

PC Games Market, Global Outlook and Forecast 2022-2028

<https://marketpublishers.com/r/P42A5DDF2BFBEN.html>

Date: March 2022

Pages: 64

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

ID: P42A5DDF2BFBEN

Abstracts

A personal computer game (PC game) is a video game that is played on a personal computer rather than on a console. The game is controlled using PC input devices such as the keyboard, mouse, joystick, etc. PC games can be played with or without an Internet connection, and have been available since the introduction of personal computers. A large number of games are available for the PC platform.

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

Global PC Games Market Revenue, 2017-2022, 2023-2028, (\$ millions)

Global top five companies in 2021 (%)

The global PC 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.

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

The global key manufacturers of PC Games include Blizzard Entertainment, Electronic Arts, Tencent, UBISOFT, THQ, CAPCOM, Microsoft Game Studios, EIDOS and ROCKSTAR, etc. In 2021, the global top five players have a share approximately % in terms of revenue.

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

Global PC Games Market Segment Percentages, by Type, 2021 (%)

MMO

Adventure

Action

Shooter

Combat

Sports

Role-Playing

Others

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

Global PC Games Market Segment Percentages, by Application, 2021 (%)

Individual

Professional

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

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

Key companies PC Games revenues share in global market, 2021 (%)

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

Blizzard Entertainment

Electronic Arts

Tencent

UBISOFT

THQ

CAPCOM

Microsoft Game Studios

EIDOS

ROCKSTAR

SIERRA

KONAMI

Contents

1 INTRODUCTION TO RESEARCH & ANALYSIS REPORTS

- 1.1 PC Games Market Definition
- 1.2 Market Segments
 - 1.2.1 Market by Type
 - 1.2.2 Market by Application
- 1.3 Global PC Games 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 PC GAMES OVERALL MARKET SIZE

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

4 MARKET SIGHTS BY PRODUCT

- 4.1 Overview

4.1.1 by Type - Global PC Games Market Size Markets, 2021 & 2028

4.1.2 MMO

4.1.3 Adventure

4.1.4 Action

4.1.5 Shooter

4.1.6 Combat

4.1.7 Sports

4.1.8 Role-Playing

4.1.9 Others

4.2 By Type - Global PC Games Revenue & Forecasts

4.2.1 By Type - Global PC Games Revenue, 2017-2022

4.2.2 By Type - Global PC Games Revenue, 2023-2028

4.2.3 By Type - Global PC Games Revenue Market Share, 2017-2028

5 SIGHTS BY APPLICATION

5.1 Overview

5.1.1 By Application - Global PC Games Market Size, 2021 & 2028

5.1.2 Individual

5.1.3 Professional

5.2 By Application - Global PC Games Revenue & Forecasts

5.2.1 By Application - Global PC Games Revenue, 2017-2022

5.2.2 By Application - Global PC Games Revenue, 2023-2028

5.2.3 By Application - Global PC Games Revenue Market Share, 2017-2028

6 SIGHTS BY REGION

6.1 By Region - Global PC Games Market Size, 2021 & 2028

6.2 By Region - Global PC Games Revenue & Forecasts

6.2.1 By Region - Global PC Games Revenue, 2017-2022

6.2.2 By Region - Global PC Games Revenue, 2023-2028

6.2.3 By Region - Global PC Games Revenue Market Share, 2017-2028

6.3 North America

6.3.1 By Country - North America PC Games Revenue, 2017-2028

6.3.2 US PC Games Market Size, 2017-2028

6.3.3 Canada PC Games Market Size, 2017-2028

6.3.4 Mexico PC Games Market Size, 2017-2028

6.4 Europe

6.4.1 By Country - Europe PC Games Revenue, 2017-2028

- 6.4.2 Germany PC Games Market Size, 2017-2028
- 6.4.3 France PC Games Market Size, 2017-2028
- 6.4.4 U.K. PC Games Market Size, 2017-2028
- 6.4.5 Italy PC Games Market Size, 2017-2028
- 6.4.6 Russia PC Games Market Size, 2017-2028
- 6.4.7 Nordic Countries PC Games Market Size, 2017-2028
- 6.4.8 Benelux PC Games Market Size, 2017-2028

