

2D Fighting Games Market, Global Outlook and Forecast 2022-2028

<https://marketpublishers.com/r/2A0CCCFADE93EN.html>

Date: April 2022

Pages: 60

Price: US\$ 3,250.00 (Single User License)

ID: 2A0CCCFADE93EN

Abstracts

This report contains market size and forecasts of 2D Fighting Games in Global, including the following market information:

Global 2D Fighting Games Market Revenue, 2017-2022, 2023-2028, (\$ millions)

Global top five companies in 2021 (%)

The global 2D Fighting Games market was valued at million in 2021 and is projected to reach US\$ million by 2028, at a CAGR of % during the forecast period 2022-2028.

The U.S. Market is Estimated at \$ Million in 2021, While China is Forecast to Reach \$ Million by 2028.

Stand-alone Game Segment to Reach \$ Million by 2028, with a % CAGR in next six years.

The global key manufacturers of 2D Fighting Games include Nintendo, Namco, WB Games, Sega, Capcom, Koei Tecmo, SNK Playmore, Autumn Games and Arc System Works. etc. In 2021, the global top five players have a share approximately % in terms of revenue.

MARKET MONITOR GLOBAL, INC (MMG) has surveyed the 2D Fighting Games companies, and industry experts on this industry, involving the revenue, demand, product type, recent developments and plans, industry trends, drivers, challenges, obstacles, and potential risks.

Total Market by Segment:

Global 2D Fighting Games Market, by Type, 2017-2022, 2023-2028 (\$ millions)

Global 2D Fighting Games Market Segment Percentages, by Type, 2021 (%)

Stand-alone Game

Online Game

Global 2D Fighting Games Market, by Application, 2017-2022, 2023-2028 (\$ millions)

Global 2D Fighting Games Market Segment Percentages, by Application, 2021 (%)

PC

Mobile Phone

Tablet

Gaming Console

Global 2D Fighting Games Market, By Region and Country, 2017-2022, 2023-2028 (\$ Millions)

Global 2D Fighting Games Market Segment Percentages, By Region and Country, 2021 (%)

North America

US

Canada

Mexico

Europe

Germany

France

U.K.

Italy

Russia

Nordic Countries

Benelux

Rest of Europe

Asia

China

Japan

South Korea

Southeast Asia

India

Rest of Asia

South America

Brazil

Argentina

Rest of South America

Middle East & Africa

Turkey

Israel

Saudi Arabia

UAE

Rest of Middle East & Africa

Competitor Analysis

The report also provides analysis of leading market participants including:

Key companies 2D Fighting Games revenues in global market, 2017-2022 (estimated), (\$ millions)

Key companies 2D Fighting Games revenues share in global market, 2021 (%)

Further, the report presents profiles of competitors in the market, key players include:

Nintendo

Namco

WB Games

Sega

Capcom

Koei Tecmo

SNK Playmore

Autumn Games

Arc System Works

Contents

1 INTRODUCTION TO RESEARCH & ANALYSIS REPORTS

- 1.1 2D Fighting Games Market Definition
- 1.2 Market Segments
 - 1.2.1 Market by Type
 - 1.2.2 Market by Application
- 1.3 Global 2D Fighting Games Market Overview
- 1.4 Features & Benefits of This Report
- 1.5 Methodology & Sources of Information
 - 1.5.1 Research Methodology
 - 1.5.2 Research Process
 - 1.5.3 Base Year
 - 1.5.4 Report Assumptions & Caveats

2 GLOBAL 2D FIGHTING GAMES OVERALL MARKET SIZE

- 2.1 Global 2D Fighting Games Market Size: 2021 VS 2028
- 2.2 Global 2D Fighting Games Market Size, Prospects & Forecasts: 2017-2028
- 2.3 Key Market Trends, Opportunity, Drivers and Restraints
 - 2.3.1 Market Opportunities & Trends
 - 2.3.2 Market Drivers
 - 2.3.3 Market Restraints

3 COMPANY LANDSCAPE

- 3.1 Top 2D Fighting Games Players in Global Market
- 3.2 Top Global 2D Fighting Games Companies Ranked by Revenue
- 3.3 Global 2D Fighting Games Revenue by Companies
- 3.4 Top 3 and Top 5 2D Fighting Games Companies in Global Market, by Revenue in 2021
- 3.5 Global Companies 2D Fighting Games Product Type
- 3.6 Tier 1, Tier 2 and Tier 3 2D Fighting Games Players in Global Market
 - 3.6.1 List of Global Tier 1 2D Fighting Games Companies
 - 3.6.2 List of Global Tier 2 and Tier 3 2D Fighting Games Companies

