

Online Game Platforms Market, Global Outlook and Forecast 2022-2028

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Abstracts

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

Global Online Game Platforms Market Revenue, 2017-2022, 2023-2028, (\$ millions)

Global top five companies in 2021 (%)

The global Online Game Platforms 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.

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

The global key manufacturers of Online Game Platforms include Epic Games, Valve Corporation, CD Projekt, Activision Blizzard, Electronic Arts (EA), Ubisoft Massive, Tencent Holdings, Google and Sonkwo, etc. In 2021, the global top five players have a share approximately % in terms of revenue.

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

Global Online Game Platforms Market Segment Percentages, by Type, 2021 (%)

Cloud-Based

On-premise

Global Online Game Platforms Market, by Application, 2017-2022, 2023-2028 (\$ millions)

Global Online Game Platforms Market Segment Percentages, by Application, 2021 (%)

PC

Mobile Phone

Console Game

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

Global Online Game Platforms 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 Online Game Platforms revenues in global market, 2017-2022
(estimated), (\$ millions)

Key companies Online Game Platforms revenues share in global market, 2021 (%)

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

Epic Games

Valve Corporation

CD Projekt

Activision Blizzard

Electronic Arts (EA)

Ubisoft Massive

Tencent Holdings

Google

Sonkwo

Snail Games

Take-Two Interactive

Microsoft

TapTap

Contents

1 INTRODUCTION TO RESEARCH & ANALYSIS REPORTS

- 1.1 Online Game Platforms Market Definition
- 1.2 Market Segments
 - 1.2.1 Market by Type
 - 1.2.2 Market by Application
- 1.3 Global Online Game Platforms 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 ONLINE GAME PLATFORMS OVERALL MARKET SIZE

- 2.1 Global Online Game Platforms Market Size: 2021 VS 2028
- 2.2 Global Online Game Platforms 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 Online Game Platforms Players in Global Market
- 3.2 Top Global Online Game Platforms Companies Ranked by Revenue
- 3.3 Global Online Game Platforms Revenue by Companies
- 3.4 Top 3 and Top 5 Online Game Platforms Companies in Global Market, by Revenue in 2021
- 3.5 Global Companies Online Game Platforms Product Type
- 3.6 Tier 1, Tier 2 and Tier 3 Online Game Platforms Players in Global Market
 - 3.6.1 List of Global Tier 1 Online Game Platforms Companies
 - 3.6.2 List of Global Tier 2 and Tier 3 Online Game Platforms Companies

4 MARKET SIGHTS BY PRODUCT

4.1 Overview

- 4.1.1 by Type - Global Online Game Platforms Market Size Markets, 2021 & 2028
- 4.1.2 Cloud-Based
- 4.1.3 On-premise

4.2 By Type - Global Online Game Platforms Revenue & Forecasts

- 4.2.1 By Type - Global Online Game Platforms Revenue, 2017-2022
- 4.2.2 By Type - Global Online Game Platforms Revenue, 2023-2028
- 4.2.3 By Type - Global Online Game Platforms Revenue Market Share, 2017-2028

5 SIGHTS BY APPLICATION

5.1 Overview

- 5.1.1 By Application - Global Online Game Platforms Market Size, 2021 & 2028
- 5.1.2 PC
- 5.1.3 Mobile Phone
- 5.1.4 Console Game

5.2 By Application - Global Online Game Platforms Revenue & Forecasts

- 5.2.1 By Application - Global Online Game Platforms Revenue, 2017-2022
- 5.2.2 By Application - Global Online Game Platforms Revenue, 2023-2028
- 5.2.3 By Application - Global Online Game Platforms Revenue Market Share, 2017-2028

6 SIGHTS BY REGION

6.1 By Region - Global Online Game Platforms Market Size, 2021 & 2028

6.2 By Region - Global Online Game Platforms Revenue & Forecasts

- 6.2.1 By Region - Global Online Game Platforms Revenue, 2017-2022
- 6.2.2 By Region - Global Online Game Platforms Revenue, 2023-2028
- 6.2.3 By Region - Global Online Game Platforms Revenue Market Share, 2017-2028

6.3 North America

- 6.3.1 By Country - North America Online Game Platforms Revenue, 2017-2028
- 6.3.2 US Online Game Platforms Market Size, 2017-2028
- 6.3.3 Canada Online Game Platforms Market Size, 2017-2028
- 6.3.4 Mexico Online Game Platforms Market Size, 2017-2028

