

# Triple-A Games Market, Global Outlook and Forecast 2022-2028

<https://marketpublishers.com/r/T988DC11B164EN.html>

Date: July 2022

Pages: 115

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

ID: T988DC11B164EN

## Abstracts

Triple-A Games are video games produced or developed by a major publisher, with allocated huge budget for both development and marketing. A triple-A game is equivalent to the term 'blockbuster movie'.

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

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

Global top five companies in 2021 (%)

The global Triple-A 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 2022-2028.

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

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

The global key manufacturers of Triple-A Games include Electronic Arts, Take-Two Interactive, Capcom, Ubisoft, Epic Games, Bluehole, Nexon, Riot Games and Tencent, etc. In 2021, the global top five players have a share approximately % in terms of revenue.

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

Global Triple-A Games Market Segment Percentages, by Type, 2021 (%)

Shoot Type

Sport Type

Role-Playing Type

Action Adventure Type

Racing Type

Others

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

Global Triple-A Games Market Segment Percentages, by Application, 2021 (%)

18 Years Old Below

18 Years Old Above

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

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

Key companies Triple-A Games revenues share in global market, 2021 (%)

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

Electronic Arts

Take-Two Interactive

Capcom

Ubisoft

Epic Games

Bluehole

Nexon

Riot Games

Tencent

Niantic

Neowiz Games

Activision Blizzard

Nintendo

PlayStation Studios

Sony Interactive Entertainment

2K Games

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Sega

Bandai Namco

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