

Game Entertainment Market, Global Outlook and Forecast 2022-2028

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Abstracts

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

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

Global top five companies in 2021 (%)

The global Game 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 2022-2028.

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

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

The global key manufacturers of Game Entertainment include Roblox, Epic Games, Sandbox, Axie Infinity, Illuvium, Decentraland, Microsoft, Ultra Corporation and Tencent, 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 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 Game Entertainment Market, by Type, 2017-2022, 2023-2028 (\$ millions)

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

Role-playing

Business Simulation

Leisure Puzzle

Others

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

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

Male

Female

Children

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

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

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

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

Roblox

Epic Games

Sandbox

Axie Infinity

Illuvium

Decentraland

Microsoft

Ultra Corporation

Tencent

NetEase

ByteDance

Netmarble

Lilith

ZQGame

MiHoYo

Contents

1 INTRODUCTION TO RESEARCH & ANALYSIS REPORTS

- 1.1 Game Entertainment Market Definition
- 1.2 Market Segments
 - 1.2.1 Market by Type
 - 1.2.2 Market by Application
- 1.3 Global Game Entertainment 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 GAME ENTERTAINMENT OVERALL MARKET SIZE

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

4 MARKET SIGHTS BY PRODUCT

4.1 Overview

4.1.1 by Type - Global Game Entertainment Market Size Markets, 2021 & 2028

4.1.2 Role-playing

4.1.3 Business Simulation

4.1.4 Leisure Puzzle

4.1.5 Others

4.2 By Type - Global Game Entertainment Revenue & Forecasts

4.2.1 By Type - Global Game Entertainment Revenue, 2017-2022

4.2.2 By Type - Global Game Entertainment Revenue, 2023-2028

4.2.3 By Type - Global Game Entertainment Revenue Market Share, 2017-2028

5 SIGHTS BY APPLICATION

5.1 Overview

5.1.1 By Application - Global Game Entertainment Market Size, 2021 & 2028

5.1.2 Male

5.1.3 Female

5.1.4 Children

5.2 By Application - Global Game Entertainment Revenue & Forecasts

5.2.1 By Application - Global Game Entertainment Revenue, 2017-2022

5.2.2 By Application - Global Game Entertainment Revenue, 2023-2028

5.2.3 By Application - Global Game Entertainment Revenue Market Share, 2017-2028

6 SIGHTS BY REGION

6.1 By Region - Global Game Entertainment Market Size, 2021 & 2028

6.2 By Region - Global Game Entertainment Revenue & Forecasts

6.2.1 By Region - Global Game Entertainment Revenue, 2017-2022

6.2.2 By Region - Global Game Entertainment Revenue, 2023-2028

6.2.3 By Region - Global Game Entertainment Revenue Market Share, 2017-2028

6.3 North America

6.3.1 By Country - North America Game Entertainment Revenue, 2017-2028

6.3.2 US Game Entertainment Market Size, 2017-2028

6.3.3 Canada Game Entertainment Market Size, 2017-2028

6.3.4 Mexico Game Entertainment Market Size, 2017-2028

6.4 Europe

6.4.1 By Country - Europe Game Entertainment Revenue, 2017-2028

6.4.2 Germany Game Entertainment Market Size, 2017-2028

6.4.3 France Game Entertainment Market Size, 2017-2028

- 6.4.4 U.K. Game Entertainment Market Size, 2017-2028
- 6.4.5 Italy Game Entertainment Market Size, 2017-2028
- 6.4.6 Russia Game Entertainment Market Size, 2017-2028
- 6.4.7 Nordic Countries Game Entertainment Market Size, 2017-2028
- 6.4.8 Benelux Game Entertainment Market Size, 2017-2028

6.5 Asia

- 6.5.1 By Region - Asia Game Entertainment Revenue, 2017-2028
- 6.5.2 China Game Entertainment Market Size, 2017-2028
- 6.5.3 Japan Game Entertainment Market Size, 2017-2028
- 6.5.4 South Korea Game Entertainment Market Size, 2017-2028
- 6.5.5 Southeast Asia Game Entertainment Market Size, 2017-2028
- 6.5.6 India Game Entertainment Market Size, 2017-2028

6.6 South America

- 6.6.1 By Country - South America Game Entertainment Revenue, 2017-2028
- 6.6.2 Brazil Game Entertainment Market Size, 2017-2028
- 6.6.3 Argentina Game Entertainment Market Size, 2017-2028