6.4 Europe

- 6.4.1 By Country - Europe Online Game Platforms Revenue, 2017-2028
- 6.4.2 Germany Online Game Platforms Market Size, 2017-2028
- 6.4.3 France Online Game Platforms Market Size, 2017-2028
- 6.4.4 U.K. Online Game Platforms Market Size, 2017-2028

6.4.5 Italy Online Game Platforms Market Size, 2017-2028

6.4.6 Russia Online Game Platforms Market Size, 2017-2028

6.4.7 Nordic Countries Online Game Platforms Market Size, 2017-2028

6.4.8 Benelux Online Game Platforms Market Size, 2017-2028

6.5 Asia

6.5.1 By Region - Asia Online Game Platforms Revenue, 2017-2028

6.5.2 China Online Game Platforms Market Size, 2017-2028

6.5.3 Japan Online Game Platforms Market Size, 2017-2028

6.5.4 South Korea Online Game Platforms Market Size, 2017-2028

6.5.5 Southeast Asia Online Game Platforms Market Size, 2017-2028

6.5.6 India Online Game Platforms Market Size, 2017-2028

6.6 South America

6.6.1 By Country - South America Online Game Platforms Revenue, 2017-2028

6.6.2 Brazil Online Game Platforms Market Size, 2017-2028

6.6.3 Argentina Online Game Platforms Market Size, 2017-2028

6.7 Middle East & Africa

6.7.1 By Country - Middle East & Africa Online Game Platforms Revenue, 2017-2028

6.7.2 Turkey Online Game Platforms Market Size, 2017-2028

6.7.3 Israel Online Game Platforms Market Size, 2017-2028

6.7.4 Saudi Arabia Online Game Platforms Market Size, 2017-2028

6.7.5 UAE Online Game Platforms Market Size, 2017-2028

7 PLAYERS PROFILES

7.1 Epic Games

7.1.1 Epic Games Corporate Summary

7.1.2 Epic Games Business Overview

7.1.3 Epic Games Online Game Platforms Major Product Offerings

7.1.4 Epic Games Online Game Platforms Revenue in Global Market (2017-2022)

7.1.5 Epic Games Key News

7.2 Valve Corporation

7.2.1 Valve Corporation Corporate Summary

7.2.2 Valve Corporation Business Overview

7.2.3 Valve Corporation Online Game Platforms Major Product Offerings

7.2.4 Valve Corporation Online Game Platforms Revenue in Global Market (2017-2022)

7.2.5 Valve Corporation Key News

7.3 CD Projekt

7.3.1 CD Projekt Corporate Summary

- 7.3.2 CD Projekt Business Overview
- 7.3.3 CD Projekt Online Game Platforms Major Product Offerings
- 7.3.4 CD Projekt Online Game Platforms Revenue in Global Market (2017-2022)
- 7.3.5 CD Projekt Key News
- 7.4 Activision Blizzard
 - 7.4.1 Activision Blizzard Corporate Summary
 - 7.4.2 Activision Blizzard Business Overview
 - 7.4.3 Activision Blizzard Online Game Platforms Major Product Offerings
 - 7.4.4 Activision Blizzard Online Game Platforms Revenue in Global Market (2017-2022)
 - 7.4.5 Activision Blizzard Key News
- 7.5 Electronic Arts (EA)
 - 7.5.1 Electronic Arts (EA) Corporate Summary
 - 7.5.2 Electronic Arts (EA) Business Overview
 - 7.5.3 Electronic Arts (EA) Online Game Platforms Major Product Offerings
 - 7.5.4 Electronic Arts (EA) Online Game Platforms Revenue in Global Market (2017-2022)
 - 7.5.5 Electronic Arts (EA) Key News
- 7.6 Ubisoft Massive
 - 7.6.1 Ubisoft Massive Corporate Summary
 - 7.6.2 Ubisoft Massive Business Overview
 - 7.6.3 Ubisoft Massive Online Game Platforms Major Product Offerings
 - 7.6.4 Ubisoft Massive Online Game Platforms Revenue in Global Market (2017-2022)
 - 7.6.5 Ubisoft Massive Key News
- 7.7 Tencent Holdings
 - 7.7.1 Tencent Holdings Corporate Summary
 - 7.7.2 Tencent Holdings Business Overview
 - 7.7.3 Tencent Holdings Online Game Platforms Major Product Offerings
 - 7.7.4 Tencent Holdings Online Game Platforms Revenue in Global Market (2017-2022)
 - 7.7.5 Tencent Holdings Key News
- 7.8 Google
 - 7.8.1 Google Corporate Summary
 - 7.8.2 Google Business Overview
 - 7.8.3 Google Online Game Platforms Major Product Offerings
 - 7.8.4 Google Online Game Platforms Revenue in Global Market (2017-2022)
 - 7.8.5 Google Key News
- 7.9 Sonkwo
 - 7.9.1 Sonkwo Corporate Summary

