

# 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

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 Games as a Service (GaaS) revenues in global market, 2017-2022 (estimated), (\$ millions)

Key companies Games as a Service (GaaS) revenues share in global market, 2021 (%)

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

Blizzard Entertainment

RIOT

Netflix

Microsoft

Sony

Tencent

Activision Blizzard

Sega

Electronic Arts

Ubisoft

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