4 MARKET SIGHTS BY PRODUCT

4.1 Overview

- 4.1.1 by Type - Global 2D Fighting Games Market Size Markets, 2021 & 2028
- 4.1.2 Stand-alone Game
- 4.1.3 Online Game

4.2 By Type - Global 2D Fighting Games Revenue & Forecasts

- 4.2.1 By Type - Global 2D Fighting Games Revenue, 2017-2022
- 4.2.2 By Type - Global 2D Fighting Games Revenue, 2023-2028
- 4.2.3 By Type - Global 2D Fighting Games Revenue Market Share, 2017-2028

5 SIGHTS BY APPLICATION

5.1 Overview

- 5.1.1 By Application - Global 2D Fighting Games Market Size, 2021 & 2028
- 5.1.2 PC
- 5.1.3 Mobile Phone
- 5.1.4 Tablet
- 5.1.5 Gaming Console

5.2 By Application - Global 2D Fighting Games Revenue & Forecasts

- 5.2.1 By Application - Global 2D Fighting Games Revenue, 2017-2022
- 5.2.2 By Application - Global 2D Fighting Games Revenue, 2023-2028
- 5.2.3 By Application - Global 2D Fighting Games Revenue Market Share, 2017-2028

6 SIGHTS BY REGION

6.1 By Region - Global 2D Fighting Games Market Size, 2021 & 2028

6.2 By Region - Global 2D Fighting Games Revenue & Forecasts

- 6.2.1 By Region - Global 2D Fighting Games Revenue, 2017-2022
- 6.2.2 By Region - Global 2D Fighting Games Revenue, 2023-2028
- 6.2.3 By Region - Global 2D Fighting Games Revenue Market Share, 2017-2028

6.3 North America

- 6.3.1 By Country - North America 2D Fighting Games Revenue, 2017-2028
- 6.3.2 US 2D Fighting Games Market Size, 2017-2028
- 6.3.3 Canada 2D Fighting Games Market Size, 2017-2028
- 6.3.4 Mexico 2D Fighting Games Market Size, 2017-2028

6.4 Europe

- 6.4.1 By Country - Europe 2D Fighting Games Revenue, 2017-2028
- 6.4.2 Germany 2D Fighting Games Market Size, 2017-2028
- 6.4.3 France 2D Fighting Games Market Size, 2017-2028
- 6.4.4 U.K. 2D Fighting Games Market Size, 2017-2028

- 6.4.5 Italy 2D Fighting Games Market Size, 2017-2028
- 6.4.6 Russia 2D Fighting Games Market Size, 2017-2028
- 6.4.7 Nordic Countries 2D Fighting Games Market Size, 2017-2028
- 6.4.8 Benelux 2D Fighting Games Market Size, 2017-2028

6.5 Asia

- 6.5.1 By Region - Asia 2D Fighting Games Revenue, 2017-2028
- 6.5.2 China 2D Fighting Games Market Size, 2017-2028
- 6.5.3 Japan 2D Fighting Games Market Size, 2017-2028
- 6.5.4 South Korea 2D Fighting Games Market Size, 2017-2028
- 6.5.5 Southeast Asia 2D Fighting Games Market Size, 2017-2028
- 6.5.6 India 2D Fighting Games Market Size, 2017-2028

6.6 South America

- 6.6.1 By Country - South America 2D Fighting Games Revenue, 2017-2028
- 6.6.2 Brazil 2D Fighting Games Market Size, 2017-2028
- 6.6.3 Argentina 2D Fighting Games Market Size, 2017-2028

6.7 Middle East & Africa

- 6.7.1 By Country - Middle East & Africa 2D Fighting Games Revenue, 2017-2028
- 6.7.2 Turkey 2D Fighting Games Market Size, 2017-2028
- 6.7.3 Israel 2D Fighting Games Market Size, 2017-2028
- 6.7.4 Saudi Arabia 2D Fighting Games Market Size, 2017-2028
- 6.7.5 UAE 2D Fighting Games Market Size, 2017-2028

