

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

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Abstracts

Sports Video Game Market Trends and Forecast

The future of the sports video game market looks promising with opportunities in the online and offline markets. The global sports video game market is expected to reach an estimated \$19.5 billion by 2028 with a CAGR of 7.8% from 2023 to 2028. The major drivers for this market are increasing interest in video games, which recreates the physical sports experience along with growing number of sports game tournament and rising customer spending on video content.

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

Sports Video Game Market by Segment

The study includes a forecast for the global sports video game market by device type, platform type, age group, and region, as follows:

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

Smartphones

Tablets

PC

Consoles

Others

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

Online

Offline

Sports Video Game Market by Age Group [Value (\$B) Shipment Analysis from 2017 to 2028]:

Age 10-20

Age 21-35

Age 36-50

Age 51-60

Sports 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 Sports 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 sports 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 sports video game companies profiled in this report include.

Sony

Tencent

Microsoft

Netease

Activation Blizzard

Sports Video Game Market Insights

Lucintel forecasts that console is expected to witness highest growth over the forecast period due to the extensive use of console gaming devices for playing sports themed video games owing to its high-end displays and sound systems.

Online is expected to witness highest growth over the forecast period due to the increasing trend of cloud gaming and huge demand for online based sports video game among various players.

APAC will remain the largest region due to the presence of enhanced broadband internet connectivity and rising popularity of online video games among individuals in the region.

Features of the Sports Video Game Market

Market Size Estimates: Sports 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: Sports video game market size by various segments, such as by device type, platform type, age group, and region

Regional Analysis: Sports 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 device type, platform type, age group, and regions for the sports video game market.

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

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

FAQ

Q1. What is the sports video game market size?

Answer: The global sports video game market is expected to reach an estimated \$19.5 billion by 2028.

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

Answer: The global sports video game market is expected to grow with a CAGR of 7.8% from 2023 to 2028.

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

Answer: The major drivers for this market are increasing interest in video games, which recreates the physical sports experience along with growing number of sports game tournament and rising customer spending on video content.

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

Answer: The future of the sports video game market looks promising with opportunities in the online and offline markets.

Q5. Who are the key sports video game companies?

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

Sony

Tencent

Microsoft

Netease

Activation Blizzard

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

Answer: Lucintel forecasts that console is expected to witness highest growth over the forecast period due to the extensive use of console gaming devices for playing sports themed video games owing to its high-end displays and sound systems.

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

Answer: APAC will remain the largest region due to the presence of enhanced broadband internet connectivity and rising popularity of online video games among individuals 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 sports video game market by device type (smartphone, tablet, PC, console, and others),

platform type (online and offline), age group (age 10-20, age 21-35, age 36-50, and age 51-65), 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 5 years and what has its impact been on the industry?

For any questions related to sports video game market or related to sports video game companies, sports video game market size, sports video game market share, sports video game analysis, write Lucintel analyst at email: helpdesk@lucintel.com we will be glad to get back to you soon.

Contents

1. EXECUTIVE SUMMARY

2. GLOBAL SPORTS 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 Sports Video Game Market Trends (2017-2022) and Forecast (2023-2028)

3.3: Global Sports Video Game Market by Device Type

3.3.1: Smartphone

3.3.2: Tablet

3.3.3: PC

3.3.4: Console

3.3.5: Others

3.4: Global Sports Video Game Market by Platform Type

3.4.1: Online

3.4.2: Offline

3.5: Global Sports Video Game Market by Age Group

3.5.1: Age 10-20

3.5.2: Age 21-35

3.5.3: Age 36-50

3.5.4: Age 51-65

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

4.1: Global Sports Video Game Market by Region

4.2: North American Sports Video Game Market

4.2.1: North American Sports Video Game Market by Device Type: Smartphone, Tablet, PC, Console, and Others

4.2.2: North American Sports Video Game Market by Platform Type: Online and Offline

4.3: European Sports Video Game Market

4.3.1: European Sports Video Game Market by Device Type: Smartphone, Tablet, PC, Console, and Others

4.3.2: European Sports Video Game Market by Platform Type: Online and Offline

4.4: APAC Sports Video Game Market

4.4.1: APAC Sports Video Game Market by Device Type: Smartphone, Tablet, PC, Console, and Others

4.4.2: APAC Sports Video Game Market by Platform Type: Online and Offline

4.5: ROW Sports Video Game Market

4.5.1: ROW Sports Video Game Market by Device Type: Smartphone, Tablet, PC, Console, and Others

4.5.2: ROW Sports Video Game Market by Platform Type: Online and Offline

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 Sports Video Game Market by Device Type

6.1.2: Growth Opportunities for the Global Sports Video Game Market by Platform Type

6.1.3: Growth Opportunities for the Global Sports Video Game Market by Age Group

6.1.4: Growth Opportunities for the Global Sports Video Game Market by Region

6.2: Emerging Trends in the Global Sports Video Game Market

6.3: Strategic Analysis

6.3.1: New Product Development

6.3.2: Capacity Expansion of the Global Sports Video Game Market

6.3.3: Mergers, Acquisitions, and Joint Ventures in the Global Sports Video Game Market

6.3.4: Certification and Licensing

7. COMPANY PROFILES OF LEADING PLAYERS

7.1: Sony

7.2: Tencent

7.3: Microsoft

7.4: Netease

7:5: ACTIVATION BLIZZARD

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