6.5 Asia

- 6.5.1 By Region - Asia PC Games Revenue, 2017-2028
- 6.5.2 China PC Games Market Size, 2017-2028
- 6.5.3 Japan PC Games Market Size, 2017-2028
- 6.5.4 South Korea PC Games Market Size, 2017-2028
- 6.5.5 Southeast Asia PC Games Market Size, 2017-2028
- 6.5.6 India PC Games Market Size, 2017-2028

6.6 South America

- 6.6.1 By Country - South America PC Games Revenue, 2017-2028
- 6.6.2 Brazil PC Games Market Size, 2017-2028
- 6.6.3 Argentina PC Games Market Size, 2017-2028

6.7 Middle East & Africa

- 6.7.1 By Country - Middle East & Africa PC Games Revenue, 2017-2028
- 6.7.2 Turkey PC Games Market Size, 2017-2028
- 6.7.3 Israel PC Games Market Size, 2017-2028
- 6.7.4 Saudi Arabia PC Games Market Size, 2017-2028
- 6.7.5 UAE PC Games Market Size, 2017-2028

7 PLAYERS PROFILES

7.1 Blizzard Entertainment

- 7.1.1 Blizzard Entertainment Corporate Summary
- 7.1.2 Blizzard Entertainment Business Overview
- 7.1.3 Blizzard Entertainment PC Games Major Product Offerings
- 7.1.4 Blizzard Entertainment PC Games Revenue in Global Market (2017-2022)
- 7.1.5 Blizzard Entertainment Key News

7.2 Electronic Arts

- 7.2.1 Electronic Arts Corporate Summary
- 7.2.2 Electronic Arts Business Overview
- 7.2.3 Electronic Arts PC Games Major Product Offerings
- 7.2.4 Electronic Arts PC Games Revenue in Global Market (2017-2022)
- 7.2.5 Electronic Arts Key News

7.3 Tencent

7.3.1 Tencent Corporate Summary

7.3.2 Tencent Business Overview

7.3.3 Tencent PC Games Major Product Offerings

7.3.4 Tencent PC Games Revenue in Global Market (2017-2022)

7.3.5 Tencent Key News

7.4 UBISOFT

7.4.1 UBISOFT Corporate Summary

7.4.2 UBISOFT Business Overview

7.4.3 UBISOFT PC Games Major Product Offerings

7.4.4 UBISOFT PC Games Revenue in Global Market (2017-2022)

7.4.5 UBISOFT Key News

7.5 THQ

7.5.1 THQ Corporate Summary

7.5.2 THQ Business Overview

7.5.3 THQ PC Games Major Product Offerings

7.5.4 THQ PC Games Revenue in Global Market (2017-2022)

7.5.5 THQ Key News

7.6 CAPCOM

7.6.1 CAPCOM Corporate Summary

7.6.2 CAPCOM Business Overview

7.6.3 CAPCOM PC Games Major Product Offerings

7.6.4 CAPCOM PC Games Revenue in Global Market (2017-2022)

7.6.5 CAPCOM Key News

7.7 Microsoft Game Studios

7.7.1 Microsoft Game Studios Corporate Summary

7.7.2 Microsoft Game Studios Business Overview

7.7.3 Microsoft Game Studios PC Games Major Product Offerings

7.7.4 Microsoft Game Studios PC Games Revenue in Global Market (2017-2022)

7.7.5 Microsoft Game Studios Key News

7.8 EIDOS

7.8.1 EIDOS Corporate Summary

7.8.2 EIDOS Business Overview

7.8.3 EIDOS PC Games Major Product Offerings

7.8.4 EIDOS PC Games Revenue in Global Market (2017-2022)

7.8.5 EIDOS Key News

7.9 ROCKSTAR

7.9.1 ROCKSTAR Corporate Summary

7.9.2 ROCKSTAR Business Overview

- 7.9.3 ROCKSTAR PC Games Major Product Offerings
- 7.9.4 ROCKSTAR PC Games Revenue in Global Market (2017-2022)
- 7.9.5 ROCKSTAR Key News

7.10 SIERRA

- 7.10.1 SIERRA Corporate Summary
- 7.10.2 SIERRA Business Overview
- 7.10.3 SIERRA PC Games Major Product Offerings
- 7.10.4 SIERRA PC Games Revenue in Global Market (2017-2022)
- 7.10.5 SIERRA Key News

