

First-person Shooting Game Market, Global Outlook and Forecast 2022-2028

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Abstracts

This report contains market size and forecasts of First-person Shooting Game in Global, including the following market information:

Global First-person Shooting Game Market Revenue, 2017-2022, 2023-2028, (\$ millions)

Global top five companies in 2021 (%)

The global First-person Shooting Game 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.

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

The global key manufacturers of First-person Shooting Game include Electronic Arts, Ubisoft, Capcom, Deep Silver, Techland, Riot Games, Valve Corporation, PUBG Corporation and Activision Blizzard, etc. In 2021, the global top five players have a share approximately % in terms of revenue.

MARKET MONITOR GLOBAL, INC (MMG) has surveyed the First-person Shooting Game 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 First-person Shooting Game Market, by Type, 2017-2022, 2023-2028 (\$ millions)

Global First-person Shooting Game Market Segment Percentages, by Type, 2021 (%)

Client Game

Mobile Game

Global First-person Shooting Game Market, by Application, 2017-2022, 2023-2028 (\$ millions)

Global First-person Shooting Game Market Segment Percentages, by Application, 2021 (%)

Under 18 Years Old

18-35 Years Old

Above 35 Years Old

Global First-person Shooting Game Market, By Region and Country, 2017-2022, 2023-2028 (\$ Millions)

Global First-person Shooting Game 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 First-person Shooting Game revenues in global market, 2017-2022 (estimated), (\$ millions)

Key companies First-person Shooting Game revenues share in global market, 2021 (%)

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

Electronic Arts

Ubisoft

Capcom

Deep Silver

Techland

Riot Games

Valve Corporation

PUBG Corporation

Activision Blizzard

New Blood Interactive

Epic Games

Bungie

Xbox Game Studios

Crowbar Collective

Superhot Team

Coffee Stain Publishing

2K Games

Tencent

WooduanTechnology

Shanghai Taren Network Technology

Tiancity

Contents

1 INTRODUCTION TO RESEARCH & ANALYSIS REPORTS

- 1.1 First-person Shooting Game Market Definition
- 1.2 Market Segments
 - 1.2.1 Market by Type
 - 1.2.2 Market by Application
- 1.3 Global First-person Shooting Game 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 FIRST-PERSON SHOOTING GAME OVERALL MARKET SIZE

- 2.1 Global First-person Shooting Game Market Size: 2021 VS 2028
- 2.2 Global First-person Shooting Game 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 First-person Shooting Game Players in Global Market
- 3.2 Top Global First-person Shooting Game Companies Ranked by Revenue
- 3.3 Global First-person Shooting Game Revenue by Companies
- 3.4 Top 3 and Top 5 First-person Shooting Game Companies in Global Market, by Revenue in 2021
- 3.5 Global Companies First-person Shooting Game Product Type
- 3.6 Tier 1, Tier 2 and Tier 3 First-person Shooting Game Players in Global Market
 - 3.6.1 List of Global Tier 1 First-person Shooting Game Companies
 - 3.6.2 List of Global Tier 2 and Tier 3 First-person Shooting Game Companies

4 MARKET SIGHTS BY PRODUCT

4.1 Overview

4.1.1 by Type - Global First-person Shooting Game Market Size Markets, 2021 & 2028

