

2020-2025 Global 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 MMO Games industry, and breaks down according to the type, application, and consumption area of 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 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 MMO Games market covered in Chapter 13:

Valve

Riot Games

Aeria Games

Activision Blizzard

NCsoft Corporation

Tencent

Ankama
Giant Interactive Group
NetEase Games
Electronic Arts

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

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

In Chapter 7, on the basis of applications, the MMO Games market from 2015 to 2025 covers:

Amateur Gamers
Professional Gamers

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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