6.7 Middle East & Africa

- 6.7.1 By Country - Middle East & Africa Game Entertainment Revenue, 2017-2028
- 6.7.2 Turkey Game Entertainment Market Size, 2017-2028
- 6.7.3 Israel Game Entertainment Market Size, 2017-2028
- 6.7.4 Saudi Arabia Game Entertainment Market Size, 2017-2028
- 6.7.5 UAE Game Entertainment Market Size, 2017-2028

7 PLAYERS PROFILES

7.1 Roblox

- 7.1.1 Roblox Corporate Summary
- 7.1.2 Roblox Business Overview
- 7.1.3 Roblox Game Entertainment Major Product Offerings
- 7.1.4 Roblox Game Entertainment Revenue in Global Market (2017-2022)
- 7.1.5 Roblox Key News

7.2 Epic Games

- 7.2.1 Epic Games Corporate Summary
- 7.2.2 Epic Games Business Overview
- 7.2.3 Epic Games Game Entertainment Major Product Offerings
- 7.2.4 Epic Games Game Entertainment Revenue in Global Market (2017-2022)
- 7.2.5 Epic Games Key News

7.3 Sandbox

- 7.3.1 Sandbox Corporate Summary

- 7.3.2 Sandbox Business Overview
- 7.3.3 Sandbox Game Entertainment Major Product Offerings
- 7.3.4 Sandbox Game Entertainment Revenue in Global Market (2017-2022)
- 7.3.5 Sandbox Key News
- 7.4 Axie Infinity
 - 7.4.1 Axie Infinity Corporate Summary
 - 7.4.2 Axie Infinity Business Overview
 - 7.4.3 Axie Infinity Game Entertainment Major Product Offerings
 - 7.4.4 Axie Infinity Game Entertainment Revenue in Global Market (2017-2022)
 - 7.4.5 Axie Infinity Key News
- 7.5 Illuvium
 - 7.5.1 Illuvium Corporate Summary
 - 7.5.2 Illuvium Business Overview
 - 7.5.3 Illuvium Game Entertainment Major Product Offerings
 - 7.5.4 Illuvium Game Entertainment Revenue in Global Market (2017-2022)
 - 7.5.5 Illuvium Key News
- 7.6 Decentraland
 - 7.6.1 Decentraland Corporate Summary
 - 7.6.2 Decentraland Business Overview
 - 7.6.3 Decentraland Game Entertainment Major Product Offerings
 - 7.6.4 Decentraland Game Entertainment Revenue in Global Market (2017-2022)
 - 7.6.5 Decentraland Key News
- 7.7 Microsoft
 - 7.7.1 Microsoft Corporate Summary
 - 7.7.2 Microsoft Business Overview
 - 7.7.3 Microsoft Game Entertainment Major Product Offerings
 - 7.7.4 Microsoft Game Entertainment Revenue in Global Market (2017-2022)
 - 7.7.5 Microsoft Key News
- 7.8 Ultra Corporation
 - 7.8.1 Ultra Corporation Corporate Summary
 - 7.8.2 Ultra Corporation Business Overview
 - 7.8.3 Ultra Corporation Game Entertainment Major Product Offerings
 - 7.8.4 Ultra Corporation Game Entertainment Revenue in Global Market (2017-2022)
 - 7.8.5 Ultra Corporation Key News
- 7.9 Tencent
 - 7.9.1 Tencent Corporate Summary
 - 7.9.2 Tencent Business Overview
 - 7.9.3 Tencent Game Entertainment Major Product Offerings
 - 7.9.4 Tencent Game Entertainment Revenue in Global Market (2017-2022)

