

Serious Games Market - Global Outlook and Forecast 2022-2028

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Abstracts

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

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

Global top five companies in 2021 (%)

The global Serious Games market was valued at 3875.7 million in 2021 and is projected to reach US\$ 7762.3 million by 2028, at a CAGR of 10.4% during the forecast period.

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

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

The global key manufacturers of Serious Games include BreakAway, Ltd., Designing Digitally, Inc., DIGINEXT, IBM Corporation, Intuition, Learning Nexus Ltd, Nintendo Co., Ltd., Promotion Software GmbH and Revelian and etc. In 2021, the global top five players have a share approximately % in terms of revenue.

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

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

Enterprises

Consumers

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

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

Healthcare

Aerospace & defense

Government

Education

Retail

Media & Entertainment

Others

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

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

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

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

BreakAway, Ltd.

Designing Digitally, Inc.

DIGINEXT

IBM Corporation

Intuition

Learning Nexus Ltd

Nintendo Co., Ltd.

Promotion Software GmbH

Revelian

Tata Interactive Systems

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