

# 2020-2025 Global Virtual Goods Market Report - Production and Consumption Professional Analysis (Impact of COVID-19)

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## Abstracts

Virtual goods are services and products that are available in games that are procured using real money. These goods do not translate into real-life goods and are particular to a certain game.

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

Tencent Holdings Ltd.

Facebook Inc.

Mixi Inc.

Kabam Inc

Epic Games, Inc.

Gree Inc.

Tagged Inc.

Line

Bebo Inc.

Hi5 Networks Inc.

Myspace LLC  
Zynga Inc.  
KakaoTalk

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

Game Skin Virtual Goods  
Game Fashion Virtual Goods  
Digital Chat Stickers  
Others

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

Female  
Male

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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