

Game Publisher Market, Global Outlook and Forecast 2022-2028

<https://marketpublishers.com/r/GD80B031ECDEEN.html>

Date: February 2022

Pages: 116

Price: US\$ 3,250.00 (Single User License)

ID: GD80B031ECDEEN

Abstracts

Game Publisher publishes games. A Game Publisher finances a video game's development, handles the marketing and release of the game, and gets the returns on its sales.

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

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

Global top five companies in 2021 (%)

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

The global key manufacturers of Game Publisher include Tencent, Sony, Microsoft, Activision Blizzard, Electronic Arts (EA), Nintendo, Bandai Namco, Take-Two Interactive and Ubisoft, 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 Publisher 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 Publisher Market, by Type, 2017-2022, 2023-2028 (\$ millions)

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

Online

Offline

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

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

PC Games

Mobile Games

TV Games

Other

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

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

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

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

Tencent

Sony

Microsoft

Activision Blizzard

Electronic Arts (EA)

Nintendo

Bandai Namco

Take-Two Interactive

Ubisoft

Square Enix

Konami Games

Sega

Capcom

Supercell

Netmarble

Playrix

Playtika

Zynga

LINE

Google

NetEase

Contents

1 INTRODUCTION TO RESEARCH & ANALYSIS REPORTS

- 1.1 Game Publisher Market Definition
- 1.2 Market Segments
 - 1.2.1 Market by Type
 - 1.2.2 Market by Application
- 1.3 Global Game Publisher 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 PUBLISHER OVERALL MARKET SIZE

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

4 MARKET SIGHTS BY PRODUCT

- 4.1 Overview

- 4.1.1 by Type - Global Game Publisher Market Size Markets, 2021 & 2028
- 4.1.2 Online
- 4.1.3 Offline
- 4.2 By Type - Global Game Publisher Revenue & Forecasts
 - 4.2.1 By Type - Global Game Publisher Revenue, 2017-2022
 - 4.2.2 By Type - Global Game Publisher Revenue, 2023-2028
 - 4.2.3 By Type - Global Game Publisher Revenue Market Share, 2017-2028

5 SIGHTS BY APPLICATION

- 5.1 Overview
 - 5.1.1 By Application - Global Game Publisher Market Size, 2021 & 2028
 - 5.1.2 PC Games
 - 5.1.3 Mobile Games
 - 5.1.4 TV Games
 - 5.1.5 Other
- 5.2 By Application - Global Game Publisher Revenue & Forecasts
 - 5.2.1 By Application - Global Game Publisher Revenue, 2017-2022
 - 5.2.2 By Application - Global Game Publisher Revenue, 2023-2028
 - 5.2.3 By Application - Global Game Publisher Revenue Market Share, 2017-2028

6 SIGHTS BY REGION

- 6.1 By Region - Global Game Publisher Market Size, 2021 & 2028
- 6.2 By Region - Global Game Publisher Revenue & Forecasts
 - 6.2.1 By Region - Global Game Publisher Revenue, 2017-2022
 - 6.2.2 By Region - Global Game Publisher Revenue, 2023-2028
 - 6.2.3 By Region - Global Game Publisher Revenue Market Share, 2017-2028
- 6.3 North America
 - 6.3.1 By Country - North America Game Publisher Revenue, 2017-2028
 - 6.3.2 US Game Publisher Market Size, 2017-2028
 - 6.3.3 Canada Game Publisher Market Size, 2017-2028
 - 6.3.4 Mexico Game Publisher Market Size, 2017-2028
- 6.4 Europe
 - 6.4.1 By Country - Europe Game Publisher Revenue, 2017-2028
 - 6.4.2 Germany Game Publisher Market Size, 2017-2028
 - 6.4.3 France Game Publisher Market Size, 2017-2028
 - 6.4.4 U.K. Game Publisher Market Size, 2017-2028
 - 6.4.5 Italy Game Publisher Market Size, 2017-2028