4.1.2 Client Game

4.1.3 Mobile Game

4.2 By Type - Global First-person Shooting Game Revenue & Forecasts

4.2.1 By Type - Global First-person Shooting Game Revenue, 2017-2022

4.2.2 By Type - Global First-person Shooting Game Revenue, 2023-2028

4.2.3 By Type - Global First-person Shooting Game Revenue Market Share, 2017-2028

5 SIGHTS BY APPLICATION

5.1 Overview

5.1.1 By Application - Global First-person Shooting Game Market Size, 2021 & 2028

5.1.2 Under 18 Years Old

5.1.3 18-35 Years Old

5.1.4 Above 35 Years Old

5.2 By Application - Global First-person Shooting Game Revenue & Forecasts

5.2.1 By Application - Global First-person Shooting Game Revenue, 2017-2022

5.2.2 By Application - Global First-person Shooting Game Revenue, 2023-2028

5.2.3 By Application - Global First-person Shooting Game Revenue Market Share, 2017-2028

6 SIGHTS BY REGION

6.1 By Region - Global First-person Shooting Game Market Size, 2021 & 2028

6.2 By Region - Global First-person Shooting Game Revenue & Forecasts

6.2.1 By Region - Global First-person Shooting Game Revenue, 2017-2022

6.2.2 By Region - Global First-person Shooting Game Revenue, 2023-2028

6.2.3 By Region - Global First-person Shooting Game Revenue Market Share, 2017-2028

6.3 North America

6.3.1 By Country - North America First-person Shooting Game Revenue, 2017-2028

6.3.2 US First-person Shooting Game Market Size, 2017-2028

6.3.3 Canada First-person Shooting Game Market Size, 2017-2028

6.3.4 Mexico First-person Shooting Game Market Size, 2017-2028

6.4 Europe

6.4.1 By Country - Europe First-person Shooting Game Revenue, 2017-2028

6.4.2 Germany First-person Shooting Game Market Size, 2017-2028

- 6.4.3 France First-person Shooting Game Market Size, 2017-2028
- 6.4.4 U.K. First-person Shooting Game Market Size, 2017-2028
- 6.4.5 Italy First-person Shooting Game Market Size, 2017-2028
- 6.4.6 Russia First-person Shooting Game Market Size, 2017-2028
- 6.4.7 Nordic Countries First-person Shooting Game Market Size, 2017-2028
- 6.4.8 Benelux First-person Shooting Game Market Size, 2017-2028
- 6.5 Asia
 - 6.5.1 By Region - Asia First-person Shooting Game Revenue, 2017-2028
 - 6.5.2 China First-person Shooting Game Market Size, 2017-2028
 - 6.5.3 Japan First-person Shooting Game Market Size, 2017-2028
 - 6.5.4 South Korea First-person Shooting Game Market Size, 2017-2028
 - 6.5.5 Southeast Asia First-person Shooting Game Market Size, 2017-2028
 - 6.5.6 India First-person Shooting Game Market Size, 2017-2028
- 6.6 South America
 - 6.6.1 By Country - South America First-person Shooting Game Revenue, 2017-2028
 - 6.6.2 Brazil First-person Shooting Game Market Size, 2017-2028
 - 6.6.3 Argentina First-person Shooting Game Market Size, 2017-2028
- 6.7 Middle East & Africa
 - 6.7.1 By Country - Middle East & Africa First-person Shooting Game Revenue, 2017-2028
 - 6.7.2 Turkey First-person Shooting Game Market Size, 2017-2028
 - 6.7.3 Israel First-person Shooting Game Market Size, 2017-2028
 - 6.7.4 Saudi Arabia First-person Shooting Game Market Size, 2017-2028
 - 6.7.5 UAE First-person Shooting Game Market Size, 2017-2028

7 PLAYERS PROFILES

- 7.1 Electronic Arts
 - 7.1.1 Electronic Arts Corporate Summary
 - 7.1.2 Electronic Arts Business Overview
 - 7.1.3 Electronic Arts First-person Shooting Game Major Product Offerings
 - 7.1.4 Electronic Arts First-person Shooting Game Revenue in Global Market (2017-2022)
 - 7.1.5 Electronic Arts Key News
- 7.2 Ubisoft
 - 7.2.1 Ubisoft Corporate Summary
 - 7.2.2 Ubisoft Business Overview
 - 7.2.3 Ubisoft First-person Shooting Game Major Product Offerings
 - 7.2.4 Ubisoft First-person Shooting Game Revenue in Global Market (2017-2022)