7.11 KONAMI

- 7.11.1 KONAMI Corporate Summary
- 7.11.2 KONAMI Business Overview
- 7.11.3 KONAMI PC Games Major Product Offerings
- 7.11.4 KONAMI PC Games Revenue in Global Market (2017-2022)
- 7.11.5 KONAMI 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. PC Games Market Opportunities & Trends in Global Market

Table 2. PC Games Market Drivers in Global Market

Table 3. PC Games Market Restraints in Global Market

Table 4. Key Players of PC Games in Global Market

Table 5. Top PC Games Players in Global Market, Ranking by Revenue (2021)

Table 6. Global PC Games Revenue by Companies, (US\$, Mn), 2017-2022

Table 7. Global PC Games Revenue Share by Companies, 2017-2022

Table 8. Global Companies PC Games Product Type

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

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

Table 11. By Type – Global PC Games Revenue, (US\$, Mn), 2021 & 2028

Table 12. By Type - PC Games Revenue in Global (US\$, Mn), 2017-2022

Table 13. By Type - PC Games Revenue in Global (US\$, Mn), 2023-2028

Table 14. By Application – Global PC Games Revenue, (US\$, Mn), 2021 & 2028

Table 15. By Application - PC Games Revenue in Global (US\$, Mn), 2017-2022

Table 16. By Application - PC Games Revenue in Global (US\$, Mn), 2023-2028

Table 17. By Region – Global PC Games Revenue, (US\$, Mn), 2021 & 2028

Table 18. By Region - Global PC Games Revenue (US\$, Mn), 2017-2022

Table 19. By Region - Global PC Games Revenue (US\$, Mn), 2023-2028

Table 20. By Country - North America PC Games Revenue, (US\$, Mn), 2017-2022

Table 21. By Country - North America PC Games Revenue, (US\$, Mn), 2023-2028

Table 22. By Country - Europe PC Games Revenue, (US\$, Mn), 2017-2022

Table 23. By Country - Europe PC Games Revenue, (US\$, Mn), 2023-2028

Table 24. By Region - Asia PC Games Revenue, (US\$, Mn), 2017-2022

Table 25. By Region - Asia PC Games Revenue, (US\$, Mn), 2023-2028

Table 26. By Country - South America PC Games Revenue, (US\$, Mn), 2017-2022

Table 27. By Country - South America PC Games Revenue, (US\$, Mn), 2023-2028

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

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

Table 30. Blizzard Entertainment Corporate Summary

Table 31. Blizzard Entertainment PC Games Product Offerings

Table 32. Blizzard Entertainment PC Games Revenue (US\$, Mn), (2017-2022)
Table 33. Electronic Arts Corporate Summary
Table 34. Electronic Arts PC Games Product Offerings
Table 35. Electronic Arts PC Games Revenue (US\$, Mn), (2017-2022)
Table 36. Tencent Corporate Summary
Table 37. Tencent PC Games Product Offerings
Table 38. Tencent PC Games Revenue (US\$, Mn), (2017-2022)
Table 39. UBISOFT Corporate Summary
Table 40. UBISOFT PC Games Product Offerings
Table 41. UBISOFT PC Games Revenue (US\$, Mn), (2017-2022)
Table 42. THQ Corporate Summary
Table 43. THQ PC Games Product Offerings
Table 44. THQ PC Games Revenue (US\$, Mn), (2017-2022)
Table 45. CAPCOM Corporate Summary
Table 46. CAPCOM PC Games Product Offerings
Table 47. CAPCOM PC Games Revenue (US\$, Mn), (2017-2022)
Table 48. Microsoft Game Studios Corporate Summary
Table 49. Microsoft Game Studios PC Games Product Offerings
Table 50. Microsoft Game Studios PC Games Revenue (US\$, Mn), (2017-2022)
Table 51. EIDOS Corporate Summary
Table 52. EIDOS PC Games Product Offerings
Table 53. EIDOS PC Games Revenue (US\$, Mn), (2017-2022)
Table 54. ROCKSTAR Corporate Summary
Table 55. ROCKSTAR PC Games Product Offerings
Table 56. ROCKSTAR PC Games Revenue (US\$, Mn), (2017-2022)
Table 57. SIERRA Corporate Summary
Table 58. SIERRA PC Games Product Offerings
Table 59. SIERRA PC Games Revenue (US\$, Mn), (2017-2022)
Table 60. KONAMI Corporate Summary
Table 61. KONAMI PC Games Product Offerings
Table 62. KONAMI PC Games Revenue (US\$, Mn), (2017-2022)

