

Somatosensory Game Market, Global Outlook and Forecast 2022-2028

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Abstracts

Somatosensory game refers to the use of the body to feel the video game.

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

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

Global top five companies in 2021 (%)

The global Somatosensory 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.

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

The global key manufacturers of Somatosensory Game include Just Dance, Fitness Boxing, Raving Rabbids, Mario's Tennis, Fruit Ninja, Powerstar Golf, Shape Up, Arms and Taiko no Tatsujin 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 Somatosensory 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 Somatosensory Game Market, by Type, 2017-2022, 2023-2028 (\$ millions)

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

Xbox

PS4

Switch

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

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

Juvenile (7-17)

Youth (18-40)

Middle Aged (41-65)

Elderly (>66)

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

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

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

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

Just Dance

Fitness Boxing

Raving Rabbids

Mario's Tennis

Fruit Ninja

Powerstar Golf

Shape Up

Arms

Taiko no Tatsujin

Beat Saber

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