

COVID-19 Outbreak-Global Massive Multiplayer Online (MMO) Games Industry Market Report-Development Trends, Threats, Opportunities and Competitive Landscape in 2020

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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.

The Massive Multiplayer Online (MMO) Games market revenue was xx.xx Million USD in 2019, and will reach xx.xx Million USD in 2025, with a CAGR of x.x% during 2020-2025.

Under COVID-19 outbreak globally, this report provides 360 degrees of analysis from supply chain, import and export control to regional government policy and future influence on the industry. Detailed analysis about market status (2015-2020), enterprise competition pattern, advantages and disadvantages of enterprise products, industry development trends (2020-2025), regional industrial layout characteristics and macroeconomic policies, industrial policy has also been included. From raw materials to end users of this industry are analyzed scientifically, the trends of product circulation and sales channel will be presented as well. Considering COVID-19, this report provides comprehensive and in-depth analysis on how the epidemic push this industry transformation and reform.

In COVID-19 outbreak, Chapter 2.2 of this report provides an analysis of the impact of COVID-19 on the global economy and the Massive Multiplayer Online (MMO) Games industry.

Chapter 3.7 covers the analysis of the impact of COVID-19 from the perspective of the industry chain.

In addition, chapters 7-11 consider the impact of COVID-19 on the regional economy.

The Massive Multiplayer Online (MMO) Games market can be split based on product types, major applications, and important countries as follows:

Key players in the global Massive Multiplayer Online (MMO) Games market covered in Chapter 12:

Warner Bros. Entertainment

Ankama

WeMade Entertainment (Joymax)

CCP

Valve Corporation

GungHo Online Entertainment

Take-Two Interactive Software

Electronic Arts

Sony Online Entertainment

Jagex

NCSOFT

Disney

OGPlanet

SQUARE ENIX

WebZen (gPotato)

Cryptic Studios

Aeria Games and Entertainment

Activision Blizzard

NEXON Korea Corporation and NEXON America

King.com

SOFTNYX

CipSoft

Perfect World

Shanda Interactive Entertainment

SEGA Holdings

ChangYou.com

eGames

NetEase
Riot Games
Tencent
KONAMI

In Chapter 4 and 14.1, 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 5 and 14.2, 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 consumption, revenue, market share and growth rate, historic and forecast (2015-2025) of the following regions are covered in Chapter 6, 7, 8, 9, 10, 11, 14:

North America (Covered in Chapter 7 and 14)

United States

Canada

Mexico

Europe (Covered in Chapter 8 and 14)

Germany

UK

France

Italy

Spain

Russia

Others

Asia-Pacific (Covered in Chapter 9 and 14)

China

Japan

South Korea

Australia
India
Southeast Asia
Others
Middle East and Africa (Covered in Chapter 10 and 14)
Saudi Arabia
UAE
Egypt
Nigeria
South Africa
Others
South America (Covered in Chapter 11 and 14)
Brazil
Argentina
Columbia
Chile
Others

Years considered for this report:

Historical Years: 2015-2019

Base Year: 2019

Estimated Year: 2020

Forecast Period: 2020-2025

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