020-2025)
Table 12. Global Therapeutic Video Game Revenue by Player (2020-2025) & ($ millions)
Table 13. Global Therapeutic Video Game Revenue Market Share by Player (2020-2025)
Table 14. Therapeutic Video Game Key Players Head office and Products Offered
Table 15. Therapeutic Video Game Concentration Ratio (CR3, CR5 and CR10) & (2023-2025)
Table 16. New Products and Potential Entrants
Table 17. Mergers & Acquisitions, Expansion
Table 18. Global Therapeutic Video Game Market Size by Region (2020-2025) & ($ millions)
Table 19. Global Therapeutic Video Game Market Size Market Share by Region (2020-2025)
Table 20. Global Therapeutic Video Game Revenue by Country/Region (2020-2025) & ($ millions)
Table 21. Global Therapeutic Video Game Revenue Market Share by Country/Region

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(2020-2025)
Table 22. Americas Therapeutic Video Game Market Size by Country (2020-2025) & ($ millions)
Table 23. Americas Therapeutic Video Game Market Size Market Share by Country (2020-2025)
Table 24. Americas Therapeutic Video Game Market Size by Type (2020-2025) & ($ millions)
Table 25. Americas Therapeutic Video Game Market Size Market Share by Type (2020-2025)
Table 26. Americas Therapeutic Video Game Market Size by Application (2020-2025) & ($ millions)
Table 27. Americas Therapeutic Video Game Market Size Market Share by Application (2020-2025)
Table 28. APAC Therapeutic Video Game Market Size by Region (2020-2025) & ($ millions)
Table 29. APAC Therapeutic Video Game Market Size Market Share by Region (2020-2025)
Table 30. APAC Therapeutic Video Game Market Size by Type (2020-2025) & ($ millions)
Table 31. APAC Therapeutic Video Game Market Size by Application (2020-2025) & ($ millions)
Table 32. Europe Therapeutic Video Game Market Size by Country (2020-2025) & ($ millions)
Table 33. Europe Therapeutic Video Game Market Size Market Share by Country (2020-2025)
Table 34. Europe Therapeutic Video Game Market Size by Type (2020-2025) & ($ millions)
Table 35. Europe Therapeutic Video Game Market Size by Application (2020-2025) & ($ millions)
Table 36. Middle East & Africa Therapeutic Video Game Market Size by Region (2020-2025) & ($ millions)
Table 37. Middle East & Africa Therapeutic Video Game Market Size by Type (2020-2025) & ($ millions)
Table 38. Middle East & Africa Therapeutic Video Game Market Size by Application (2020-2025) & ($ millions)
Table 39. Key Market Drivers & Growth Opportunities of Therapeutic Video Game
Table 40. Key Market Challenges & Risks of Therapeutic Video Game
Table 41. Key Industry Trends of Therapeutic Video Game
Table 42. Global Therapeutic Video Game Market Size Forecast by Region (2026-2031)

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& ($ millions)
Table 43. Global Therapeutic Video Game Market Size Market Share Forecast by Region (2026-2031)
Table 44. Global Therapeutic Video Game Market Size Forecast by Type (2026-2031) & ($ millions)
Table 45. Global Therapeutic Video Game Market Size Forecast by Application (2026-2031) & ($ millions)
Table 46. DeepWell DTx Details, Company Type, Therapeutic Video Game Area Served and Its Competitors
Table 47. DeepWell DTx Therapeutic Video Game Product Offered
Table 48. DeepWell DTx Therapeutic Video Game Revenue ($ million), Gross Margin and Market Share (2020-2025)
Table 49. DeepWell DTx Main Business
Table 50. DeepWell DTx Latest Developments
Table 51. Arcade Therapeutics Details, Company Type, Therapeutic Video Game Area Served and Its Competitors
Table 52. Arcade Therapeutics Therapeutic Video Game Product Offered
Table 53. Arcade Therapeutics Therapeutic Video Game Revenue ($ million), Gross Margin and Market Share (2020-2025)
Table 54. Arcade Therapeutics Main Business
Table 55. Arcade Therapeutics Latest Developments
Table 56. Akili Details, Company Type, Therapeutic Video Game Area Served and Its Competitors
Table 57. Akili Therapeutic Video Game Product Offered
Table 58. Akili Therapeutic Video Game Revenue ($ million), Gross Margin and Market Share (2020-2025)
Table 59. Akili Main Business
Table 60. Akili Latest Developments
Table 61. SAY IT Labs Details, Company Type, Therapeutic Video Game Area Served and Its Competitors
Table 62. SAY IT Labs Therapeutic Video Game Product Offered
Table 63. SAY IT Labs Therapeutic Video Game Revenue ($ million), Gross Margin and Market Share (2020-2025)
Table 64. SAY IT Labs Main Business
Table 65. SAY IT Labs Latest Developments
Table 66. Barron Associates Details, Company Type, Therapeutic Video Game Area Served and Its Competitors
Table 67. Barron Associates Therapeutic Video Game Product Offered
Table 68. Barron Associates Therapeutic Video Game Revenue ($ million), Gross

