

Mobile Moba Games Market, Global Outlook and Forecast 2022-2028

<https://marketpublishers.com/r/M8724BF3AA8DEN.html>

Date: June 2022

Pages: 65

Price: US\$ 3,250.00 (Single User License)

ID: M8724BF3AA8DEN

Abstracts

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

Global Mobile Moba Games Market Revenue, 2017-2022, 2023-2028, (\$ millions)

Global top five companies in 2021 (%)

The global Mobile Moba Games 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.

3V3 Segment to Reach \$ Million by 2028, with a % CAGR in next six years.

The global key manufacturers of Mobile Moba Games include UCOOL, Supercell, Tencent, NetEase, Electronic Soul, Jump World, JJWorld (Beijing) Network Technology, 4399 and NetDragon 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 Mobile Moba Games 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 Mobile Moba Games Market, by Competitive Type, 2017-2022, 2023-2028 (\$ millions)

Global Mobile Moba Games Market Segment Percentages, by Competitive Type, 2021 (%)

3V3

5V5

Other

Global Mobile Moba Games Market, by Application, 2017-2022, 2023-2028 (\$ millions)

Global Mobile Moba Games Market Segment Percentages, by Application, 2021 (%)

Android

IOS

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

Global Mobile Moba Games 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 Mobile Moba Games revenues in global market, 2017-2022 (estimated), (\$ millions)

Key companies Mobile Moba Games revenues share in global market, 2021 (%)

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

UCOOL

Supercell

Tencent

NetEase

Electronic Soul

Jump World

JJWorld (Beijing) Network Technology

4399

NetDragon

Moonton

Contents

1 INTRODUCTION TO RESEARCH & ANALYSIS REPORTS

- 1.1 Mobile Moba Games Market Definition
- 1.2 Market Segments
 - 1.2.1 Market by Competitive Type
 - 1.2.2 Market by Application
- 1.3 Global Mobile Moba Games Market Overview
- 1.4 Features & Benefits of This Report
- 1.5 Methodology & Sources of Information
 - 1.5.1 Research Methodology
 - 1.5.2 Research Process
 - 1.5.3 Base Year
 - 1.5.4 Report Assumptions & Caveats

2 GLOBAL MOBILE MOBA GAMES OVERALL MARKET SIZE

- 2.1 Global Mobile Moba Games Market Size: 2021 VS 2028
- 2.2 Global Mobile Moba Games Market Size, Prospects & Forecasts: 2017-2028
- 2.3 Key Market Trends, Opportunity, Drivers and Restraints
 - 2.3.1 Market Opportunities & Trends
 - 2.3.2 Market Drivers
 - 2.3.3 Market Restraints

3 COMPANY LANDSCAPE

- 3.1 Top Mobile Moba Games Players in Global Market
- 3.2 Top Global Mobile Moba Games Companies Ranked by Revenue
- 3.3 Global Mobile Moba Games Revenue by Companies
- 3.4 Top 3 and Top 5 Mobile Moba Games Companies in Global Market, by Revenue in 2021
- 3.5 Global Companies Mobile Moba Games Product Type
- 3.6 Tier 1, Tier 2 and Tier 3 Mobile Moba Games Players in Global Market
 - 3.6.1 List of Global Tier 1 Mobile Moba Games Companies
 - 3.6.2 List of Global Tier 2 and Tier 3 Mobile Moba Games Companies

4 MARKET SIGHTS BY PRODUCT

4.1 Overview

4.1.1 by Competitive Type - Global Mobile Moba Games Market Size Markets, 2021 & 2028

