

MMORPGs Market, Global Outlook and Forecast 2022-2028

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Abstracts

Massively multiplayer online role-playing games (MMORPGs) are a combination of role-playing video games and massively multiplayer online games in which a very large number of players interact with one another within a virtual world.

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

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

Global top five companies in 2021 (%)

The global MMORPGs 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.

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

The global key manufacturers of MMORPGs include NCSoft, Pearl Abyss, Krafton, Neowiz, Blizzard Entertainment, Smilegate, ZeniMax Online Studios, Trion Worlds and Nexon, etc. In 2021, the global top five players have a share approximately % in terms of revenue.

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

Global MMORPGs Market Segment Percentages, by Type, 2021 (%)

PC-based

TV-based

Smartphone-based

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

Global MMORPGs Market Segment Percentages, by Application, 2021 (%)

Juvenile (7-17)

Youth (18-40)

Middle Aged (41-65)

Elderly (>66)

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

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

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

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

NCSOFT

Pearl Abyss

Krafton

Neowiz

Blizzard Entertainment

Smilegate

ZeniMax Online Studios

Trion Worlds

Nexon

NetEase

Tencent

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