

# MMORPG on PC Market, Global Outlook and Forecast 2022-2028

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## Abstracts

A role playing game on the computer played by many people.

This report contains market size and forecasts of MMORPG on PC in Global, including the following market information:

Global MMORPG on PC Market Revenue, 2017-2022, 2023-2028, (\$ millions)

Global top five companies in 2021 (%)

The global MMORPG on PC 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.

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

The global key manufacturers of MMORPG on PC include Tencent, NetEase, Blizzard Entertainment, NCSOFT, Sandbox Interactive GmbH, ZeniMax Online Studios, Nexon, Trion Worlds and KOG Games, etc. In 2021, the global top five players have a share approximately % in terms of revenue.

MARKET MONITOR GLOBAL, INC (MMG) has surveyed the MMORPG on PC 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 MMORPG on PC Market, by Type, 2017-2022, 2023-2028 (\$ millions)

Global MMORPG on PC Market Segment Percentages, by Type, 2021 (%)

Client-based

Browser-based

Global MMORPG on PC Market, by Application, 2017-2022, 2023-2028 (\$ millions)

Global MMORPG on PC Market Segment Percentages, by Application, 2021 (%)

Juvenile (7-17)

Youth (18-40)

Middle Aged (41-65)

Elderly (>66)

Global MMORPG on PC Market, By Region and Country, 2017-2022, 2023-2028 (\$ Millions)

Global MMORPG on PC 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 MMORPG on PC revenues in global market, 2017-2022 (estimated), (\$ millions)

Key companies MMORPG on PC revenues share in global market, 2021 (%)

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

Tencent

NetEase

Blizzard Entertainment

NCSOFT

Sandbox Interactive GmbH

ZeniMax Online Studios

Nexon

Trion Worlds

KOG Games

Bungie

Jagex

TQ Digital Entertainment

Artix Entertainment

Deca Games

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