4.1.2 3V3

4.1.3 5V5

4.1.4 Other

4.2 By Competitive Type - Global Mobile Moba Games Revenue & Forecasts

4.2.1 By Competitive Type - Global Mobile Moba Games Revenue, 2017-2022

4.2.2 By Competitive Type - Global Mobile Moba Games Revenue, 2023-2028

4.2.3 By Competitive Type - Global Mobile Moba Games Revenue Market Share, 2017-2028

5 SIGHTS BY APPLICATION

5.1 Overview

5.1.1 By Application - Global Mobile Moba Games Market Size, 2021 & 2028

5.1.2 Android

5.1.3 IOS

5.2 By Application - Global Mobile Moba Games Revenue & Forecasts

5.2.1 By Application - Global Mobile Moba Games Revenue, 2017-2022

5.2.2 By Application - Global Mobile Moba Games Revenue, 2023-2028

5.2.3 By Application - Global Mobile Moba Games Revenue Market Share, 2017-2028

6 SIGHTS BY REGION

6.1 By Region - Global Mobile Moba Games Market Size, 2021 & 2028

6.2 By Region - Global Mobile Moba Games Revenue & Forecasts

6.2.1 By Region - Global Mobile Moba Games Revenue, 2017-2022

6.2.2 By Region - Global Mobile Moba Games Revenue, 2023-2028

6.2.3 By Region - Global Mobile Moba Games Revenue Market Share, 2017-2028

6.3 North America

6.3.1 By Country - North America Mobile Moba Games Revenue, 2017-2028

6.3.2 US Mobile Moba Games Market Size, 2017-2028

6.3.3 Canada Mobile Moba Games Market Size, 2017-2028

6.3.4 Mexico Mobile Moba Games Market Size, 2017-2028

6.4 Europe

6.4.1 By Country - Europe Mobile Moba Games Revenue, 2017-2028

6.4.2 Germany Mobile Moba Games Market Size, 2017-2028

6.4.3 France Mobile Moba Games Market Size, 2017-2028

- 6.4.4 U.K. Mobile Moba Games Market Size, 2017-2028
- 6.4.5 Italy Mobile Moba Games Market Size, 2017-2028
- 6.4.6 Russia Mobile Moba Games Market Size, 2017-2028
- 6.4.7 Nordic Countries Mobile Moba Games Market Size, 2017-2028
- 6.4.8 Benelux Mobile Moba Games Market Size, 2017-2028

6.5 Asia

- 6.5.1 By Region - Asia Mobile Moba Games Revenue, 2017-2028
- 6.5.2 China Mobile Moba Games Market Size, 2017-2028
- 6.5.3 Japan Mobile Moba Games Market Size, 2017-2028
- 6.5.4 South Korea Mobile Moba Games Market Size, 2017-2028
- 6.5.5 Southeast Asia Mobile Moba Games Market Size, 2017-2028
- 6.5.6 India Mobile Moba Games Market Size, 2017-2028

6.6 South America

- 6.6.1 By Country - South America Mobile Moba Games Revenue, 2017-2028
- 6.6.2 Brazil Mobile Moba Games Market Size, 2017-2028
- 6.6.3 Argentina Mobile Moba Games Market Size, 2017-2028

6.7 Middle East & Africa

- 6.7.1 By Country - Middle East & Africa Mobile Moba Games Revenue, 2017-2028
- 6.7.2 Turkey Mobile Moba Games Market Size, 2017-2028
- 6.7.3 Israel Mobile Moba Games Market Size, 2017-2028
- 6.7.4 Saudi Arabia Mobile Moba Games Market Size, 2017-2028
- 6.7.5 UAE Mobile Moba Games Market Size, 2017-2028

7 PLAYERS PROFILES

7.1 UCOOL

- 7.1.1 UCOOL Corporate Summary
- 7.1.2 UCOOL Business Overview
- 7.1.3 UCOOL Mobile Moba Games Major Product Offerings
- 7.1.4 UCOOL Mobile Moba Games Revenue in Global Market (2017-2022)
- 7.1.5 UCOOL Key News

7.2 Supercell

- 7.2.1 Supercell Corporate Summary
- 7.2.2 Supercell Business Overview
- 7.2.3 Supercell Mobile Moba Games Major Product Offerings
- 7.2.4 Supercell Mobile Moba Games Revenue in Global Market (2017-2022)
- 7.2.5 Supercell Key News

