

2020-2025 Global Artificial Intelligence in Video Games Market Report - Production and Consumption Professional Analysis (Impact of COVID-19)

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Abstracts

In video games, artificial intelligence (AI) is used to generate responsive, adaptive or intelligent behaviors primarily in non-player characters (NPCs) similar to human-like intelligence.

This report elaborates the market size, market characteristics, and market growth of the Artificial Intelligence in Video Games industry, and breaks down according to the type, application, and consumption area of Artificial Intelligence in Video Games. The report also conducted a PESTEL analysis of the industry to study the main influencing factors and entry barriers of the industry.

In Chapter 3.4 of the report, the impact of the COVID-19 outbreak on the industry was fully assessed. Fully risk assessment and industry recommendations were made for Artificial Intelligence in Video Games in a special period. This chapter also compares the markets of Pre COVID-19 and Post COVID-19.

In addition, chapters 8-12 consider the impact of COVID-19 on the regional economy.

Key players in the global Artificial Intelligence in Video Games market covered in

Chapter 13:

Ubisoft

Tencent

EA

Konami

Playtika

Take-Two Interactive

Nintendo

Microsoft

Sony

NCSOFT

Square Enix

Nexon

Activision Blizzard

NetEase

Google

In Chapter 6, on the basis of types, the Artificial Intelligence in Video Games market from 2015 to 2025 is primarily split into:

On-Premise

Cloud-based

In Chapter 7, on the basis of applications, the Artificial Intelligence in Video Games market from 2015 to 2025 covers:

PC

TV

Smartphone & Tablet

Geographically, the detailed analysis of production, trade of the following countries is covered in Chapter 4.2, 5:

United States

Europe

China

Japan

India

Geographically, the detailed analysis of consumption, revenue, market share and growth rate of the following regions are covered in Chapter 8, 9, 10, 11, 12:

North America (Covered in Chapter 8)

United States

Canada

Mexico

Europe (Covered in Chapter 9)

Germany

UK

France

Italy

Spain

Others

Asia-Pacific (Covered in Chapter 10)

China

Japan

India

South Korea

Southeast Asia

Others

Middle East and Africa (Covered in Chapter 11)

Saudi Arabia

UAE

South Africa

Others

South America (Covered in Chapter 12)

Brazil

Others

Years considered for this report:

Historical Years: 2015-2019

Base Year: 2019

Estimated Year: 2020

Forecast Period: 2020-2025

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