7.2.5 Ubisoft Key News

7.3 Capcom

7.3.1 Capcom Corporate Summary

7.3.2 Capcom Business Overview

7.3.3 Capcom First-person Shooting Game Major Product Offerings

7.3.4 Capcom First-person Shooting Game Revenue in Global Market (2017-2022)

7.3.5 Capcom Key News

7.4 Deep Silver

7.4.1 Deep Silver Corporate Summary

7.4.2 Deep Silver Business Overview

7.4.3 Deep Silver First-person Shooting Game Major Product Offerings

7.4.4 Deep Silver First-person Shooting Game Revenue in Global Market (2017-2022)

7.4.5 Deep Silver Key News

7.5 Techland

7.5.1 Techland Corporate Summary

7.5.2 Techland Business Overview

7.5.3 Techland First-person Shooting Game Major Product Offerings

7.5.4 Techland First-person Shooting Game Revenue in Global Market (2017-2022)

7.5.5 Techland Key News

7.6 Riot Games

7.6.1 Riot Games Corporate Summary

7.6.2 Riot Games Business Overview

7.6.3 Riot Games First-person Shooting Game Major Product Offerings

7.6.4 Riot Games First-person Shooting Game Revenue in Global Market (2017-2022)

7.6.5 Riot Games Key News

7.7 Valve Corporation

7.7.1 Valve Corporation Corporate Summary

7.7.2 Valve Corporation Business Overview

7.7.3 Valve Corporation First-person Shooting Game Major Product Offerings

7.7.4 Valve Corporation First-person Shooting Game Revenue in Global Market (2017-2022)

7.7.5 Valve Corporation Key News

7.8 PUBG Corporation

7.8.1 PUBG Corporation Corporate Summary

7.8.2 PUBG Corporation Business Overview

7.8.3 PUBG Corporation First-person Shooting Game Major Product Offerings

7.8.4 PUBG Corporation First-person Shooting Game Revenue in Global Market (2017-2022)

7.8.5 PUBG Corporation Key News

7.9 Activision Blizzard

7.9.1 Activision Blizzard Corporate Summary

7.9.2 Activision Blizzard Business Overview

7.9.3 Activision Blizzard First-person Shooting Game Major Product Offerings

7.9.4 Activision Blizzard First-person Shooting Game Revenue in Global Market (2017-2022)

7.9.5 Activision Blizzard Key News

7.10 New Blood Interactive

7.10.1 New Blood Interactive Corporate Summary

7.10.2 New Blood Interactive Business Overview

7.10.3 New Blood Interactive First-person Shooting Game Major Product Offerings

7.10.4 New Blood Interactive First-person Shooting Game Revenue in Global Market (2017-2022)

7.10.5 New Blood Interactive Key News

7.11 Epic Games

7.11.1 Epic Games Corporate Summary

7.11.2 Epic Games Business Overview

7.11.3 Epic Games First-person Shooting Game Major Product Offerings

7.11.4 Epic Games First-person Shooting Game Revenue in Global Market (2017-2022)

7.11.5 Epic Games Key News

7.12 Bungie

7.12.1 Bungie Corporate Summary

7.12.2 Bungie Business Overview

7.12.3 Bungie First-person Shooting Game Major Product Offerings

7.12.4 Bungie First-person Shooting Game Revenue in Global Market (2017-2022)

7.12.5 Bungie Key News

7.13 Xbox Game Studios

7.13.1 Xbox Game Studios Corporate Summary

7.13.2 Xbox Game Studios Business Overview

7.13.3 Xbox Game Studios First-person Shooting Game Major Product Offerings

7.13.4 Xbox Game Studios First-person Shooting Game Revenue in Global Market (2017-2022)

7.13.5 Xbox Game Studios Key News

7.14 Crowbar Collective

7.14.1 Crowbar Collective Corporate Summary

7.14.2 Crowbar Collective Business Overview

7.14.3 Crowbar Collective First-person Shooting Game Major Product Offerings

7.14.4 Crowbar Collective First-person Shooting Game Revenue in Global Market

(2017-2022)

7.14.5 Crowbar Collective Key News

7.15 Superhot Team

7.15.1 Superhot Team Corporate Summary

7.15.2 Superhot Team Business Overview

7.15.3 Superhot Team First-person Shooting Game Major Product Offerings

7.15.4 Superhot Team First-person Shooting Game Revenue in Global Market

(2017-2022)