7.3 Tencent

- 7.3.1 Tencent Corporate Summary

- 7.3.2 Tencent Business Overview
- 7.3.3 Tencent Mobile Moba Games Major Product Offerings
- 7.3.4 Tencent Mobile Moba Games Revenue in Global Market (2017-2022)
- 7.3.5 Tencent Key News
- 7.4 NetEase
 - 7.4.1 NetEase Corporate Summary
 - 7.4.2 NetEase Business Overview
 - 7.4.3 NetEase Mobile Moba Games Major Product Offerings
 - 7.4.4 NetEase Mobile Moba Games Revenue in Global Market (2017-2022)
 - 7.4.5 NetEase Key News
- 7.5 Electronic Soul
 - 7.5.1 Electronic Soul Corporate Summary
 - 7.5.2 Electronic Soul Business Overview
 - 7.5.3 Electronic Soul Mobile Moba Games Major Product Offerings
 - 7.5.4 Electronic Soul Mobile Moba Games Revenue in Global Market (2017-2022)
 - 7.5.5 Electronic Soul Key News
- 7.6 Jump World
 - 7.6.1 Jump World Corporate Summary
 - 7.6.2 Jump World Business Overview
 - 7.6.3 Jump World Mobile Moba Games Major Product Offerings
 - 7.6.4 Jump World Mobile Moba Games Revenue in Global Market (2017-2022)
 - 7.6.5 Jump World Key News
- 7.7 JJWorld (Beijing) Network Technology
 - 7.7.1 JJWorld (Beijing) Network Technology Corporate Summary
 - 7.7.2 JJWorld (Beijing) Network Technology Business Overview
 - 7.7.3 JJWorld (Beijing) Network Technology Mobile Moba Games Major Product Offerings
 - 7.7.4 JJWorld (Beijing) Network Technology Mobile Moba Games Revenue in Global Market (2017-2022)
 - 7.7.5 JJWorld (Beijing) Network Technology Key News
- 7.8 4399
 - 7.8.1 4399 Corporate Summary
 - 7.8.2 4399 Business Overview
 - 7.8.3 4399 Mobile Moba Games Major Product Offerings
 - 7.8.4 4399 Mobile Moba Games Revenue in Global Market (2017-2022)
 - 7.8.5 4399 Key News
- 7.9 NetDragon
 - 7.9.1 NetDragon Corporate Summary
 - 7.9.2 NetDragon Business Overview

7.9.3 NetDragon Mobile Moba Games Major Product Offerings

7.9.4 NetDragon Mobile Moba Games Revenue in Global Market (2017-2022)

7.9.5 NetDragon Key News

7.10 Moonton

7.10.1 Moonton Corporate Summary

7.10.2 Moonton Business Overview

7.10.3 Moonton Mobile Moba Games Major Product Offerings

7.10.4 Moonton Mobile Moba Games Revenue in Global Market (2017-2022)

7.10.5 Moonton Key News

8 CONCLUSION

9 APPENDIX

9.1 Note

9.2 Examples of Clients

9.3 Disclaimer

List Of Tables

LIST OF TABLES

Table 1. Mobile Moba Games Market Opportunities & Trends in Global Market

Table 2. Mobile Moba Games Market Drivers in Global Market

Table 3. Mobile Moba Games Market Restraints in Global Market

Table 4. Key Players of Mobile Moba Games in Global Market

Table 5. Top Mobile Moba Games Players in Global Market, Ranking by Revenue (2021)

Table 6. Global Mobile Moba Games Revenue by Companies, (US\$, Mn), 2017-2022

Table 7. Global Mobile Moba Games Revenue Share by Companies, 2017-2022

Table 8. Global Companies Mobile Moba Games Product Type

Table 9. List of Global Tier 1 Mobile Moba Games Companies, Revenue (US\$, Mn) in 2021 and Market Share

Table 10. List of Global Tier 2 and Tier 3 Mobile Moba Games Companies, Revenue (US\$, Mn) in 2021 and Market Share

Table 11. By Competitive Type – Global Mobile Moba Games Revenue, (US\$, Mn), 2021 & 2028

Table 12. By Competitive Type - Mobile Moba Games Revenue in Global (US\$, Mn), 2017-2022

Table 13. By Competitive Type - Mobile Moba Games Revenue in Global (US\$, Mn), 2023-2028

Table 14. By Application – Global Mobile Moba Games Revenue, (US\$, Mn), 2021 & 2028

Table 15. By Application - Mobile Moba Games Revenue in Global (US\$, Mn), 2017-2022

Table 16. By Application - Mobile Moba Games Revenue in Global (US\$, Mn), 2023-2028

