

Games as a Service (GaaS) Market, Global Outlook and Forecast 2022-2028

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Abstracts

This report contains market size and forecasts of Games as a Service (GaaS) in Global, including the following market information:

Global Games as a Service (GaaS) Market Revenue, 2017-2022, 2023-2028, (\$ millions)

Global top five companies in 2021 (%)

The global Games as a Service (GaaS) 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.

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

The global key manufacturers of Games as a Service (GaaS) include Blizzard Entertainment, RIOT, Netflix, Microsoft, Sony, Tencent, Activision Blizzard, Sega and Electronic Arts and etc. In 2021, the global top five players have a share approximately % in terms of revenue.

MARKET MONITOR GLOBAL, INC (MMG) has surveyed the Games as a Service (GaaS) 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 Games as a Service (GaaS) Market, by Type, 2017-2022, 2023-2028 (\$ millions)

Global Games as a Service (GaaS) Market Segment Percentages, by Type, 2021 (%)

PC Based

Mobile Based

Global Games as a Service (GaaS) Market, by Application, 2017-2022, 2023-2028 (\$ millions)

Global Games as a Service (GaaS) Market Segment Percentages, by Application, 2021 (%)

Below 18 Years Old

18-25 Years Old

26-35 Years Old

36-45 Years Old

Above 45 Years Old

Global Games as a Service (GaaS) Market, By Region and Country, 2017-2022, 2023-2028 (\$ Millions)

Global Games as a Service (GaaS) Market Segment Percentages, By Region and Country, 2021 (%)

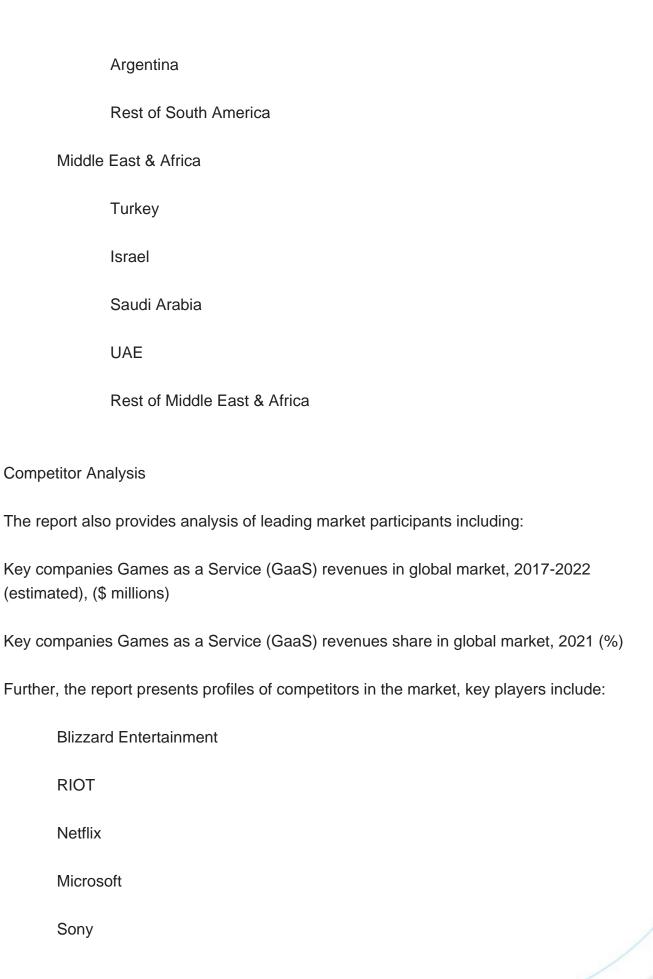
North America

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	







Tencent	
Activision Blizzard	
Sega	
Electronic Arts	
Ubisoft	



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