7.15.5 Superhot Team Key News

7.16 Coffee Stain Publishing

7.16.1 Coffee Stain Publishing Corporate Summary

7.16.2 Coffee Stain Publishing Business Overview

7.16.3 Coffee Stain Publishing First-person Shooting Game Major Product Offerings

7.16.4 Coffee Stain Publishing First-person Shooting Game Revenue in Global Market

(2017-2022)

7.16.5 Coffee Stain Publishing Key News

7.17 2K Games

7.17.1 2K Games Corporate Summary

7.17.2 2K Games Business Overview

7.17.3 2K Games First-person Shooting Game Major Product Offerings

7.17.4 2K Games First-person Shooting Game Revenue in Global Market (2017-2022)

7.17.5 2K Games Key News

7.18 Tencent

7.18.1 Tencent Corporate Summary

7.18.2 Tencent Business Overview

7.18.3 Tencent First-person Shooting Game Major Product Offerings

7.18.4 Tencent First-person Shooting Game Revenue in Global Market (2017-2022)

7.18.5 Tencent Key News

7.19 WooduanTechnology

7.19.1 WooduanTechnology Corporate Summary

7.19.2 WooduanTechnology Business Overview

7.19.3 WooduanTechnology First-person Shooting Game Major Product Offerings

7.19.4 WooduanTechnology First-person Shooting Game Revenue in Global Market

(2017-2022)

7.19.5 WooduanTechnology Key News

7.20 Shanghai Taren Network Technology

7.20.1 Shanghai Taren Network Technology Corporate Summary

7.20.2 Shanghai Taren Network Technology Business Overview

7.20.3 Shanghai Taren Network Technology First-person Shooting Game Major

Product Offerings

7.20.4 Shanghai Taren Network Technology First-person Shooting Game Revenue in Global Market (2017-2022)

7.20.5 Shanghai Taren Network Technology Key News

7.21 Tiancity

7.21.1 Tiancity Corporate Summary

7.21.2 Tiancity Business Overview

7.21.3 Tiancity First-person Shooting Game Major Product Offerings

7.21.4 Tiancity First-person Shooting Game Revenue in Global Market (2017-2022)

7.21.5 Tiancity 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. First-person Shooting Game Market Opportunities & Trends in Global Market

Table 2. First-person Shooting Game Market Drivers in Global Market

Table 3. First-person Shooting Game Market Restraints in Global Market

Table 4. Key Players of First-person Shooting Game in Global Market

Table 5. Top First-person Shooting Game Players in Global Market, Ranking by Revenue (2021)

Table 6. Global First-person Shooting Game Revenue by Companies, (US\$, Mn), 2017-2022

Table 7. Global First-person Shooting Game Revenue Share by Companies, 2017-2022

Table 8. Global Companies First-person Shooting Game Product Type

Table 9. List of Global Tier 1 First-person Shooting Game Companies, Revenue (US\$, Mn) in 2021 and Market Share

Table 10. List of Global Tier 2 and Tier 3 First-person Shooting Game Companies, Revenue (US\$, Mn) in 2021 and Market Share

Table 11. By Type – Global First-person Shooting Game Revenue, (US\$, Mn), 2021 & 2028

Table 12. By Type - First-person Shooting Game Revenue in Global (US\$, Mn), 2017-2022

Table 13. By Type - First-person Shooting Game Revenue in Global (US\$, Mn), 2023-2028

Table 14. By Application – Global First-person Shooting Game Revenue, (US\$, Mn), 2021 & 2028

Table 15. By Application - First-person Shooting Game Revenue in Global (US\$, Mn), 2017-2022

Table 16. By Application - First-person Shooting Game Revenue in Global (US\$, Mn), 2023-2028

Table 17. By Region – Global First-person Shooting Game Revenue, (US\$, Mn), 2021 & 2028

Table 18. By Region - Global First-person Shooting Game Revenue (US\$, Mn), 2017-2022

Table 19. By Region - Global First-person Shooting Game Revenue (US\$, Mn), 2023-2028

Table 20. By Country - North America First-person Shooting Game Revenue, (US\$, Mn), 2017-2022

Table 21. By Country - North America First-person Shooting Game Revenue, (US\$,

Mn), 2023-2028

Table 22. By Country - Europe First-person Shooting Game Revenue, (US\$, Mn), 2017-2022