6.4.6 Russia Game Publisher Market Size, 2017-2028

6.4.7 Nordic Countries Game Publisher Market Size, 2017-2028

6.4.8 Benelux Game Publisher Market Size, 2017-2028

6.5 Asia

6.5.1 By Region - Asia Game Publisher Revenue, 2017-2028

6.5.2 China Game Publisher Market Size, 2017-2028

6.5.3 Japan Game Publisher Market Size, 2017-2028

6.5.4 South Korea Game Publisher Market Size, 2017-2028

6.5.5 Southeast Asia Game Publisher Market Size, 2017-2028

6.5.6 India Game Publisher Market Size, 2017-2028

6.6 South America

6.6.1 By Country - South America Game Publisher Revenue, 2017-2028

6.6.2 Brazil Game Publisher Market Size, 2017-2028

6.6.3 Argentina Game Publisher Market Size, 2017-2028

6.7 Middle East & Africa

6.7.1 By Country - Middle East & Africa Game Publisher Revenue, 2017-2028

6.7.2 Turkey Game Publisher Market Size, 2017-2028

6.7.3 Israel Game Publisher Market Size, 2017-2028

6.7.4 Saudi Arabia Game Publisher Market Size, 2017-2028

6.7.5 UAE Game Publisher Market Size, 2017-2028

7 PLAYERS PROFILES

7.1 Tencent

7.1.1 Tencent Corporate Summary

7.1.2 Tencent Business Overview

7.1.3 Tencent Game Publisher Major Product Offerings

7.1.4 Tencent Game Publisher Revenue in Global Market (2017-2022)

7.1.5 Tencent Key News

7.2 Sony

7.2.1 Sony Corporate Summary

7.2.2 Sony Business Overview

7.2.3 Sony Game Publisher Major Product Offerings

7.2.4 Sony Game Publisher Revenue in Global Market (2017-2022)

7.2.5 Sony Key News

7.3 Microsoft

7.3.1 Microsoft Corporate Summary

7.3.2 Microsoft Business Overview

7.3.3 Microsoft Game Publisher Major Product Offerings

- 7.3.4 Microsoft Game Publisher Revenue in Global Market (2017-2022)
- 7.3.5 Microsoft Key News
- 7.4 Activision Blizzard
 - 7.4.1 Activision Blizzard Corporate Summary
 - 7.4.2 Activision Blizzard Business Overview
 - 7.4.3 Activision Blizzard Game Publisher Major Product Offerings
 - 7.4.4 Activision Blizzard Game Publisher Revenue in Global Market (2017-2022)
 - 7.4.5 Activision Blizzard Key News
- 7.5 Electronic Arts (EA)
 - 7.5.1 Electronic Arts (EA) Corporate Summary
 - 7.5.2 Electronic Arts (EA) Business Overview
 - 7.5.3 Electronic Arts (EA) Game Publisher Major Product Offerings
 - 7.5.4 Electronic Arts (EA) Game Publisher Revenue in Global Market (2017-2022)
 - 7.5.5 Electronic Arts (EA) Key News
- 7.6 Nintendo
 - 7.6.1 Nintendo Corporate Summary
 - 7.6.2 Nintendo Business Overview
 - 7.6.3 Nintendo Game Publisher Major Product Offerings
 - 7.6.4 Nintendo Game Publisher Revenue in Global Market (2017-2022)
 - 7.6.5 Nintendo Key News
- 7.7 Bandai Namco
 - 7.7.1 Bandai Namco Corporate Summary
 - 7.7.2 Bandai Namco Business Overview
 - 7.7.3 Bandai Namco Game Publisher Major Product Offerings
 - 7.7.4 Bandai Namco Game Publisher Revenue in Global Market (2017-2022)
 - 7.7.5 Bandai Namco Key News
- 7.8 Take-Two Interactive
 - 7.8.1 Take-Two Interactive Corporate Summary
 - 7.8.2 Take-Two Interactive Business Overview
 - 7.8.3 Take-Two Interactive Game Publisher Major Product Offerings
 - 7.8.4 Take-Two Interactive Game Publisher Revenue in Global Market (2017-2022)
 - 7.8.5 Take-Two Interactive Key News
- 7.9 Ubisoft
 - 7.9.1 Ubisoft Corporate Summary
 - 7.9.2 Ubisoft Business Overview
 - 7.9.3 Ubisoft Game Publisher Major Product Offerings
 - 7.9.4 Ubisoft Game Publisher Revenue in Global Market (2017-2022)
 - 7.9.5 Ubisoft Key News
- 7.10 Square Enix

