

Pay-to-play (P2P) MMO Games Market, Global Outlook and Forecast 2022-2028

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Abstracts

Payment to play (P2P) refers to the online game customers must pay access. Some online games require users to pay to play a game, or to play some games within the free game. Some P2P online games are included in social networking sites.

This report contains market size and forecasts of Pay-to-play (P2P) MMO Games in Global, including the following market information:

Global Pay-to-play (P2P) MMO Games Market Revenue, 2017-2022, 2023-2028, (\$ millions)

Global top five companies in 2021 (%)

The global Pay-to-play (P2P) MMO 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.

The U.S. Market is Estimated at \$ Million in 2021, While China is Forecast to Reach \$ Million by 2028.

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

The global key manufacturers of Pay-to-play (P2P) MMO Games include Activision Blizzard, Electronic Arts, NetEase Games, Tencent and Valve Corporation, etc. In 2021, the global top five players have a share approximately % in terms of revenue.

MARKET MONITOR GLOBAL, INC (MMG) has surveyed the Pay-to-play (P2P) MMO 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 Pay-to-play (P2P) MMO Games Market, by Type, 2017-2022, 2023-2028 (\$ millions)

Global Pay-to-play (P2P) MMO Games Market Segment Percentages, by Type, 2021 (%)

Directly Pay

Indirectly Pay

Global Pay-to-play (P2P) MMO Games Market, by Application, 2017-2022, 2023-2028 (\$ millions)

Global Pay-to-play (P2P) MMO Games Market Segment Percentages, by Application, 2021 (%)

Amateur Gamers

Professional Gamers

Global Pay-to-play (P2P) MMO Games Market, By Region and Country, 2017-2022, 2023-2028 (\$ Millions)

Global Pay-to-play (P2P) MMO 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 Pay-to-play (P2P) MMO Games revenues in global market, 2017-2022 (estimated), (\$ millions)

Key companies Pay-to-play (P2P) MMO Games revenues share in global market, 2021 (%)

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

Activision Blizzard

Electronic Arts

NetEase Games

Tencent

Valve Corporation

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