Table 17. By Region – Global Mobile Moba Games Revenue, (US\$, Mn), 2021 & 2028

Table 18. By Region - Global Mobile Moba Games Revenue (US\$, Mn), 2017-2022

Table 19. By Region - Global Mobile Moba Games Revenue (US\$, Mn), 2023-2028

Table 20. By Country - North America Mobile Moba Games Revenue, (US\$, Mn), 2017-2022

Table 21. By Country - North America Mobile Moba Games Revenue, (US\$, Mn), 2023-2028

Table 22. By Country - Europe Mobile Moba Games Revenue, (US\$, Mn), 2017-2022

Table 23. By Country - Europe Mobile Moba Games Revenue, (US\$, Mn), 2023-2028

Table 24. By Region - Asia Mobile Moba Games Revenue, (US\$, Mn), 2017-2022

Table 25. By Region - Asia Mobile Moba Games Revenue, (US\$, Mn), 2023-2028

Table 26. By Country - South America Mobile Moba Games Revenue, (US\$, Mn), 2017-2022

Table 27. By Country - South America Mobile Moba Games Revenue, (US\$, Mn), 2023-2028

Table 28. By Country - Middle East & Africa Mobile Moba Games Revenue, (US\$, Mn), 2017-2022

Table 29. By Country - Middle East & Africa Mobile Moba Games Revenue, (US\$, Mn), 2023-2028

Table 30. UCOOL Corporate Summary

Table 31. UCOOL Mobile Moba Games Product Offerings

Table 32. UCOOL Mobile Moba Games Revenue (US\$, Mn), (2017-2022)

Table 33. Supercell Corporate Summary

Table 34. Supercell Mobile Moba Games Product Offerings

Table 35. Supercell Mobile Moba Games Revenue (US\$, Mn), (2017-2022)

Table 36. Tencent Corporate Summary

Table 37. Tencent Mobile Moba Games Product Offerings

Table 38. Tencent Mobile Moba Games Revenue (US\$, Mn), (2017-2022)

Table 39. NetEase Corporate Summary

Table 40. NetEase Mobile Moba Games Product Offerings

Table 41. NetEase Mobile Moba Games Revenue (US\$, Mn), (2017-2022)

Table 42. Electronic Soul Corporate Summary

Table 43. Electronic Soul Mobile Moba Games Product Offerings

Table 44. Electronic Soul Mobile Moba Games Revenue (US\$, Mn), (2017-2022)

Table 45. Jump World Corporate Summary

Table 46. Jump World Mobile Moba Games Product Offerings

Table 47. Jump World Mobile Moba Games Revenue (US\$, Mn), (2017-2022)

Table 48. JJWorld (Beijing) Network Technology Corporate Summary

Table 49. JJWorld (Beijing) Network Technology Mobile Moba Games Product Offerings

Table 50. JJWorld (Beijing) Network Technology Mobile Moba Games Revenue (US\$, Mn), (2017-2022)

Table 51. 4399 Corporate Summary

Table 52. 4399 Mobile Moba Games Product Offerings

Table 53. 4399 Mobile Moba Games Revenue (US\$, Mn), (2017-2022)

Table 54. NetDragon Corporate Summary

Table 55. NetDragon Mobile Moba Games Product Offerings

Table 56. NetDragon Mobile Moba Games Revenue (US\$, Mn), (2017-2022)

Table 57. Moonton Corporate Summary

Table 58. Moonton Mobile Moba Games Product Offerings

Table 59. Moonton Mobile Moba Games Revenue (US\$, Mn), (2017-2022)