- 7.10.1 Square Enix Corporate Summary
- 7.10.2 Square Enix Business Overview
- 7.10.3 Square Enix Game Publisher Major Product Offerings
- 7.10.4 Square Enix Game Publisher Revenue in Global Market (2017-2022)
- 7.10.5 Square Enix Key News
- 7.11 Konami Games
 - 7.11.1 Konami Games Corporate Summary
 - 7.11.2 Konami Games Business Overview
 - 7.11.3 Konami Games Game Publisher Major Product Offerings
 - 7.11.4 Konami Games Game Publisher Revenue in Global Market (2017-2022)
 - 7.11.5 Konami Games Key News
- 7.12 Sega
 - 7.12.1 Sega Corporate Summary
 - 7.12.2 Sega Business Overview
 - 7.12.3 Sega Game Publisher Major Product Offerings
 - 7.12.4 Sega Game Publisher Revenue in Global Market (2017-2022)
 - 7.12.5 Sega Key News
- 7.13 Capcom
 - 7.13.1 Capcom Corporate Summary
 - 7.13.2 Capcom Business Overview
 - 7.13.3 Capcom Game Publisher Major Product Offerings
 - 7.13.4 Capcom Game Publisher Revenue in Global Market (2017-2022)
 - 7.13.5 Capcom Key News
- 7.14 Supercell
 - 7.14.1 Supercell Corporate Summary
 - 7.14.2 Supercell Business Overview
 - 7.14.3 Supercell Game Publisher Major Product Offerings
 - 7.14.4 Supercell Game Publisher Revenue in Global Market (2017-2022)
 - 7.14.5 Supercell Key News
- 7.15 Netmarble
 - 7.15.1 Netmarble Corporate Summary
 - 7.15.2 Netmarble Business Overview
 - 7.15.3 Netmarble Game Publisher Major Product Offerings
 - 7.15.4 Netmarble Game Publisher Revenue in Global Market (2017-2022)
 - 7.15.5 Netmarble Key News
- 7.16 Playrix
 - 7.16.1 Playrix Corporate Summary
 - 7.16.2 Playrix Business Overview
 - 7.16.3 Playrix Game Publisher Major Product Offerings

