

Global Massive Multiplayer Online (MMO) Games Market Research Report with Opportunities and Strategies to Boost Growth- COVID-19 Impact and Recovery

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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.

Based on the Massive Multiplayer Online (MMO) Games market development status, competitive landscape and development model in different regions of the world, this report is dedicated to providing niche markets, potential risks and comprehensive competitive strategy analysis in different fields. From the competitive advantages of different types of products and services, the development opportunities and consumption characteristics and structure analysis of the downstream application fields are all analyzed in detail. To Boost Growth during the epidemic era, this report analyzes in detail for the potential risks and opportunities which can be focused on.

In Chapter 2.4 of the report, we share our perspectives for the impact of COVID-19 from the long and short term.

In chapter 3.4, we provide the influence of the crisis on the industry chain, especially for marketing channels.

In chapters 8-13, we update the timely industry economic revitalization plan of the country-wise government.

Key players in the global Massive Multiplayer Online (MMO) Games market covered in Chapter 5:

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

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 consumption, revenue, market share and growth rate, historic and forecast (2015-2025) of the following regions are covered in Chapter 8-13:

North America (Covered in Chapter 9)

United States

Canada

Mexico

Europe (Covered in Chapter 10)

Germany

UK

France

Italy

Spain

Russia

Others

Asia-Pacific (Covered in Chapter 11)

China

Japan

South Korea

Australia

India

South America (Covered in Chapter 12)

Brazil

Argentina

Columbia

Middle East and Africa (Covered in Chapter 13)

UAE

Egypt

South Africa

Years considered for this report:

Historical Years: 2015-2019

Base Year: 2019

Estimated Year: 2020

Forecast Period: 2020-2025

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