

Online Games of Skill Market - Global Outlook and Forecast 2022-2028

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Abstracts

Online skill-based games are online games in which the outcome of the game is determined by the player's physical skill or mental skill.

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

Global Online Games of Skill Market Revenue, 2017-2022, 2023-2028, (\$ millions)

Global top five companies in 2021 (%)

The global Online Games of Skill 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.

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

The global key manufacturers of Online Games of Skill include Microsoft, Nintendo, Sony, Tencent, Activision Blizzard, Playtech, Sega, Electronic Arts (EA) and Apple, 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 Games of Skill 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 Games of Skill Market, by Type, 2017-2022, 2023-2028 (\$ millions)

Global Online Games of Skill Market Segment Percentages, by Type, 2021 (%)

Gard Based Games

Sports Games

Strategy Games

Puzzle Games

Arcade Games

Others

Global Online Games of Skill Market, by Application, 2017-2022, 2023-2028 (\$ millions)

Global Online Games of Skill Market Segment Percentages, by Application, 2021 (%)

Smartphone and Tablet

PC

TV

Others

Global Online Games of Skill Market, By Region and Country, 2017-2022, 2023-2028 (\$ Millions)

Global Online Games of Skill 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 Games of Skill revenues in global market, 2017-2022
(estimated), (\$ millions)

Key companies Online Games of Skill revenues share in global market, 2021 (%)

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

Microsoft

Nintendo

Sony

Tencent

Activision Blizzard

Playtech

Sega

Electronic Arts (EA)

Apple

Ubisoft

Zynga

Square Enix

NetEase Games

NEXON

NCSOFT

Bandai Namco Holdings

CyberAgent (Cygames)

Take-Two Interactive Software, Inc.

Konami

Supercell

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