7.16.4 Playrix Game Publisher Revenue in Global Market (2017-2022)

7.16.5 Playrix Key News

7.17 Playtika

7.17.1 Playtika Corporate Summary

7.17.2 Playtika Business Overview

7.17.3 Playtika Game Publisher Major Product Offerings

7.17.4 Playtika Game Publisher Revenue in Global Market (2017-2022)

7.17.5 Playtika Key News

7.18 Zynga

7.18.1 Zynga Corporate Summary

7.18.2 Zynga Business Overview

7.18.3 Zynga Game Publisher Major Product Offerings

7.18.4 Zynga Game Publisher Revenue in Global Market (2017-2022)

7.18.5 Zynga Key News

7.19 LINE

7.19.1 LINE Corporate Summary

7.19.2 LINE Business Overview

7.19.3 LINE Game Publisher Major Product Offerings

7.19.4 LINE Game Publisher Revenue in Global Market (2017-2022)

7.19.5 LINE Key News

7.20 Google

7.20.1 Google Corporate Summary

7.20.2 Google Business Overview

7.20.3 Google Game Publisher Major Product Offerings

7.20.4 Google Game Publisher Revenue in Global Market (2017-2022)

7.20.5 Google Key News

7.21 NetEase

7.21.1 NetEase Corporate Summary

7.21.2 NetEase Business Overview

7.21.3 NetEase Game Publisher Major Product Offerings

7.21.4 NetEase Game Publisher Revenue in Global Market (2017-2022)

7.21.5 NetEase 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 Publisher Market Opportunities & Trends in Global Market
- Table 2. Game Publisher Market Drivers in Global Market
- Table 3. Game Publisher Market Restraints in Global Market
- Table 4. Key Players of Game Publisher in Global Market
- Table 5. Top Game Publisher Players in Global Market, Ranking by Revenue (2021)
- Table 6. Global Game Publisher Revenue by Companies, (US\$, Mn), 2017-2022
- Table 7. Global Game Publisher Revenue Share by Companies, 2017-2022
- Table 8. Global Companies Game Publisher Product Type
- Table 9. List of Global Tier 1 Game Publisher Companies, Revenue (US\$, Mn) in 2021 and Market Share
- Table 10. List of Global Tier 2 and Tier 3 Game Publisher Companies, Revenue (US\$, Mn) in 2021 and Market Share
- Table 11. By Type – Global Game Publisher Revenue, (US\$, Mn), 2021 & 2028
- Table 12. By Type - Game Publisher Revenue in Global (US\$, Mn), 2017-2022
- Table 13. By Type - Game Publisher Revenue in Global (US\$, Mn), 2023-2028
- Table 14. By Application – Global Game Publisher Revenue, (US\$, Mn), 2021 & 2028
- Table 15. By Application - Game Publisher Revenue in Global (US\$, Mn), 2017-2022
- Table 16. By Application - Game Publisher Revenue in Global (US\$, Mn), 2023-2028
- Table 17. By Region – Global Game Publisher Revenue, (US\$, Mn), 2021 & 2028
- Table 18. By Region - Global Game Publisher Revenue (US\$, Mn), 2017-2022
- Table 19. By Region - Global Game Publisher Revenue (US\$, Mn), 2023-2028
- Table 20. By Country - North America Game Publisher Revenue, (US\$, Mn), 2017-2022
- Table 21. By Country - North America Game Publisher Revenue, (US\$, Mn), 2023-2028
- Table 22. By Country - Europe Game Publisher Revenue, (US\$, Mn), 2017-2022
- Table 23. By Country - Europe Game Publisher Revenue, (US\$, Mn), 2023-2028
- Table 24. By Region - Asia Game Publisher Revenue, (US\$, Mn), 2017-2022
- Table 25. By Region - Asia Game Publisher Revenue, (US\$, Mn), 2023-2028
- Table 26. By Country - South America Game Publisher Revenue, (US\$, Mn), 2017-2022
- Table 27. By Country - South America Game Publisher Revenue, (US\$, Mn), 2023-2028
- Table 28. By Country - Middle East & Africa Game Publisher Revenue, (US\$, Mn), 2017-2022
- Table 29. By Country - Middle East & Africa Game Publisher Revenue, (US\$, Mn), 2023-2028

