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2015-2027 Global Artificial Intelligence in Video Games Industry Market Research Report, Segment by Player, Type, Application, Marketing Channel, and Region

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Abstracts

The worldwide market for Artificial Intelligence in Video Games is estimated to grow at a CAGR of roughly X.X% in the next 8 years, and will reach X.X million US$ in 2027, from X.X million US$ in 2020.

The report covers market size status and forecast, value chain analysis, market segmentation of Top countries in Major Regions, such as North America, Europe, Asia-Pacific, Latin America and Middle East & Africa, by type, application and marketing channel. In addition, the report focuses on the driving factors, restraints, opportunities and PEST analysis of major regions.

Major Companies Covered
Nintendo
Ubisoft
Google
Activision Blizzard
Microsoft
NCSoft
EA
Tencent
Playtika
Nexon
Konami
Square Enix

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Sony
NetEase
Take-Two Interactive

Major Types Covered
On-Premise
Cloud-based

Major Applications Covered
PC
TV
Smartphone & Tablet

Top Countries Data Covered in This Report
United States
Canada
Germany
UK
France
Italy
Spain
Russia
Netherlands
Turkey
Switzerland
Sweden
Poland
Belgium
China
Japan
South Korea
Australia
India
Taiwan
Indonesia
Thailand
Philippines
Malaysia
Brazil

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Mexico
Argentina
Columbia
Chile
Saudi Arabia
UAE
Egypt
Nigeria
South Africa

Years considered for this report:
Historical Years: 2015-2019
Base Year: 2019
Estimated Year: 2020
Forecast Period: 2020-2027

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