Table 23. By Country - Europe First-person Shooting Game Revenue, (US\$, Mn), 2023-2028

Table 24. By Region - Asia First-person Shooting Game Revenue, (US\$, Mn), 2017-2022

Table 25. By Region - Asia First-person Shooting Game Revenue, (US\$, Mn), 2023-2028

Table 26. By Country - South America First-person Shooting Game Revenue, (US\$, Mn), 2017-2022

Table 27. By Country - South America First-person Shooting Game Revenue, (US\$, Mn), 2023-2028

Table 28. By Country - Middle East & Africa First-person Shooting Game Revenue, (US\$, Mn), 2017-2022

Table 29. By Country - Middle East & Africa First-person Shooting Game Revenue, (US\$, Mn), 2023-2028

Table 30. Electronic Arts Corporate Summary

Table 31. Electronic Arts First-person Shooting Game Product Offerings

Table 32. Electronic Arts First-person Shooting Game Revenue (US\$, Mn), (2017-2022)

Table 33. Ubisoft Corporate Summary

Table 34. Ubisoft First-person Shooting Game Product Offerings

Table 35. Ubisoft First-person Shooting Game Revenue (US\$, Mn), (2017-2022)

Table 36. Capcom Corporate Summary

Table 37. Capcom First-person Shooting Game Product Offerings

Table 38. Capcom First-person Shooting Game Revenue (US\$, Mn), (2017-2022)

Table 39. Deep Silver Corporate Summary

Table 40. Deep Silver First-person Shooting Game Product Offerings

Table 41. Deep Silver First-person Shooting Game Revenue (US\$, Mn), (2017-2022)

Table 42. Techland Corporate Summary

Table 43. Techland First-person Shooting Game Product Offerings

Table 44. Techland First-person Shooting Game Revenue (US\$, Mn), (2017-2022)

Table 45. Riot Games Corporate Summary

Table 46. Riot Games First-person Shooting Game Product Offerings

Table 47. Riot Games First-person Shooting Game Revenue (US\$, Mn), (2017-2022)

Table 48. Valve Corporation Corporate Summary

Table 49. Valve Corporation First-person Shooting Game Product Offerings

Table 50. Valve Corporation First-person Shooting Game Revenue (US\$, Mn), (2017-2022)

- Table 51. PUBG Corporation Corporate Summary
- Table 52. PUBG Corporation First-person Shooting Game Product Offerings
- Table 53. PUBG Corporation First-person Shooting Game Revenue (US\$, Mn), (2017-2022)
- Table 54. Activision Blizzard Corporate Summary
- Table 55. Activision Blizzard First-person Shooting Game Product Offerings
- Table 56. Activision Blizzard First-person Shooting Game Revenue (US\$, Mn), (2017-2022)
- Table 57. New Blood Interactive Corporate Summary
- Table 58. New Blood Interactive First-person Shooting Game Product Offerings
- Table 59. New Blood Interactive First-person Shooting Game Revenue (US\$, Mn), (2017-2022)
- Table 60. Epic Games Corporate Summary
- Table 61. Epic Games First-person Shooting Game Product Offerings
- Table 62. Epic Games First-person Shooting Game Revenue (US\$, Mn), (2017-2022)
- Table 63. Bungie Corporate Summary
- Table 64. Bungie First-person Shooting Game Product Offerings
- Table 65. Bungie First-person Shooting Game Revenue (US\$, Mn), (2017-2022)
- Table 66. Xbox Game Studios Corporate Summary
- Table 67. Xbox Game Studios First-person Shooting Game Product Offerings
- Table 68. Xbox Game Studios First-person Shooting Game Revenue (US\$, Mn), (2017-2022)
- Table 69. Crowbar Collective Corporate Summary
- Table 70. Crowbar Collective First-person Shooting Game Product Offerings
- Table 71. Crowbar Collective First-person Shooting Game Revenue (US\$, Mn), (2017-2022)
- Table 72. Superhot Team Corporate Summary
- Table 73. Superhot Team First-person Shooting Game Product Offerings
- Table 74. Superhot Team First-person Shooting Game Revenue (US\$, Mn), (2017-2022)
- Table 75. Coffee Stain Publishing Corporate Summary
- Table 76. Coffee Stain Publishing First-person Shooting Game Product Offerings
- Table 77. Coffee Stain Publishing First-person Shooting Game Revenue (US\$, Mn), (2017-2022)
- Table 78. 2K Games Corporate Summary
- Table 79. 2K Games First-person Shooting Game Product Offerings
- Table 80. 2K Games First-person Shooting Game Revenue (US\$, Mn), (2017-2022)
- Table 81. Tencent Corporate Summary
- Table 82. Tencent First-person Shooting Game Product Offerings

