

Game Testing Service Market - Global Outlook and Forecast 2022-2028

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Abstracts

Game testing, a subset of game development, is a software testing process for quality control of video games.

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

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

Global top five companies in 2021 (%)

The global Game Testing Service 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.

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

The global key manufacturers of Game Testing Service include LogiGear, GameCloud-ltd, Codoid, GlobalStep, Indium, Softcrylic, Testbytes, Creatiosoft and Gateway TechnoLabs, 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 Testing Service 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 Testing Service Market, by Type, 2017-2022, 2023-2028 (\$ millions)

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

Mobile Game

Video Game

Windows Game

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

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

Large Enterprises

Small and Medium-sized Enterprises (SMEs)

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

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

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

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

LogiGear

GameCloud-ltd

Codoid

GlobalStep

Indium

Softcrylic

Testbytes

Creatiosoft

Gateway TechnoLabs

Logix Guru

Precise Testing Solution

99 Percentage

TestMatick

KiwiQA

Cigniti

ISHIR

Mindfire Solutions

360Logica

Lionbridge

Arth I Soft

Flexasoft

Zensar

Crowdsourced Testing

TestFort

XBOSoft

QATestLab

Consistent Infotechtech

Qualitas Global

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