7 PLAYERS PROFILES

7.1 Nintendo

- 7.1.1 Nintendo Corporate Summary
- 7.1.2 Nintendo Business Overview
- 7.1.3 Nintendo 2D Fighting Games Major Product Offerings
- 7.1.4 Nintendo 2D Fighting Games Revenue in Global Market (2017-2022)
- 7.1.5 Nintendo Key News

7.2 Namco

- 7.2.1 Namco Corporate Summary
- 7.2.2 Namco Business Overview
- 7.2.3 Namco 2D Fighting Games Major Product Offerings
- 7.2.4 Namco 2D Fighting Games Revenue in Global Market (2017-2022)
- 7.2.5 Namco Key News

7.3 WB Games

- 7.3.1 WB Games Corporate Summary
- 7.3.2 WB Games Business Overview

7.3.3 WB Games 2D Fighting Games Major Product Offerings

7.3.4 WB Games 2D Fighting Games Revenue in Global Market (2017-2022)

7.3.5 WB Games Key News

7.4 Sega

7.4.1 Sega Corporate Summary

7.4.2 Sega Business Overview

7.4.3 Sega 2D Fighting Games Major Product Offerings

7.4.4 Sega 2D Fighting Games Revenue in Global Market (2017-2022)

7.4.5 Sega Key News

7.5 Capcom

7.5.1 Capcom Corporate Summary

7.5.2 Capcom Business Overview

7.5.3 Capcom 2D Fighting Games Major Product Offerings

7.5.4 Capcom 2D Fighting Games Revenue in Global Market (2017-2022)

7.5.5 Capcom Key News

7.6 Koei Tecmo

7.6.1 Koei Tecmo Corporate Summary

7.6.2 Koei Tecmo Business Overview

7.6.3 Koei Tecmo 2D Fighting Games Major Product Offerings

7.6.4 Koei Tecmo 2D Fighting Games Revenue in Global Market (2017-2022)

7.6.5 Koei Tecmo Key News

7.7 SNK Playmore

7.7.1 SNK Playmore Corporate Summary

7.7.2 SNK Playmore Business Overview

7.7.3 SNK Playmore 2D Fighting Games Major Product Offerings

7.7.4 SNK Playmore 2D Fighting Games Revenue in Global Market (2017-2022)

7.7.5 SNK Playmore Key News

7.8 Autumn Games

7.8.1 Autumn Games Corporate Summary

7.8.2 Autumn Games Business Overview

7.8.3 Autumn Games 2D Fighting Games Major Product Offerings

7.8.4 Autumn Games 2D Fighting Games Revenue in Global Market (2017-2022)

7.8.5 Autumn Games Key News

7.9 Arc System Works

7.9.1 Arc System Works Corporate Summary

7.9.2 Arc System Works Business Overview

7.9.3 Arc System Works 2D Fighting Games Major Product Offerings

7.9.4 Arc System Works 2D Fighting Games Revenue in Global Market (2017-2022)

7.9.5 Arc System Works Key News

8 CONCLUSION

9 APPENDIX

9.1 Note

9.2 Examples of Clients

9.3 Disclaimer

List Of Tables

LIST OF TABLES

- Table 1. 2D Fighting Games Market Opportunities & Trends in Global Market
- Table 2. 2D Fighting Games Market Drivers in Global Market
- Table 3. 2D Fighting Games Market Restraints in Global Market
- Table 4. Key Players of 2D Fighting Games in Global Market
- Table 5. Top 2D Fighting Games Players in Global Market, Ranking by Revenue (2021)
- Table 6. Global 2D Fighting Games Revenue by Companies, (US\$, Mn), 2017-2022
- Table 7. Global 2D Fighting Games Revenue Share by Companies, 2017-2022
- Table 8. Global Companies 2D Fighting Games Product Type
- Table 9. List of Global Tier 1 2D Fighting Games Companies, Revenue (US\$, Mn) in 2021 and Market Share
- Table 10. List of Global Tier 2 and Tier 3 2D Fighting Games Companies, Revenue (US\$, Mn) in 2021 and Market Share
