

# Digital Games Market - Global Outlook and Forecast 2022-2028

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## Abstracts

A video game is an electronic game that includes a video device for human interaction with the user interface of the game. PC monitor, mobile display and TV are used as a video device. The electronic systems used to play video games are known as platforms. Different platforms include PCs, consoles, TVs, mobile devices and others. Different types of games are available for different gaming platforms. The video games are available in two formats include digital and physical. The physical format is the one in which the game is played with the use of physical disc. While digital format is the one in which the game is played after downloading and requires no physical disc to play.

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

Global Digital Games Market Revenue, 2017-2022, 2023-2028, (\$ millions)

Global top five companies in 2021 (%)

The global Digital Games market was valued at 195940 million in 2021 and is projected to reach US\$ 542710 million by 2028, at a CAGR of 15.7% during the forecast period.

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

Digital Segment to Reach \$ Million by 2028, with a % CAGR in next six years.

The global key manufacturers of Digital Games include Behavior Interactive, Activision Blizzard, Asobo Studio, CCP, Changyou, Cryptic Studios, 4A Games, GameHouse and

Electronic Arts, etc. In 2021, the global top five players have a share approximately % in terms of revenue.

MARKET MONITOR GLOBAL, INC (MMG) has surveyed the Digital 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 Digital Games Market, by Type, 2017-2022, 2023-2028 (\$ millions)

Global Digital Games Market Segment Percentages, by Type, 2021 (%)

Digital

Physical

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

Global Digital Games Market Segment Percentages, by Application, 2021 (%)

Private

Commercial

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

Global Digital 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 Digital Games revenues in global market, 2017-2022 (estimated), (\$ millions)

Key companies Digital Games revenues share in global market, 2021 (%)

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

Behavior Interactive

Activision Blizzard

Asobo Studio

CCP

Changyou

Cryptic Studios

4A Games

GameHouse

Electronic Arts

Gamelion

Konami

Microsoft

Nexon

Rovio Entertainment

Ubisoft Entertainment

Warner Bros

The Lego

GungHo Entertainment

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