

Online Gaming Market - Global Outlook and Forecast 2022-2028

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Abstracts

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

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

Global top five companies in 2021 (%)

The global Online Gaming 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.

Smartphones Online Gaming Segment to Reach \$ Million by 2028, with a % CAGR in next six years.

The global key manufacturers of Online Gaming include Blizzard, Electronic Arts, Giant Interactive Group, GungHo Online Entertainment, King Digital Entertainment, Microsoft, NCSoft, Sony and Take-Two Interactive Software, 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 Gaming 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 Gaming Market, by Type, 2017-2022, 2023-2028 (\$ millions)

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

Smartphones Online Gaming

PCs Online Gaming

Others

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

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

Child

Adult

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

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

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

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

Blizzard

Electronic Arts

Giant Interactive Group

GungHo Online Entertainment

King Digital Entertainment

Microsoft

NCSOFT

Sony

Take-Two Interactive Software

Tencent

Zynga

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