List Of Figures

LIST OF FIGURES

- Figure 1. PC Games Segment by Type in 2021
- Figure 2. PC Games Segment by Application in 2021
- Figure 3. Global PC Games Market Overview: 2021
- Figure 4. Key Caveats
- Figure 5. Global PC Games Market Size: 2021 VS 2028 (US\$, Mn)
- Figure 6. Global PC Games Revenue, 2017-2028 (US\$, Mn)
- Figure 7. The Top 3 and 5 Players Market Share by PC Games Revenue in 2021
- Figure 8. By Type - Global PC Games Revenue Market Share, 2017-2028
- Figure 9. By Application - Global PC Games Revenue Market Share, 2017-2028
- Figure 10. By Region - Global PC Games Revenue Market Share, 2017-2028
- Figure 11. By Country - North America PC Games Revenue Market Share, 2017-2028
- Figure 12. US PC Games Revenue, (US\$, Mn), 2017-2028
- Figure 13. Canada PC Games Revenue, (US\$, Mn), 2017-2028
- Figure 14. Mexico PC Games Revenue, (US\$, Mn), 2017-2028
- Figure 15. By Country - Europe PC Games Revenue Market Share, 2017-2028
- Figure 16. Germany PC Games Revenue, (US\$, Mn), 2017-2028
- Figure 17. France PC Games Revenue, (US\$, Mn), 2017-2028
- Figure 18. U.K. PC Games Revenue, (US\$, Mn), 2017-2028
- Figure 19. Italy PC Games Revenue, (US\$, Mn), 2017-2028
- Figure 20. Russia PC Games Revenue, (US\$, Mn), 2017-2028
- Figure 21. Nordic Countries PC Games Revenue, (US\$, Mn), 2017-2028
- Figure 22. Benelux PC Games Revenue, (US\$, Mn), 2017-2028
- Figure 23. By Region - Asia PC Games Revenue Market Share, 2017-2028
- Figure 24. China PC Games Revenue, (US\$, Mn), 2017-2028
- Figure 25. Japan PC Games Revenue, (US\$, Mn), 2017-2028
- Figure 26. South Korea PC Games Revenue, (US\$, Mn), 2017-2028
- Figure 27. Southeast Asia PC Games Revenue, (US\$, Mn), 2017-2028
- Figure 28. India PC Games Revenue, (US\$, Mn), 2017-2028
- Figure 29. By Country - South America PC Games Revenue Market Share, 2017-2028
- Figure 30. Brazil PC Games Revenue, (US\$, Mn), 2017-2028
- Figure 31. Argentina PC Games Revenue, (US\$, Mn), 2017-2028
- Figure 32. By Country - Middle East & Africa PC Games Revenue Market Share, 2017-2028
- Figure 33. Turkey PC Games Revenue, (US\$, Mn), 2017-2028
- Figure 34. Israel PC Games Revenue, (US\$, Mn), 2017-2028

Figure 35. Saudi Arabia PC Games Revenue, (US\$, Mn), 2017-2028

Figure 36. UAE PC Games Revenue, (US\$, Mn), 2017-2028

Figure 37. Blizzard Entertainment PC Games Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 38. Electronic Arts PC Games Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 39. Tencent PC Games Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 40. UBISOFT PC Games Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 41. THQ PC Games Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 42. CAPCOM PC Games Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 43. Microsoft Game Studios PC Games Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 44. EIDOS PC Games Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 45. ROCKSTAR PC Games Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 46. SIERRA PC Games Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 47. KONAMI PC Games Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

I would like to order

Product name: PC Games Market, Global Outlook and Forecast 2022-2028

Product link: <https://marketpublishers.com/r/P42A5DDF2BFBEN.html>

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

If you want to order Corporate License or Hard Copy, please, contact our Customer Service:

info@marketpublishers.com

Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/P42A5DDF2BFBEN.html>