

Game Apps Market, Global Outlook and Forecast 2022-2028

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Abstracts

A Game Application is a type of apps. Apps - Applications are softwares installed in your device. With increasing digitalization, the penetration of smartphones with advanced hardware capabilities has also been increasing over the last couple of years. In addition, there are very few entry barriers to this market. Gaming apps are the best alternative to video games and computer games considering convenience. Using the availability of resources, the development of the gaming app is less complex.

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

Global Game Apps Market Revenue, 2017-2022, 2023-2028, (\$ millions)

Global top five companies in 2021 (%)

The global Game Apps 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.

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

The global key manufacturers of Game Apps include Tencent, Nintendo, Activision Blizzard, Ubisoft, Electronic Arts Inc., Games Inc. (Take-two Interactive), Bethesda Softworks LLC, Zynga and Epic Games, Inc., etc. In 2021, the global top five players have a share approximately % in terms of revenue.

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

Global Game Apps Market Segment Percentages, by Type, 2021 (%)

Entertainment

Education

Electronic Sports

Others

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

Global Game Apps Market Segment Percentages, by Application, 2021 (%)

Android

IOS

Others

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

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

Key companies Game Apps revenues share in global market, 2021 (%)

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

Tencent

Nintendo

Activision Blizzard

Ubisoft

Electronic Arts Inc.

Games Inc. (Take-two Interactive)

Bethesda Softworks LLC

Zynga

Epic Games, Inc.

NetEase, Inc.

GungHo Online Entertainment Inc. (SoftBank Group)

Kabam Games Inc.

Rovio Entertainment Corporation

Atari

Bandai Namco

FarSight Studios

Taito

Game Circus

Backbone Entertainment

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