

# Simulation Video Game Market, Global Outlook and Forecast 2022-2028

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## Abstracts

Sometimes, SLG is also called strategy games. It's a game that offers users the chance to operate "a digital facsimile of a real-life vehicle" or participate, from a first-person perspective "in painstakingly recreated historical events

This report contains market size and forecasts of Simulation Video Game in Global, including the following market information:

Global Simulation Video Game Market Revenue, 2017-2022, 2023-2028, (\$ millions)

Global top five companies in 2021 (%)

The global Simulation Video Game 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.

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

The global key manufacturers of Simulation Video Game include NetEase, Tencent, FunPlus, Supercell Oy, GIANTS Software, Lighthouse Interactive, Microsoft Game Studios, Ubisoft and Laminar Research 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 Simulation Video Game 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 Simulation Video Game Market, by Type, 2017-2022, 2023-2028 (\$ millions)

Global Simulation Video Game Market Segment Percentages, by Type, 2021 (%)

PC

Console

Mobile

Global Simulation Video Game Market, by Application, 2017-2022, 2023-2028 (\$ millions)

Global Simulation Video Game Market Segment Percentages, by Application, 2021 (%)

Entertainment

E-Sports Competition

Global Simulation Video Game Market, By Region and Country, 2017-2022, 2023-2028 (\$ Millions)

Global Simulation Video Game 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 Simulation Video Game revenues in global market, 2017-2022  
(estimated), (\$ millions)

Key companies Simulation Video Game revenues share in global market, 2021 (%)

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

NetEase

Tencent

FunPlus

Supercell Oy

GIANTS Software

Lighthouse Interactive

Microsoft Game Studios

Ubisoft

Laminar Research

Sierra Entertainment

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