

2015-2027 Global MMO Games Industry Market Research Report, Segment by Player, Type, Application, Marketing Channel, and Region

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Abstracts

The worldwide market for MMO 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

Warner Bros. Entertainment

SOFTNYX

Perfect World

Jagex

King.com

OGPlanet

Sony Online Entertainment

CCP

SQUARE ENIX

Riot Games

Valve Corporation

WeMade Entertainment (Joymax)

GungHo Online Entertainment

Aeria Games and Entertainment

Tencent

eGames
NetEase
Ankama
Electronic Arts
Cryptic Studios
NCSOFT
Take-Two Interactive Software
NEXON Korea Corporation and NEXON America
Shanda Interactive Entertainment
CipSoft
Disney
WebZen (gPotato)
Activision Blizzard
KONAMI
ChangYou.com
SEGA Holdings

Major Types Covered

MMO Role Play Games (MMORPG)
MMO First Person Shooter (MMOFPS)
MMO Real-time Strategy (MMORTS)
Others

Major Applications Covered

Amateur Gamers
Professional Gamers

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
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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