

Shooting Video Game Market: Trends, Opportunities and Competitive Analysis [2023-2028]

<https://marketpublishers.com/r/SB4D9D31E238EN.html>

Date: May 2023

Pages: 150

Price: US\$ 4,850.00 (Single User License)

ID: SB4D9D31E238EN

Abstracts

Get it in 2-3 working days by ordering today

Shooting Video Game Market Trends and Forecast

The future of the global shooting video game market looks promising with opportunities in the juvenile (7-17), youth (18-40), middle aged (41-65), and elderly (>66) populations. The global shooting video game market is expected to reach an estimated \$53.1 billion by 2028 with a CAGR of 12.5% from 2023 to 2028. The major drivers for this market are increasing demand for actionable video games among the players, growing penetration of internet, and rising preference for mobile platform based games.

Shooting Video Game Market

A more than 150-page report is developed to help in your business decisions. Sample figures with some insights are shown below.

Shooting Video Game Market by Segments

Shooting Video Game Market by Segment

The study includes a forecast for the global shooting video game market by product type, application, and region, as follows:

Shooting Video Game Market by Product Type [Value (\$B) Shipment Analysis from 2017 to 2028]:

Online

Offline

Shooting Video Game Market by Application [Value (\$B) Shipment Analysis from 2017 to 2028]:

Juvenile (7-17)

Youth (18-40)

Middle Aged (41-65)

Elderly (>66)

Shooting Video Game Market by Region [Value (\$B) Shipment Analysis from 2017 to 2028]:

North America

Europe

Asia Pacific

The Rest of the World

List of Shooting Video Game Companies

Companies in the market compete on the basis of product quality offered. Major players in this market focus on expanding their manufacturing facilities, R&D investments, infrastructural development, and leverage integration opportunities across the value chain. With these strategies shooting video game companies cater to increasing demand, ensure competitive effectiveness, develop innovative products & technologies, reduce production costs, and expand their customer base. Some of the shooting video game companies profiled in this report include.

Rockstar Games

Gameloft

Valve

Krafton

Ubisoft

Shooting Video Game Market Insights

Lucintel forecasts that online will remain the larger segment over the forecast period due to the rising popularity of online games owing to the accessibility of many gaming levels and enabling access to both professionals and amateur players.

Youth (18-40) is expected to remain the largest segment due to the extensive interest among youth player for shooting video games because of the broad variety of strategies, including easy access, all play types, improved sound and graphics, and a stronger reward system.

North America will remain the largest region due to the growing preference of shooting video games as a means of relaxation in the region.

Features of the Shooting Video Game Market

Market Size Estimates: Shooting video game market size estimation in terms of value (\$B)

Trend And Forecast Analysis: Market trends (2017-2022) and forecast (2023-2028) by various segments and regions.

Segmentation Analysis: Shooting video game market size by various segments, such as

by product type, application, and region

Regional Analysis: Shooting video game market breakdown by North America, Europe, Asia Pacific, and the Rest of the World.

Growth Opportunities: Analysis on growth opportunities in different by product type, application, and regions for the shooting video game market.

Strategic Analysis: This includes M&A, new product development, and competitive landscape for the shooting video game market.

Analysis of competitive intensity of the industry based on Porter's Five Forces model.

FAQ

Q1. What is the shooting video game market size?

Answer: The global shooting video game market is expected to reach an estimated \$53.1 billion by 2028.

Q2. What is the growth forecast for shooting video game market?

Answer: The global shooting video game market is expected to grow with a CAGR of 12.5% from 2023 to 2028.

Q3. What are the major drivers influencing the growth of the shooting video game market?

Answer: The major drivers for this market are increasing demand for actionable video games among the players, growing penetration of internet, and rising preference for mobile platform based games.

Q4. What are the major segments for shooting video game market?

Answer: The future of the shooting video game market looks promising with opportunities in the juvenile (7-17), youth (18-40), middle aged (41-65), and elderly (>66) populations.

Q5. Who are the key shooting video game companies?

Answer: Some of the key shooting video game companies are as follows:

Rockstar Games

Gameloft

Valve

Krafton

Ubisoft

Q6. Which shooting video game segment will be the largest in future?

Answer: Lucintel forecasts that online will remain the larger segment over the forecast period due to the rising popularity of online games owing to the accessibility of many gaming levels and enabling access to both professionals and amateur players.

Q7. In shooting video game market, which region is expected to be the largest in next 5 years?

Answer: North America will remain the largest region due to the growing preference of shooting video games as a means of relaxation in the region.

Q8. Do we receive customization in this report?

Answer: Yes, Lucintel provides 10% Customization Without any Additional Cost.

This report answers following 11 key questions

Q.1. What are some of the most promising, high-growth opportunities for the shooting video game market by product type (online and offline), application (juvenile (7-17), youth (18-40), middle aged (41-65), and elderly (>66)), and region (North America, Europe, Asia Pacific, and the Rest of the World)?

Q.2. Which segments will grow at a faster pace and why?

Q.3. Which region will grow at a faster pace and why?