7.9.5 Tencent Key News

7.10 NetEase

7.10.1 NetEase Corporate Summary

7.10.2 NetEase Business Overview

7.10.3 NetEase Game Entertainment Major Product Offerings

7.10.4 NetEase Game Entertainment Revenue in Global Market (2017-2022)

7.10.5 NetEase Key News

7.11 ByteDance

7.11.1 ByteDance Corporate Summary

7.11.2 ByteDance Business Overview

7.11.3 ByteDance Game Entertainment Major Product Offerings

7.11.4 ByteDance Game Entertainment Revenue in Global Market (2017-2022)

7.11.5 ByteDance Key News

7.12 Netmarble

7.12.1 Netmarble Corporate Summary

7.12.2 Netmarble Business Overview

7.12.3 Netmarble Game Entertainment Major Product Offerings

7.12.4 Netmarble Game Entertainment Revenue in Global Market (2017-2022)

7.12.5 Netmarble Key News

7.13 Lilith

7.13.1 Lilith Corporate Summary

7.13.2 Lilith Business Overview

7.13.3 Lilith Game Entertainment Major Product Offerings

7.13.4 Lilith Game Entertainment Revenue in Global Market (2017-2022)

7.13.5 Lilith Key News

7.14 ZQGame

7.14.1 ZQGame Corporate Summary

7.14.2 ZQGame Business Overview

7.14.3 ZQGame Game Entertainment Major Product Offerings

7.14.4 ZQGame Game Entertainment Revenue in Global Market (2017-2022)

7.14.5 ZQGame Key News

7.15 MiHoYo

7.15.1 MiHoYo Corporate Summary

7.15.2 MiHoYo Business Overview

7.15.3 MiHoYo Game Entertainment Major Product Offerings

7.15.4 MiHoYo Game Entertainment Revenue in Global Market (2017-2022)

7.15.5 MiHoYo 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. Game Entertainment Market Opportunities & Trends in Global Market

Table 2. Game Entertainment Market Drivers in Global Market

Table 3. Game Entertainment Market Restraints in Global Market

Table 4. Key Players of Game Entertainment in Global Market

Table 5. Top Game Entertainment Players in Global Market, Ranking by Revenue (2021)

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

Table 7. Global Game Entertainment Revenue Share by Companies, 2017-2022

Table 8. Global Companies Game Entertainment Product Type

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

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

Table 11. By Type – Global Game Entertainment Revenue, (US\$, Mn), 2021 & 2028

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

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

Table 14. By Application – Global Game Entertainment Revenue, (US\$, Mn), 2021 & 2028

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

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

Table 17. By Region – Global Game Entertainment Revenue, (US\$, Mn), 2021 & 2028

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

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

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

Table 21. By Country - North America Game Entertainment Revenue, (US\$, Mn), 2023-2028

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

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

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

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

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

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

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

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

Table 30. Roblox Corporate Summary

Table 31. Roblox Game Entertainment Product Offerings

Table 32. Roblox Game Entertainment Revenue (US\$, Mn), (2017-2022)

Table 33. Epic Games Corporate Summary

Table 34. Epic Games Game Entertainment Product Offerings

Table 35. Epic Games Game Entertainment Revenue (US\$, Mn), (2017-2022)

Table 36. Sandbox Corporate Summary

Table 37. Sandbox Game Entertainment Product Offerings

Table 38. Sandbox Game Entertainment Revenue (US\$, Mn), (2017-2022)

Table 39. Axie Infinity Corporate Summary

Table 40. Axie Infinity Game Entertainment Product Offerings

Table 41. Axie Infinity Game Entertainment Revenue (US\$, Mn), (2017-2022)

Table 42. Illuvium Corporate Summary

Table 43. Illuvium Game Entertainment Product Offerings

Table 44. Illuvium Game Entertainment Revenue (US\$, Mn), (2017-2022)

Table 45. Decentraland Corporate Summary

Table 46. Decentraland Game Entertainment Product Offerings

Table 47. Decentraland Game Entertainment Revenue (US\$, Mn), (2017-2022)

Table 48. Microsoft Corporate Summary

Table 49. Microsoft Game Entertainment Product Offerings

Table 50. Microsoft Game Entertainment Revenue (US\$, Mn), (2017-2022)

Table 51. Ultra Corporation Corporate Summary

Table 52. Ultra Corporation Game Entertainment Product Offerings

Table 53. Ultra Corporation Game Entertainment Revenue (US\$, Mn), (2017-2022)

Table 54. Tencent Corporate Summary

Table 55. Tencent Game Entertainment Product Offerings

Table 56. Tencent Game Entertainment Revenue (US\$, Mn), (2017-2022)

Table 57. NetEase Corporate Summary

Table 58. NetEase Game Entertainment Product Offerings

Table 59. NetEase Game Entertainment Revenue (US\$, Mn), (2017-2022)

Table 60. ByteDance Corporate Summary

Table 61. ByteDance Game Entertainment Product Offerings

Table 62. ByteDance Game Entertainment Revenue (US\$, Mn), (2017-2022)

Table 63. Netmarble Corporate Summary

Table 64. Netmarble Game Entertainment Product Offerings

Table 65. Netmarble Game Entertainment Revenue (US\$, Mn), (2017-2022)

Table 66. Lilith Corporate Summary

Table 67. Lilith Game Entertainment Product Offerings

Table 68. Lilith Game Entertainment Revenue (US\$, Mn), (2017-2022)