Table 30. Tencent Corporate Summary
Table 31. Tencent Game Publisher Product Offerings
Table 32. Tencent Game Publisher Revenue (US\$, Mn), (2017-2022)
Table 33. Sony Corporate Summary
Table 34. Sony Game Publisher Product Offerings
Table 35. Sony Game Publisher Revenue (US\$, Mn), (2017-2022)
Table 36. Microsoft Corporate Summary
Table 37. Microsoft Game Publisher Product Offerings
Table 38. Microsoft Game Publisher Revenue (US\$, Mn), (2017-2022)
Table 39. Activision Blizzard Corporate Summary
Table 40. Activision Blizzard Game Publisher Product Offerings
Table 41. Activision Blizzard Game Publisher Revenue (US\$, Mn), (2017-2022)
Table 42. Electronic Arts (EA) Corporate Summary
Table 43. Electronic Arts (EA) Game Publisher Product Offerings
Table 44. Electronic Arts (EA) Game Publisher Revenue (US\$, Mn), (2017-2022)
Table 45. Nintendo Corporate Summary
Table 46. Nintendo Game Publisher Product Offerings
Table 47. Nintendo Game Publisher Revenue (US\$, Mn), (2017-2022)
Table 48. Bandai Namco Corporate Summary
Table 49. Bandai Namco Game Publisher Product Offerings
Table 50. Bandai Namco Game Publisher Revenue (US\$, Mn), (2017-2022)
Table 51. Take-Two Interactive Corporate Summary
Table 52. Take-Two Interactive Game Publisher Product Offerings
Table 53. Take-Two Interactive Game Publisher Revenue (US\$, Mn), (2017-2022)
Table 54. Ubisoft Corporate Summary
Table 55. Ubisoft Game Publisher Product Offerings
Table 56. Ubisoft Game Publisher Revenue (US\$, Mn), (2017-2022)
Table 57. Square Enix Corporate Summary
Table 58. Square Enix Game Publisher Product Offerings
Table 59. Square Enix Game Publisher Revenue (US\$, Mn), (2017-2022)
Table 60. Konami Games Corporate Summary
Table 61. Konami Games Game Publisher Product Offerings
Table 62. Konami Games Game Publisher Revenue (US\$, Mn), (2017-2022)
Table 63. Sega Corporate Summary
Table 64. Sega Game Publisher Product Offerings
Table 65. Sega Game Publisher Revenue (US\$, Mn), (2017-2022)
Table 66. Capcom Corporate Summary
Table 67. Capcom Game Publisher Product Offerings
Table 68. Capcom Game Publisher Revenue (US\$, Mn), (2017-2022)

Table 69. Supercell Corporate Summary
Table 70. Supercell Game Publisher Product Offerings
Table 71. Supercell Game Publisher Revenue (US\$, Mn), (2017-2022)
Table 72. Netmarble Corporate Summary
Table 73. Netmarble Game Publisher Product Offerings
Table 74. Netmarble Game Publisher Revenue (US\$, Mn), (2017-2022)
Table 75. Playrix Corporate Summary
Table 76. Playrix Game Publisher Product Offerings
Table 77. Playrix Game Publisher Revenue (US\$, Mn), (2017-2022)
Table 78. Playtika Corporate Summary
Table 79. Playtika Game Publisher Product Offerings
Table 80. Playtika Game Publisher Revenue (US\$, Mn), (2017-2022)
Table 81. Zynga Corporate Summary
Table 82. Zynga Game Publisher Product Offerings
Table 83. Zynga Game Publisher Revenue (US\$, Mn), (2017-2022)
Table 84. LINE Corporate Summary
Table 85. LINE Game Publisher Product Offerings
Table 86. LINE Game Publisher Revenue (US\$, Mn), (2017-2022)
Table 87. Google Corporate Summary
Table 88. Google Game Publisher Product Offerings
Table 89. Google Game Publisher Revenue (US\$, Mn), (2017-2022)
Table 90. NetEase Corporate Summary
Table 91. NetEase Game Publisher Product Offerings
Table 92. NetEase Game Publisher Revenue (US\$, Mn), (2017-2022)

