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2020-2025 Global Racing Games Market Report - Production and Consumption Professional Analysis (Impact of COVID-19)

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Abstracts

The racing game type is a first-person or third-person view video game type in which players participate in any type of racing game on land, water, air or spacecraft.

This report elaborates the market size, market characteristics, and market growth of the Racing Games industry, and breaks down according to the type, application, and consumption area of Racing 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 Racing 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 Racing Games market covered in Chapter 13:

Bongfish
Aquiris Game Studio
Criterion
THQ Nordic
iRacing
Gameloft
Vector Unit
Slightly Mad Studios

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Codemasters
Creative Mobile
Ubisoft
Fingersoft
NaturalMotion
Milestone
Electronic Arts Inc.
Turn 10 Studios (Microsoft)

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

F2P
P2P

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

PC
Mobile
Console

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)

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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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