- 7.9.2 Sonkwo Business Overview
- 7.9.3 Sonkwo Online Game Platforms Major Product Offerings
- 7.9.4 Sonkwo Online Game Platforms Revenue in Global Market (2017-2022)
- 7.9.5 Sonkwo Key News
- 7.10 Snail Games
 - 7.10.1 Snail Games Corporate Summary
 - 7.10.2 Snail Games Business Overview
 - 7.10.3 Snail Games Online Game Platforms Major Product Offerings
 - 7.10.4 Snail Games Online Game Platforms Revenue in Global Market (2017-2022)
 - 7.10.5 Snail Games Key News
- 7.11 Take-Two Interactive
 - 7.11.1 Take-Two Interactive Corporate Summary
 - 7.11.2 Take-Two Interactive Business Overview
 - 7.11.3 Take-Two Interactive Online Game Platforms Major Product Offerings
 - 7.11.4 Take-Two Interactive Online Game Platforms Revenue in Global Market (2017-2022)
 - 7.11.5 Take-Two Interactive Key News
- 7.12 Microsoft
 - 7.12.1 Microsoft Corporate Summary
 - 7.12.2 Microsoft Business Overview
 - 7.12.3 Microsoft Online Game Platforms Major Product Offerings
 - 7.12.4 Microsoft Online Game Platforms Revenue in Global Market (2017-2022)
 - 7.12.5 Microsoft Key News
- 7.13 TapTap
 - 7.13.1 TapTap Corporate Summary
 - 7.13.2 TapTap Business Overview
 - 7.13.3 TapTap Online Game Platforms Major Product Offerings
 - 7.13.4 TapTap Online Game Platforms Revenue in Global Market (2017-2022)
 - 7.13.5 TapTap 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. Online Game Platforms Market Opportunities & Trends in Global Market

Table 2. Online Game Platforms Market Drivers in Global Market

Table 3. Online Game Platforms Market Restraints in Global Market

Table 4. Key Players of Online Game Platforms in Global Market

Table 5. Top Online Game Platforms Players in Global Market, Ranking by Revenue (2021)

Table 6. Global Online Game Platforms Revenue by Companies, (US\$, Mn), 2017-2022

Table 7. Global Online Game Platforms Revenue Share by Companies, 2017-2022

Table 8. Global Companies Online Game Platforms Product Type

Table 9. List of Global Tier 1 Online Game Platforms Companies, Revenue (US\$, Mn) in 2021 and Market Share

Table 10. List of Global Tier 2 and Tier 3 Online Game Platforms Companies, Revenue (US\$, Mn) in 2021 and Market Share

Table 11. By Type – Global Online Game Platforms Revenue, (US\$, Mn), 2021 & 2028

Table 12. By Type - Online Game Platforms Revenue in Global (US\$, Mn), 2017-2022

Table 13. By Type - Online Game Platforms Revenue in Global (US\$, Mn), 2023-2028

Table 14. By Application – Global Online Game Platforms Revenue, (US\$, Mn), 2021 & 2028

Table 15. By Application - Online Game Platforms Revenue in Global (US\$, Mn), 2017-2022

Table 16. By Application - Online Game Platforms Revenue in Global (US\$, Mn), 2023-2028

Table 17. By Region – Global Online Game Platforms Revenue, (US\$, Mn), 2021 & 2028

Table 18. By Region - Global Online Game Platforms Revenue (US\$, Mn), 2017-2022

Table 19. By Region - Global Online Game Platforms Revenue (US\$, Mn), 2023-2028

Table 20. By Country - North America Online Game Platforms Revenue, (US\$, Mn), 2017-2022

Table 21. By Country - North America Online Game Platforms Revenue, (US\$, Mn), 2023-2028

Table 22. By Country - Europe Online Game Platforms Revenue, (US\$, Mn), 2017-2022

Table 23. By Country - Europe Online Game Platforms Revenue, (US\$, Mn), 2023-2028

Table 24. By Region - Asia Online Game Platforms Revenue, (US\$, Mn), 2017-2022

Table 25. By Region - Asia Online Game Platforms Revenue, (US\$, Mn), 2023-2028

Table 26. By Country - South America Online Game Platforms Revenue, (US\$, Mn),

2017-2022

Table 27. By Country - South America Online Game Platforms Revenue, (US\$, Mn), 2023-2028