- Table 11. By Type – Global 2D Fighting Games Revenue, (US\$, Mn), 2021 & 2028
- Table 12. By Type - 2D Fighting Games Revenue in Global (US\$, Mn), 2017-2022
- Table 13. By Type - 2D Fighting Games Revenue in Global (US\$, Mn), 2023-2028
- Table 14. By Application – Global 2D Fighting Games Revenue, (US\$, Mn), 2021 & 2028
- Table 15. By Application - 2D Fighting Games Revenue in Global (US\$, Mn), 2017-2022
- Table 16. By Application - 2D Fighting Games Revenue in Global (US\$, Mn), 2023-2028
- Table 17. By Region – Global 2D Fighting Games Revenue, (US\$, Mn), 2021 & 2028
- Table 18. By Region - Global 2D Fighting Games Revenue (US\$, Mn), 2017-2022
- Table 19. By Region - Global 2D Fighting Games Revenue (US\$, Mn), 2023-2028
- Table 20. By Country - North America 2D Fighting Games Revenue, (US\$, Mn), 2017-2022
- Table 21. By Country - North America 2D Fighting Games Revenue, (US\$, Mn), 2023-2028
- Table 22. By Country - Europe 2D Fighting Games Revenue, (US\$, Mn), 2017-2022
- Table 23. By Country - Europe 2D Fighting Games Revenue, (US\$, Mn), 2023-2028
- Table 24. By Region - Asia 2D Fighting Games Revenue, (US\$, Mn), 2017-2022
- Table 25. By Region - Asia 2D Fighting Games Revenue, (US\$, Mn), 2023-2028
- Table 26. By Country - South America 2D Fighting Games Revenue, (US\$, Mn), 2017-2022
- Table 27. By Country - South America 2D Fighting Games Revenue, (US\$, Mn), 2023-2028
- Table 28. By Country - Middle East & Africa 2D Fighting Games Revenue, (US\$, Mn),

2017-2022

Table 29. By Country - Middle East & Africa 2D Fighting Games Revenue, (US\$, Mn), 2023-2028

Table 30. Nintendo Corporate Summary

Table 31. Nintendo 2D Fighting Games Product Offerings

Table 32. Nintendo 2D Fighting Games Revenue (US\$, Mn), (2017-2022)

Table 33. Namco Corporate Summary

Table 34. Namco 2D Fighting Games Product Offerings

Table 35. Namco 2D Fighting Games Revenue (US\$, Mn), (2017-2022)

Table 36. WB Games Corporate Summary

Table 37. WB Games 2D Fighting Games Product Offerings

Table 38. WB Games 2D Fighting Games Revenue (US\$, Mn), (2017-2022)

Table 39. Sega Corporate Summary

Table 40. Sega 2D Fighting Games Product Offerings

Table 41. Sega 2D Fighting Games Revenue (US\$, Mn), (2017-2022)

Table 42. Capcom Corporate Summary

Table 43. Capcom 2D Fighting Games Product Offerings

Table 44. Capcom 2D Fighting Games Revenue (US\$, Mn), (2017-2022)

Table 45. Koei Tecmo Corporate Summary

Table 46. Koei Tecmo 2D Fighting Games Product Offerings

Table 47. Koei Tecmo 2D Fighting Games Revenue (US\$, Mn), (2017-2022)

Table 48. SNK Playmore Corporate Summary

Table 49. SNK Playmore 2D Fighting Games Product Offerings

Table 50. SNK Playmore 2D Fighting Games Revenue (US\$, Mn), (2017-2022)

Table 51. Autumn Games Corporate Summary

Table 52. Autumn Games 2D Fighting Games Product Offerings

Table 53. Autumn Games 2D Fighting Games Revenue (US\$, Mn), (2017-2022)

Table 54. Arc System Works Corporate Summary

Table 55. Arc System Works 2D Fighting Games Product Offerings

Table 56. Arc System Works 2D Fighting Games Revenue (US\$, Mn), (2017-2022)