List Of Figures

LIST OF FIGURES

- Figure 1. Game Publisher Segment by Type in 2021
- Figure 2. Game Publisher Segment by Application in 2021
- Figure 3. Global Game Publisher Market Overview: 2021
- Figure 4. Key Caveats
- Figure 5. Global Game Publisher Market Size: 2021 VS 2028 (US\$, Mn)
- Figure 6. Global Game Publisher Revenue, 2017-2028 (US\$, Mn)
- Figure 7. The Top 3 and 5 Players Market Share by Game Publisher Revenue in 2021
- Figure 8. By Type - Global Game Publisher Revenue Market Share, 2017-2028
- Figure 9. By Application - Global Game Publisher Revenue Market Share, 2017-2028
- Figure 10. By Region - Global Game Publisher Revenue Market Share, 2017-2028
- Figure 11. By Country - North America Game Publisher Revenue Market Share, 2017-2028
- Figure 12. US Game Publisher Revenue, (US\$, Mn), 2017-2028
- Figure 13. Canada Game Publisher Revenue, (US\$, Mn), 2017-2028
- Figure 14. Mexico Game Publisher Revenue, (US\$, Mn), 2017-2028
- Figure 15. By Country - Europe Game Publisher Revenue Market Share, 2017-2028
- Figure 16. Germany Game Publisher Revenue, (US\$, Mn), 2017-2028
- Figure 17. France Game Publisher Revenue, (US\$, Mn), 2017-2028
- Figure 18. U.K. Game Publisher Revenue, (US\$, Mn), 2017-2028
- Figure 19. Italy Game Publisher Revenue, (US\$, Mn), 2017-2028
- Figure 20. Russia Game Publisher Revenue, (US\$, Mn), 2017-2028
- Figure 21. Nordic Countries Game Publisher Revenue, (US\$, Mn), 2017-2028
- Figure 22. Benelux Game Publisher Revenue, (US\$, Mn), 2017-2028
- Figure 23. By Region - Asia Game Publisher Revenue Market Share, 2017-2028
- Figure 24. China Game Publisher Revenue, (US\$, Mn), 2017-2028
- Figure 25. Japan Game Publisher Revenue, (US\$, Mn), 2017-2028
- Figure 26. South Korea Game Publisher Revenue, (US\$, Mn), 2017-2028
- Figure 27. Southeast Asia Game Publisher Revenue, (US\$, Mn), 2017-2028
- Figure 28. India Game Publisher Revenue, (US\$, Mn), 2017-2028
- Figure 29. By Country - South America Game Publisher Revenue Market Share, 2017-2028
- Figure 30. Brazil Game Publisher Revenue, (US\$, Mn), 2017-2028
- Figure 31. Argentina Game Publisher Revenue, (US\$, Mn), 2017-2028
- Figure 32. By Country - Middle East & Africa Game Publisher Revenue Market Share, 2017-2028

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

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

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

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

Figure 37. Tencent Game Publisher Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 38. Sony Game Publisher Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 39. Microsoft Game Publisher Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 40. Activision Blizzard Game Publisher Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 41. Electronic Arts (EA) Game Publisher Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 42. Nintendo Game Publisher Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 43. Bandai Namco Game Publisher Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 44. Take-Two Interactive Game Publisher Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 45. Ubisoft Game Publisher Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 46. Square Enix Game Publisher Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 47. Konami Games Game Publisher Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 48. Sega Game Publisher Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 49. Capcom Game Publisher Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 50. Supercell Game Publisher Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 51. Netmarble Game Publisher Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 52. Playrix Game Publisher Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 53. Playtika Game Publisher Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 54. Zynga Game Publisher Revenue Year Over Year Growth (US\$, Mn) &

(2017-2022)

Figure 55. LINE Game Publisher Revenue Year Over Year Growth (US\$, Mn) &

(2017-2022)

Figure 56. Google Game Publisher Revenue Year Over Year Growth (US\$, Mn) &

(2017-2022)

Figure 57. NetEase Game Publisher Revenue Year Over Year Growth (US\$, Mn) &

(2017-2022)

I would like to order

Product name: Game Publisher Market, Global Outlook and Forecast 2022-2028

Product link: <https://marketpublishers.com/r/GD80B031ECDEEN.html>

Price: US\$ 3,250.00 (Single User License / Electronic Delivery)

If you want to order Corporate License or Hard Copy, please, contact our Customer Service:

info@marketpublishers.com

Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/GD80B031ECDEEN.html>