Table 69. ZQGame Corporate Summary

Table 70. ZQGame Game Entertainment Product Offerings

Table 71. ZQGame Game Entertainment Revenue (US\$, Mn), (2017-2022)

Table 72. MiHoYo Corporate Summary

Table 73. MiHoYo Game Entertainment Product Offerings

Table 74. MiHoYo Game Entertainment Revenue (US\$, Mn), (2017-2022)

List Of Figures

LIST OF FIGURES

- Figure 1. Game Entertainment Segment by Type in 2021
- Figure 2. Game Entertainment Segment by Application in 2021
- Figure 3. Global Game Entertainment Market Overview: 2021
- Figure 4. Key Caveats
- Figure 5. Global Game Entertainment Market Size: 2021 VS 2028 (US\$, Mn)
- Figure 6. Global Game Entertainment Revenue, 2017-2028 (US\$, Mn)
- Figure 7. The Top 3 and 5 Players Market Share by Game Entertainment Revenue in 2021
- Figure 8. By Type - Global Game Entertainment Revenue Market Share, 2017-2028
- Figure 9. By Application - Global Game Entertainment Revenue Market Share, 2017-2028
- Figure 10. By Region - Global Game Entertainment Revenue Market Share, 2017-2028
- Figure 11. By Country - North America Game Entertainment Revenue Market Share, 2017-2028
- Figure 12. US Game Entertainment Revenue, (US\$, Mn), 2017-2028
- Figure 13. Canada Game Entertainment Revenue, (US\$, Mn), 2017-2028
- Figure 14. Mexico Game Entertainment Revenue, (US\$, Mn), 2017-2028
- Figure 15. By Country - Europe Game Entertainment Revenue Market Share, 2017-2028
- Figure 16. Germany Game Entertainment Revenue, (US\$, Mn), 2017-2028
- Figure 17. France Game Entertainment Revenue, (US\$, Mn), 2017-2028
- Figure 18. U.K. Game Entertainment Revenue, (US\$, Mn), 2017-2028
- Figure 19. Italy Game Entertainment Revenue, (US\$, Mn), 2017-2028
- Figure 20. Russia Game Entertainment Revenue, (US\$, Mn), 2017-2028
- Figure 21. Nordic Countries Game Entertainment Revenue, (US\$, Mn), 2017-2028
- Figure 22. Benelux Game Entertainment Revenue, (US\$, Mn), 2017-2028
- Figure 23. By Region - Asia Game Entertainment Revenue Market Share, 2017-2028
- Figure 24. China Game Entertainment Revenue, (US\$, Mn), 2017-2028
- Figure 25. Japan Game Entertainment Revenue, (US\$, Mn), 2017-2028
- Figure 26. South Korea Game Entertainment Revenue, (US\$, Mn), 2017-2028
- Figure 27. Southeast Asia Game Entertainment Revenue, (US\$, Mn), 2017-2028
- Figure 28. India Game Entertainment Revenue, (US\$, Mn), 2017-2028
- Figure 29. By Country - South America Game Entertainment Revenue Market Share, 2017-2028
- Figure 30. Brazil Game Entertainment Revenue, (US\$, Mn), 2017-2028

- Figure 31. Argentina Game Entertainment Revenue, (US\$, Mn), 2017-2028
- Figure 32. By Country - Middle East & Africa Game Entertainment Revenue Market Share, 2017-2028
- Figure 33. Turkey Game Entertainment Revenue, (US\$, Mn), 2017-2028
- Figure 34. Israel Game Entertainment Revenue, (US\$, Mn), 2017-2028
- Figure 35. Saudi Arabia Game Entertainment Revenue, (US\$, Mn), 2017-2028
- Figure 36. UAE Game Entertainment Revenue, (US\$, Mn), 2017-2028
- Figure 37. Roblox Game Entertainment Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)
- Figure 38. Epic Games Game Entertainment Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)
- Figure 39. Sandbox Game Entertainment Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)
- Figure 40. Axie Infinity Game Entertainment Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)
- Figure 41. Illuvium Game Entertainment Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)
- Figure 42. Decentraland Game Entertainment Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)
- Figure 43. Microsoft Game Entertainment Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)
- Figure 44. Ultra Corporation Game Entertainment Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)
- Figure 45. Tencent Game Entertainment Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)
- Figure 46. NetEase Game Entertainment Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)
- Figure 47. ByteDance Game Entertainment Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)
- Figure 48. Netmarble Game Entertainment Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)
- Figure 49. Lilith Game Entertainment Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)
- Figure 50. ZQGame Game Entertainment Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)
- Figure 51. MiHoYo Game Entertainment Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

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