

2020-2025 Global Massive Multiplayer Online (MMO) Games Market Report - Production and Consumption Professional Analysis (Impact of COVID-19)

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Abstracts

Massive multiplayer online (MMO) gaming involves several players playing different roles and strategies in a particular game from across the world. MMO are of different types such as role play games (RPG), first-person shooter (FPS), and real-time strategy (RTS) games. Developers are constantly developing new genres of games to break away from traditional ways of gaming. They are regularly creating sub-genres within the main genre. Adding elements into the MMO games has resulted in the formation of mixed and intricate combinations in the gaming world.

This report elaborates the market size, market characteristics, and market growth of the Massive Multiplayer Online (MMO) Games industry, and breaks down according to the type, application, and consumption area of Massive Multiplayer Online (MMO) 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 Massive Multiplayer Online (MMO) 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 Massive Multiplayer Online (MMO) Games market covered in Chapter 13:

Perfect World

GungHo Online Entertainment

NetEase

SEGA Holdings

Take-Two Interactive Software

Ankama
Valve Corporation
WebZen (gPotato)
NEXON Korea Corporation and NEXON America
WeMade Entertainment (Joymax)
Shanda Interactive Entertainment
Aeria Games and Entertainment
Tencent
SOFTNYX
KONAMI
OGPlanet
Jagex
eGames
NCSoft
ChangYou.com
Activision Blizzard
King.com
Warner Bros. Entertainment
Riot Games
Cryptic Studios
Disney
CipSoft
Sony Online Entertainment
Electronic Arts
CCP
SQUARE ENIX

In Chapter 6, on the basis of types, the Massive Multiplayer Online (MMO) Games market from 2015 to 2025 is primarily split into:

Role-playing
First-person shooter
Real-time strategy
Simulations
Casual
Others

In Chapter 7, on the basis of applications, the Massive Multiplayer Online (MMO) Games market from 2015 to 2025 covers:

Adult
Teenager
Others

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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