

# Data Sheet on Global Digital Gaming Market (2018-2023)

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## Abstracts

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PCs, mobiles and consoles make up the digital gaming industry, a global market that is anticipated to grow at a CAGR of 18.98% (2018-2023) and reach a value of USD 323.91 Bn. Mobile games, the fastest growing segment, followed by console games and PC games, owes its upward trajectory to low entry barriers, and swift adoption of smartphones and the internet.

Digital distribution methods have made it easier for players to get a hold of their games, and to take things up a notch, Augmented Reality and Virtual Reality make the experience more realistic. Slow internet speeds and regulatory policies at times inhibit the growth of the market, but higher disposable incomes and an increase in the number of worldwide gamers will imply a positive scenario for the global gaming market. Market players like Activision Blizzard, Electronic Arts, Take-Two Interactive and Ubisoft are among those who cater to the global digital gaming market.

The subsequent information conveyed will be on an Excel sheet, presented in a format that is easy to navigate and identify.

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