

Multiplayer Online Battle Arena (MOBA) Market, Global Outlook and Forecast 2022-2028

<https://marketpublishers.com/r/MBDA2C55781BEN.html>

Date: January 2022

Pages: 64

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

ID: MBDA2C55781BEN

Abstracts

MOBA is a subgenre of strategy video games which originated as a subgenre of real-time strategy (RTS). In MOBA, each player controls a single character, usually on a map in an isometric perspective, as part of a team competing against another team of players. The ultimate aim is to destroy the hostile team's main basement with the assistance of periodically-spawned NPCs that march along set paths.

This report contains market size and forecasts of Multiplayer Online Battle Arena (MOBA) in Global, including the following market information:

Global Multiplayer Online Battle Arena (MOBA) Market Revenue, 2017-2022, 2023-2028, (\$ millions)

Global top five companies in 2021 (%)

The global Multiplayer Online Battle Arena (MOBA) 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 Segment to Reach \$ Million by 2028, with a % CAGR in next six years.

The global key manufacturers of Multiplayer Online Battle Arena (MOBA) include Blizzard Entertainment, Electronic Arts, Netease, WeMade Entertainment, Creative Assembly Sofia, Tecent, Ronimo Games, Epic Games and Netmarble, etc. In 2021, the

global top five players have a share approximately % in terms of revenue.

MARKET MONITOR GLOBAL, INC (MMG) has surveyed the Multiplayer Online Battle Arena (MOBA) 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 Multiplayer Online Battle Arena (MOBA) Market, by Type, 2017-2022, 2023-2028 (\$ millions)

Global Multiplayer Online Battle Arena (MOBA) Market Segment Percentages, by Type, 2021 (%)

PC

Console

Mobile

Global Multiplayer Online Battle Arena (MOBA) Market, by Application, 2017-2022, 2023-2028 (\$ millions)

Global Multiplayer Online Battle Arena (MOBA) Market Segment Percentages, by Application, 2021 (%)

Entertainment

E-Sports Competition

Global Multiplayer Online Battle Arena (MOBA) Market, By Region and Country, 2017-2022, 2023-2028 (\$ Millions)

Global Multiplayer Online Battle Arena (MOBA) 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 Multiplayer Online Battle Arena (MOBA) revenues in global market, 2017-2022 (estimated), (\$ millions)

Key companies Multiplayer Online Battle Arena (MOBA) revenues share in global market, 2021 (%)

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

Blizzard Entertainment

Electronic Arts

Netease

WeMade Entertainment

Creative Assembly Sofia

Tencent

Ronimo Games

Epic Games

Netmarble

Ubisoft

Stillfront Group (Kixeye)

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