

Shooting Games Market, Global Outlook and Forecast 2022-2028

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Abstracts

Shooter games are a subgenre of action video game, which often test the player's spatial awareness, reflexes, and speed in both isolated single player or networked multiplayer environments.

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

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

Global top five companies in 2021 (%)

The global Shooting 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.

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

The global key manufacturers of Shooting Games include Rockstar Games, Valve Corporation, Gameloft (Vivendi), Krafton, Activision Blizzard, Ubisoft and Nexon, etc. In 2021, the global top five players have a share approximately % in terms of revenue.

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

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

Online-Game

Offline-Game

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

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

Juvenile (7-17)

Youth (18-40)

Middle Aged (41-65)

Elderly (>66)

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

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

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

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

Rockstar Games

Valve Corporation

Gameloft (Vivendi)

Krafton

Activision Blizzard

Ubisoft

Nexon

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