

Electronic Entertainment Market - Global Outlook and Forecast 2022-2028

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Abstracts

An electronic game played by manipulating moving figures on a display screen, often designed for play on a special gaming console rather than a personal computer.

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

Global Electronic Entertainment Market Revenue, 2017-2022, 2023-2028, (\$ millions)

Global top five companies in 2021 (%)

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

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

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

The global key manufacturers of Electronic Entertainment include Activision Blizzard, Bandai Namco Entertainment, Capcom, Electronic Arts, Epic Games, Konami, Marvelous Inc, NCsoft and NetEase, etc. In 2021, the global top five players have a share approximately % in terms of revenue.

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

Global Electronic Entertainment Market Segment Percentages, by Type, 2021 (%)

Online Game

Single Game

Mobile Game

VR and Others

Global Electronic Entertainment Market, by Application, 2017-2022, 2023-2028 (\$ millions)

Global Electronic Entertainment Market Segment Percentages, by Application, 2021 (%)

Personal

Team

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

Global Electronic Entertainment 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 Electronic Entertainment revenues in global market, 2017-2022 (estimated), (\$ millions)

Key companies Electronic Entertainment revenues share in global market, 2021 (%)

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

Activision Blizzard

Bandai Namco Entertainment

Capcom

Electronic Arts

Epic Games

Konami

Marvelous Inc

NCsoft

NetEase

Nexon

Nintendo

Nippon Ichi Software

Sega Corporation

SNK Corporation

Sony Interactive Entertainment

Square Enix Holdings

Take-Two Interactive

Tencent

Ubisoft

Xbox Game Studios

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