List Of Figures

LIST OF FIGURES

- Figure 1. Mobile Moba Games Segment by Competitive Type in 2021
- Figure 2. Mobile Moba Games Segment by Application in 2021
- Figure 3. Global Mobile Moba Games Market Overview: 2021
- Figure 4. Key Caveats
- Figure 5. Global Mobile Moba Games Market Size: 2021 VS 2028 (US\$, Mn)
- Figure 6. Global Mobile Moba Games Revenue, 2017-2028 (US\$, Mn)
- Figure 7. The Top 3 and 5 Players Market Share by Mobile Moba Games Revenue in 2021
- Figure 8. By Competitive Type - Global Mobile Moba Games Revenue Market Share, 2017-2028
- Figure 9. By Application - Global Mobile Moba Games Revenue Market Share, 2017-2028
- Figure 10. By Region - Global Mobile Moba Games Revenue Market Share, 2017-2028
- Figure 11. By Country - North America Mobile Moba Games Revenue Market Share, 2017-2028
- Figure 12. US Mobile Moba Games Revenue, (US\$, Mn), 2017-2028
- Figure 13. Canada Mobile Moba Games Revenue, (US\$, Mn), 2017-2028
- Figure 14. Mexico Mobile Moba Games Revenue, (US\$, Mn), 2017-2028
- Figure 15. By Country - Europe Mobile Moba Games Revenue Market Share, 2017-2028
- Figure 16. Germany Mobile Moba Games Revenue, (US\$, Mn), 2017-2028
- Figure 17. France Mobile Moba Games Revenue, (US\$, Mn), 2017-2028
- Figure 18. U.K. Mobile Moba Games Revenue, (US\$, Mn), 2017-2028
- Figure 19. Italy Mobile Moba Games Revenue, (US\$, Mn), 2017-2028
- Figure 20. Russia Mobile Moba Games Revenue, (US\$, Mn), 2017-2028
- Figure 21. Nordic Countries Mobile Moba Games Revenue, (US\$, Mn), 2017-2028
- Figure 22. Benelux Mobile Moba Games Revenue, (US\$, Mn), 2017-2028
- Figure 23. By Region - Asia Mobile Moba Games Revenue Market Share, 2017-2028
- Figure 24. China Mobile Moba Games Revenue, (US\$, Mn), 2017-2028
- Figure 25. Japan Mobile Moba Games Revenue, (US\$, Mn), 2017-2028
- Figure 26. South Korea Mobile Moba Games Revenue, (US\$, Mn), 2017-2028
- Figure 27. Southeast Asia Mobile Moba Games Revenue, (US\$, Mn), 2017-2028
- Figure 28. India Mobile Moba Games Revenue, (US\$, Mn), 2017-2028
- Figure 29. By Country - South America Mobile Moba Games Revenue Market Share, 2017-2028

Figure 30. Brazil Mobile Moba Games Revenue, (US\$, Mn), 2017-2028

Figure 31. Argentina Mobile Moba Games Revenue, (US\$, Mn), 2017-2028

Figure 32. By Country - Middle East & Africa Mobile Moba Games Revenue Market Share, 2017-2028

Figure 33. Turkey Mobile Moba Games Revenue, (US\$, Mn), 2017-2028

Figure 34. Israel Mobile Moba Games Revenue, (US\$, Mn), 2017-2028

Figure 35. Saudi Arabia Mobile Moba Games Revenue, (US\$, Mn), 2017-2028

Figure 36. UAE Mobile Moba Games Revenue, (US\$, Mn), 2017-2028

Figure 37. UCOOL Mobile Moba Games Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 38. Supercell Mobile Moba Games Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 39. Tencent Mobile Moba Games Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 40. NetEase Mobile Moba Games Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 41. Electronic Soul Mobile Moba Games Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 42. Jump World Mobile Moba Games Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 43. JJWorld (Beijing) Network Technology Mobile Moba Games Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 44. 4399 Mobile Moba Games Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 45. NetDragon Mobile Moba Games Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 46. Moonton Mobile Moba Games Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

I would like to order

Product name: Mobile Moba Games Market, Global Outlook and Forecast 2022-2028

Product link: <https://marketpublishers.com/r/M8724BF3AA8DEN.html>

Price: US\$ 3,250.00 (Single User License / Electronic Delivery)

If you want to order Corporate License or Hard Copy, please, contact our Customer Service:

info@marketpublishers.com

Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/M8724BF3AA8DEN.html>

To pay by Wire Transfer, please, fill in your contact details in the form below:

First name:
Last name:
Email:
Company:
Address:
City:
Zip code:
Country:
Tel:
Fax:
Your message:

****All fields are required**

Customer signature _____

Please, note that by ordering from marketpublishers.com you are agreeing to our Terms & Conditions at <https://marketpublishers.com/docs/terms.html>

To place an order via fax simply print this form, fill in the information below and fax the completed form to +44 20 7900 3970