Table 28. By Country - Middle East & Africa Online Game Platforms Revenue, (US\$, Mn), 2017-2022

Table 29. By Country - Middle East & Africa Online Game Platforms Revenue, (US\$, Mn), 2023-2028

Table 30. Epic Games Corporate Summary

Table 31. Epic Games Online Game Platforms Product Offerings

Table 32. Epic Games Online Game Platforms Revenue (US\$, Mn), (2017-2022)

Table 33. Valve Corporation Corporate Summary

Table 34. Valve Corporation Online Game Platforms Product Offerings

Table 35. Valve Corporation Online Game Platforms Revenue (US\$, Mn), (2017-2022)

Table 36. CD Projekt Corporate Summary

Table 37. CD Projekt Online Game Platforms Product Offerings

Table 38. CD Projekt Online Game Platforms Revenue (US\$, Mn), (2017-2022)

Table 39. Activision Blizzard Corporate Summary

Table 40. Activision Blizzard Online Game Platforms Product Offerings

Table 41. Activision Blizzard Online Game Platforms Revenue (US\$, Mn), (2017-2022)

Table 42. Electronic Arts (EA) Corporate Summary

Table 43. Electronic Arts (EA) Online Game Platforms Product Offerings

Table 44. Electronic Arts (EA) Online Game Platforms Revenue (US\$, Mn), (2017-2022)

Table 45. Ubisoft Massive Corporate Summary

Table 46. Ubisoft Massive Online Game Platforms Product Offerings

Table 47. Ubisoft Massive Online Game Platforms Revenue (US\$, Mn), (2017-2022)

Table 48. Tencent Holdings Corporate Summary

Table 49. Tencent Holdings Online Game Platforms Product Offerings

Table 50. Tencent Holdings Online Game Platforms Revenue (US\$, Mn), (2017-2022)

Table 51. Google Corporate Summary

Table 52. Google Online Game Platforms Product Offerings

Table 53. Google Online Game Platforms Revenue (US\$, Mn), (2017-2022)

Table 54. Sonkwo Corporate Summary

Table 55. Sonkwo Online Game Platforms Product Offerings

Table 56. Sonkwo Online Game Platforms Revenue (US\$, Mn), (2017-2022)

Table 57. Snail Games Corporate Summary

Table 58. Snail Games Online Game Platforms Product Offerings

Table 59. Snail Games Online Game Platforms Revenue (US\$, Mn), (2017-2022)

Table 60. Take-Two Interactive Corporate Summary

Table 61. Take-Two Interactive Online Game Platforms Product Offerings

Table 62. Take-Two Interactive Online Game Platforms Revenue (US\$, Mn), (2017-2022)

Table 63. Microsoft Corporate Summary

Table 64. Microsoft Online Game Platforms Product Offerings

Table 65. Microsoft Online Game Platforms Revenue (US\$, Mn), (2017-2022)

Table 66. TapTap Corporate Summary

Table 67. TapTap Online Game Platforms Product Offerings

Table 68. TapTap Online Game Platforms Revenue (US\$, Mn), (2017-2022)

List Of Figures

LIST OF FIGURES

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

Figure 30. Brazil Online Game Platforms Revenue, (US\$, Mn), 2017-2028

Figure 31. Argentina Online Game Platforms Revenue, (US\$, Mn), 2017-2028

Figure 32. By Country - Middle East & Africa Online Game Platforms Revenue Market Share, 2017-2028

Figure 33. Turkey Online Game Platforms Revenue, (US\$, Mn), 2017-2028

Figure 34. Israel Online Game Platforms Revenue, (US\$, Mn), 2017-2028

Figure 35. Saudi Arabia Online Game Platforms Revenue, (US\$, Mn), 2017-2028

Figure 36. UAE Online Game Platforms Revenue, (US\$, Mn), 2017-2028

Figure 37. Epic Games Online Game Platforms Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 38. Valve Corporation Online Game Platforms Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 39. CD Projekt Online Game Platforms Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 40. Activision Blizzard Online Game Platforms Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 41. Electronic Arts (EA) Online Game Platforms Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 42. Ubisoft Massive Online Game Platforms Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 43. Tencent Holdings Online Game Platforms Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 44. Google Online Game Platforms Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 45. Sonkwo Online Game Platforms Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 46. Snail Games Online Game Platforms Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 47. Take-Two Interactive Online Game Platforms Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 48. Microsoft Online Game Platforms Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 49. TapTap Online Game Platforms Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

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