Table 83. Tencent First-person Shooting Game Revenue (US\$, Mn), (2017-2022)

Table 84. WooduanTechnology Corporate Summary

Table 85. WooduanTechnology First-person Shooting Game Product Offerings

Table 86. WooduanTechnology First-person Shooting Game Revenue (US\$, Mn), (2017-2022)

Table 87. Shanghai Taren Network Technology Corporate Summary

Table 88. Shanghai Taren Network Technology First-person Shooting Game Product Offerings

Table 89. Shanghai Taren Network Technology First-person Shooting Game Revenue (US\$, Mn), (2017-2022)

Table 90. Tiancity Corporate Summary

Table 91. Tiancity First-person Shooting Game Product Offerings

Table 92. Tiancity First-person Shooting Game Revenue (US\$, Mn), (2017-2022)

List Of Figures

LIST OF FIGURES

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

2017-2028

Figure 28. India First-person Shooting Game Revenue, (US\$, Mn), 2017-2028

Figure 29. By Country - South America First-person Shooting Game Revenue Market Share, 2017-2028

Figure 30. Brazil First-person Shooting Game Revenue, (US\$, Mn), 2017-2028

Figure 31. Argentina First-person Shooting Game Revenue, (US\$, Mn), 2017-2028

Figure 32. By Country - Middle East & Africa First-person Shooting Game Revenue Market Share, 2017-2028

Figure 33. Turkey First-person Shooting Game Revenue, (US\$, Mn), 2017-2028

Figure 34. Israel First-person Shooting Game Revenue, (US\$, Mn), 2017-2028

Figure 35. Saudi Arabia First-person Shooting Game Revenue, (US\$, Mn), 2017-2028

Figure 36. UAE First-person Shooting Game Revenue, (US\$, Mn), 2017-2028

Figure 37. Electronic Arts First-person Shooting Game Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 38. Ubisoft First-person Shooting Game Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 39. Capcom First-person Shooting Game Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 40. Deep Silver First-person Shooting Game Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 41. Techland First-person Shooting Game Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 42. Riot Games First-person Shooting Game Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 43. Valve Corporation First-person Shooting Game Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 44. PUBG Corporation First-person Shooting Game Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 45. Activision Blizzard First-person Shooting Game Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 46. New Blood Interactive First-person Shooting Game Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 47. Epic Games First-person Shooting Game Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 48. Bungie First-person Shooting Game Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 49. Xbox Game Studios First-person Shooting Game Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 50. Crowbar Collective First-person Shooting Game Revenue Year Over Year

Growth (US\$, Mn) & (2017-2022)

Figure 51. Superhot Team First-person Shooting Game Revenue Year Over Year

Growth (US\$, Mn) & (2017-2022)

Figure 52. Coffee Stain Publishing First-person Shooting Game Revenue Year Over

Year Growth (US\$, Mn) & (2017-2022)

Figure 53. 2K Games First-person Shooting Game Revenue Year Over Year Growth

(US\$, Mn) & (2017-2022)

Figure 54. Tencent First-person Shooting Game Revenue Year Over Year Growth

(US\$, Mn) & (2017-2022)

Figure 55. WooduanTechnology First-person Shooting Game Revenue Year Over Year

Growth (US\$, Mn) & (2017-2022)

Figure 56. Shanghai Taren Network Technology First-person Shooting Game Revenue

Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 57. Tiancity First-person Shooting Game Revenue Year Over Year Growth (US\$,

Mn) & (2017-2022)

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