Q.4. What are the key factors affecting market dynamics? What are the key challenges and business risks in this market?

Q.5. What are the business risks and competitive threats in this market?

Q.6. What are the emerging trends in this market and the reasons behind them?

Q.7. What are some of the changing demands of customers in the market?

Q.8. What are the new developments in the market? Which companies are leading these developments?

Q.9. Who are the major players in this market? What strategic initiatives are key players pursuing for business growth?

Q.10. What are some of the competing products in this market and how big of a threat do they pose for loss of market share by material or product substitution?

Q.11. What M&A activity has occurred in the last five years and what has its impact been on the industry?

For any questions related to shooting video game market or related shooting video game companies, shooting video game market size, shooting video game market share, shooting video game market research, write Lucintel analyst at email:

helpdesk@lucintel.com we will be glad to get back to you soon.

Contents

1. EXECUTIVE SUMMARY

2. GLOBAL SHOOTING VIDEO GAME MARKET: MARKET DYNAMICS

2.1: Introduction, Background, and Classifications

2.2: Supply Chain

2.3: Industry Drivers and Challenges

3. MARKET TRENDS AND FORECAST ANALYSIS FROM 2017 TO 2028

3.1: Macroeconomic Trends (2017-2022) and Forecast (2023-2028)

3.2: Global Shooting Video Game Market Trends (2017-2022) and Forecast (2023-2028)

3.3: Global Shooting Video Game Market by Product Type

3.3.1 Online

3.3.2 Offline

3.4 Global Shooting Video Game Market by Application

3.4.1 Juvenile (7-17)

3.4.2 Youth (18-40)

3.4.3 Middle Aged (41-65)

3.4.4 Elderly (>66)

4. MARKET TRENDS AND FORECAST ANALYSIS BY REGION FROM 2017 TO 2028

4.1: Global Shooting Video Game Market by Region

4.2: North American Shooting Video Game Market

4.2: North American Shooting Video Game Market

4.2.1: North American Shooting Video Game Market by Product Type: Online and Offline

4.2.2: North American Shooting Video Game Market by Application: Juvenile (7-17), Youth (18-40), Middle Aged (41-65), and Elderly (>66)

4.3: European Shooting Video Game Market

4.3.1: European Shooting Video Game Market by Product Type: Online and Offline

4.3.2: European Shooting Video Game Market by Application: Juvenile (7-17), Youth (18-40), Middle Aged (41-65), and Elderly (>66)

4.4: APAC Shooting Video Game Market

- 4.4.1: APAC Shooting Video Game Market by Product Type: Online and Offline
- 4.4.2: APAC Shooting Video Game Market by Application: Juvenile (7-17), Youth (18-40), Middle Aged (41-65), and Elderly (>66)
- 4.5: ROW Shooting Video Game Market
 - 4.5.1: ROW Shooting Video Game Market by Product Type: Online and Offline
 - 4.5.2: ROW Shooting Video Game Market by Application: Juvenile (7-17), Youth (18-40), Middle Aged (41-65), and Elderly (>66)

5. COMPETITOR ANALYSIS

- 5.1: Product Portfolio Analysis
- 5.2: Operational Integration
- 5.3: Porter's Five Forces Analysis

6. GROWTH OPPORTUNITIES AND STRATEGIC ANALYSIS

- 6.1: Growth Opportunity Analysis
 - 6.1.1: Growth Opportunities for the Global Shooting Video Game Market by Product Type
 - 6.1.2: Growth Opportunities for the Global Shooting Video Game Market by Application
 - 6.1.3: Growth Opportunities for the Global Shooting Video Game Market Region
- 6.2: Emerging Trends in the Global Shooting Video Game Market
- 6.3: Strategic Analysis
 - 6.3.1: New Product Development
 - 6.3.2: Capacity Expansion of the Global Shooting Video Game Market
 - 6.3.3: Mergers, Acquisitions, and Joint Ventures in the Global Shooting Video Game Market
 - 6.3.4: Certification and Licensing

7. COMPANY PROFILES OF LEADING PLAYERS

- 7.1 Rockstar Games
- 7.2 Gameloft
- 7.3 Valve
- 7.4 Krafton
- 7.5 Ubisoft

I would like to order

Product name: Shooting Video Game Market: Trends, Opportunities and Competitive Analysis [2023-2028]

Product link: <https://marketpublishers.com/r/SB4D9D31E238EN.html>

Price: US\$ 4,850.00 (Single User License / Electronic Delivery)

If you want to order Corporate License or Hard Copy, please, contact our Customer Service:

info@marketpublishers.com

Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/SB4D9D31E238EN.html>

To pay by Wire Transfer, please, fill in your contact details in the form below:

First name:
Last name:
Email:
Company:
Address:
City:
Zip code:
Country:
Tel:
Fax:
Your message:

****All fields are required**

Customer signature _____

Please, note that by ordering from marketpublishers.com you are agreeing to our Terms & Conditions at <https://marketpublishers.com/docs/terms.html>

To place an order via fax simply print this form, fill in the information below and fax the completed form to +44 20 7900 3970