List Of Figures

LIST OF FIGURES

- Figure 1. 2D Fighting Games Segment by Type in 2021
- Figure 2. 2D Fighting Games Segment by Application in 2021
- Figure 3. Global 2D Fighting Games Market Overview: 2021
- Figure 4. Key Caveats
- Figure 5. Global 2D Fighting Games Market Size: 2021 VS 2028 (US\$, Mn)
- Figure 6. Global 2D Fighting Games Revenue, 2017-2028 (US\$, Mn)
- Figure 7. The Top 3 and 5 Players Market Share by 2D Fighting Games Revenue in 2021
- Figure 8. By Type - Global 2D Fighting Games Revenue Market Share, 2017-2028
- Figure 9. By Application - Global 2D Fighting Games Revenue Market Share, 2017-2028
- Figure 10. By Region - Global 2D Fighting Games Revenue Market Share, 2017-2028
- Figure 11. By Country - North America 2D Fighting Games Revenue Market Share, 2017-2028
- Figure 12. US 2D Fighting Games Revenue, (US\$, Mn), 2017-2028
- Figure 13. Canada 2D Fighting Games Revenue, (US\$, Mn), 2017-2028
- Figure 14. Mexico 2D Fighting Games Revenue, (US\$, Mn), 2017-2028
- Figure 15. By Country - Europe 2D Fighting Games Revenue Market Share, 2017-2028
- Figure 16. Germany 2D Fighting Games Revenue, (US\$, Mn), 2017-2028
- Figure 17. France 2D Fighting Games Revenue, (US\$, Mn), 2017-2028
- Figure 18. U.K. 2D Fighting Games Revenue, (US\$, Mn), 2017-2028
- Figure 19. Italy 2D Fighting Games Revenue, (US\$, Mn), 2017-2028
- Figure 20. Russia 2D Fighting Games Revenue, (US\$, Mn), 2017-2028
- Figure 21. Nordic Countries 2D Fighting Games Revenue, (US\$, Mn), 2017-2028
- Figure 22. Benelux 2D Fighting Games Revenue, (US\$, Mn), 2017-2028
- Figure 23. By Region - Asia 2D Fighting Games Revenue Market Share, 2017-2028
- Figure 24. China 2D Fighting Games Revenue, (US\$, Mn), 2017-2028
- Figure 25. Japan 2D Fighting Games Revenue, (US\$, Mn), 2017-2028
- Figure 26. South Korea 2D Fighting Games Revenue, (US\$, Mn), 2017-2028
- Figure 27. Southeast Asia 2D Fighting Games Revenue, (US\$, Mn), 2017-2028
- Figure 28. India 2D Fighting Games Revenue, (US\$, Mn), 2017-2028
- Figure 29. By Country - South America 2D Fighting Games Revenue Market Share, 2017-2028
- Figure 30. Brazil 2D Fighting Games Revenue, (US\$, Mn), 2017-2028
- Figure 31. Argentina 2D Fighting Games Revenue, (US\$, Mn), 2017-2028

Figure 32. By Country - Middle East & Africa 2D Fighting Games Revenue Market Share, 2017-2028

Figure 33. Turkey 2D Fighting Games Revenue, (US\$, Mn), 2017-2028

Figure 34. Israel 2D Fighting Games Revenue, (US\$, Mn), 2017-2028

Figure 35. Saudi Arabia 2D Fighting Games Revenue, (US\$, Mn), 2017-2028

Figure 36. UAE 2D Fighting Games Revenue, (US\$, Mn), 2017-2028

Figure 37. Nintendo 2D Fighting Games Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 38. Namco 2D Fighting Games Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 39. WB Games 2D Fighting Games Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 40. Sega 2D Fighting Games Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 41. Capcom 2D Fighting Games Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 42. Koei Tecmo 2D Fighting Games Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 43. SNK Playmore 2D Fighting Games Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 44. Autumn Games 2D Fighting Games Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 45. Arc System Works 2D Fighting Games Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

I would like to order

Product name: 2D Fighting Games Market, Global Outlook and Forecast 2022-2028

Product link: <https://marketpublishers.com/r/2A0CCCFAD93EN.html>

Price: US\$ 3,250.00 (Single User License / Electronic Delivery)

If you want to order Corporate License or Hard Copy, please, contact our Customer Service:

info@marketpublishers.com

Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/2A0CCCFAD93EN.html>

To pay by Wire Transfer, please, fill in your contact details in the form below:

First name:
Last name:
Email:
Company:
Address:
City:
Zip code:
Country:
Tel:
Fax:
Your message:

****All fields are required**

Customer signature _____

Please, note that by ordering from marketpublishers.com you are agreeing to our Terms & Conditions at <https://marketpublishers.com/docs/terms.html>

To place an order via fax simply print this form, fill in the information below and fax the completed form to +44 20 7900 3970