

Video Games Market - Global Outlook and Forecast 2022-2028

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Abstracts

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

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

Global top five companies in 2021 (%)

The global Video Games market was valued at 112780 million in 2021 and is projected to reach US\$ 158290 million by 2028, at a CAGR of 5.0% during the forecast period.

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

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

The global key manufacturers of Video Games include EA, Vivendi, Ubisoft, Microsoft, Nintendo, SCE, Konami, Capcom and Square Enix, etc. In 2021, the global top five players have a share approximately % in terms of revenue.

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

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

Nintendo

PC

PlayStation 4

Xbox

Other

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

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

Education

Entertainment

Electronic Sports

Other

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

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

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

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

EA

Vivendi

Ubisoft

Microsoft

Nintendo

SCE

Konami

Capcom

Square Enix

SEGA

Bandai Namco

Bethesda Softworks

Activision

2KGames

Nintendo

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