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Margin and Market Share (2020-2025)
Table 69. Barron Associates Main Business
Table 70. Barron Associates Latest Developments
Table 71. Nintendo Details, Company Type, Therapeutic Video Game Area Served and Its Competitors
Table 72. Nintendo Therapeutic Video Game Product Offered
Table 73. Nintendo Therapeutic Video Game Revenue ($ million), Gross Margin and Market Share (2020-2025)
Table 74. Nintendo Main Business
Table 75. Nintendo Latest Developments

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List Of Figures

LIST OF FIGURES

Figure 1. Therapeutic Video Game Report Years Considered
Figure 2. Research Objectives
Figure 3. Research Methodology
Figure 4. Research Process and Data Source
Figure 5. Global Therapeutic Video Game Market Size Growth Rate (2020-2031) ($ millions)
Figure 6. Therapeutic Video Game Sales by Geographic Region (2020, 2024 & 2031) & ($ millions)
Figure 7. Therapeutic Video Game Sales Market Share by Country/Region (2024)
Figure 8. Therapeutic Video Game Sales Market Share by Country/Region (2020, 2024 & 2031)
Figure 9. Global Therapeutic Video Game Market Size Market Share by Type in 2024
Figure 10. Therapeutic Video Game in Medical Institutions
Figure 11. Global Therapeutic Video Game Market: Medical Institutions (2020-2025) & ($ millions)
Figure 12. Therapeutic Video Game in Personal
Figure 13. Global Therapeutic Video Game Market: Personal (2020-2025) & ($ millions)
Figure 14. Global Therapeutic Video Game Market Size Market Share by Application in 2024
Figure 15. Global Therapeutic Video Game Revenue Market Share by Player in 2024
Figure 16. Global Therapeutic Video Game Market Size Market Share by Region (2020-2025)
Figure 17. Americas Therapeutic Video Game Market Size 2020-2025 ($ millions)
Figure 18. APAC Therapeutic Video Game Market Size 2020-2025 ($ millions)
Figure 19. Europe Therapeutic Video Game Market Size 2020-2025 ($ millions)
Figure 20. Middle East & Africa Therapeutic Video Game Market Size 2020-2025 ($ millions)
Figure 21. Americas Therapeutic Video Game Value Market Share by Country in 2024
Figure 22. United States Therapeutic Video Game Market Size Growth 2020-2025 ($ millions)
Figure 23. Canada Therapeutic Video Game Market Size Growth 2020-2025 ($ millions)
Figure 24. Mexico Therapeutic Video Game Market Size Growth 2020-2025 ($ millions)
Figure 25. Brazil Therapeutic Video Game Market Size Growth 2020-2025 ($ millions)
Figure 26. APAC Therapeutic Video Game Market Size Market Share by Region in 2024

