

Digital Gaming Market, Global Outlook and Forecast 2022-2028

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Abstracts

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

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

Global top five companies in 2021 (%)

The global Digital Gaming 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.

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

The global key manufacturers of Digital Gaming include Activision Blizzard, Zynga, Electronic Arts, Wargaming, Giant Interactive, GungHo Online, NCSoft, Smilegate and Microsoft and 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 Gaming 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 Gaming Market, by Type, 2017-2022, 2023-2028 (\$ millions)

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

Free-to-play

Pay-to-play

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

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

Mobile Devices

PC

TV

Gaming Console

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

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

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

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

Activision Blizzard

Zynga

Electronic Arts

Wargaming

Giant Interactive

GungHo Online

NCSoft

Smilegate

Microsoft

Riot Games

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