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Figure 27. APAC Therapeutic Video Game Market Size Market Share by Type (2020-2025)
Figure 28. APAC Therapeutic Video Game Market Size Market Share by Application (2020-2025)
Figure 29. China Therapeutic Video Game Market Size Growth 2020-2025 ($ millions)
Figure 30. Japan Therapeutic Video Game Market Size Growth 2020-2025 ($ millions)
Figure 31. South Korea Therapeutic Video Game Market Size Growth 2020-2025 ($ millions)
Figure 32. Southeast Asia Therapeutic Video Game Market Size Growth 2020-2025 ($ millions)
Figure 33. India Therapeutic Video Game Market Size Growth 2020-2025 ($ millions)
Figure 34. Australia Therapeutic Video Game Market Size Growth 2020-2025 ($ millions)
Figure 35. Europe Therapeutic Video Game Market Size Market Share by Country in 2024
Figure 36. Europe Therapeutic Video Game Market Size Market Share by Type (2020-2025)
Figure 37. Europe Therapeutic Video Game Market Size Market Share by Application (2020-2025)
Figure 38. Germany Therapeutic Video Game Market Size Growth 2020-2025 ($ millions)
Figure 39. France Therapeutic Video Game Market Size Growth 2020-2025 ($ millions)
Figure 40. UK Therapeutic Video Game Market Size Growth 2020-2025 ($ millions)
Figure 41. Italy Therapeutic Video Game Market Size Growth 2020-2025 ($ millions)
Figure 42. Russia Therapeutic Video Game Market Size Growth 2020-2025 ($ millions)
Figure 43. Middle East & Africa Therapeutic Video Game Market Size Market Share by Region (2020-2025)
Figure 44. Middle East & Africa Therapeutic Video Game Market Size Market Share by Type (2020-2025)
Figure 45. Middle East & Africa Therapeutic Video Game Market Size Market Share by Application (2020-2025)
Figure 46. Egypt Therapeutic Video Game Market Size Growth 2020-2025 ($ millions)
Figure 47. South Africa Therapeutic Video Game Market Size Growth 2020-2025 ($ millions)
Figure 48. Israel Therapeutic Video Game Market Size Growth 2020-2025 ($ millions)
Figure 49. Turkey Therapeutic Video Game Market Size Growth 2020-2025 ($ millions)
Figure 50. GCC Countries Therapeutic Video Game Market Size Growth 2020-2025 ($ millions)
Figure 51. Americas Therapeutic Video Game Market Size 2026-2031 ($ millions)

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Figure 52. APAC Therapeutic Video Game Market Size 2026-2031 ($ millions)
Figure 53. Europe Therapeutic Video Game Market Size 2026-2031 ($ millions)
Figure 54. Middle East & Africa Therapeutic Video Game Market Size 2026-2031 ($ millions)
Figure 55. United States Therapeutic Video Game Market Size 2026-2031 ($ millions)
Figure 56. Canada Therapeutic Video Game Market Size 2026-2031 ($ millions)
Figure 57. Mexico Therapeutic Video Game Market Size 2026-2031 ($ millions)
Figure 58. Brazil Therapeutic Video Game Market Size 2026-2031 ($ millions)
Figure 59. China Therapeutic Video Game Market Size 2026-2031 ($ millions)
Figure 60. Japan Therapeutic Video Game Market Size 2026-2031 ($ millions)
Figure 61. Korea Therapeutic Video Game Market Size 2026-2031 ($ millions)
Figure 62. Southeast Asia Therapeutic Video Game Market Size 2026-2031 ($ millions)
Figure 63. India Therapeutic Video Game Market Size 2026-2031 ($ millions)
Figure 64. Australia Therapeutic Video Game Market Size 2026-2031 ($ millions)
Figure 65. Germany Therapeutic Video Game Market Size 2026-2031 ($ millions)
Figure 66. France Therapeutic Video Game Market Size 2026-2031 ($ millions)
Figure 67. UK Therapeutic Video Game Market Size 2026-2031 ($ millions)
Figure 68. Italy Therapeutic Video Game Market Size 2026-2031 ($ millions)
Figure 69. Russia Therapeutic Video Game Market Size 2026-2031 ($ millions)
Figure 70. Egypt Therapeutic Video Game Market Size 2026-2031 ($ millions)
Figure 71. South Africa Therapeutic Video Game Market Size 2026-2031 ($ millions)
Figure 72. Israel Therapeutic Video Game Market Size 2026-2031 ($ millions)
Figure 73. Turkey Therapeutic Video Game Market Size 2026-2031 ($ millions)
Figure 74. Global Therapeutic Video Game Market Size Market Share Forecast by Type (2026-2031)
Figure 75. Global Therapeutic Video Game Market Size Market Share Forecast by Application (2026-2031)
Figure 76. GCC Countries Therapeutic Video Game Market Size 2026-2031 ($ millions)

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