

Gaming Market: Global Market Size, Forecast, Insights, and Competitive Landscape

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Abstracts

The global gaming market is expected to grow at a CAGR of around 7.1% during 2023-2030. This report on global gaming market provides holistic understanding of the market along with market sizing, forecast, drivers, challenges, and competitive landscape. The report presents a clear picture of the global gaming market by segmenting the market based on mode, device type, age group, game type, revenue type, and region. Also, detailed profiles of companies operating in the global gaming market are provided in this report. We believe that this report will aid the professionals and industry stakeholders in making informed decision.

Market Drivers

Recent advancements in graphical engines & information technology along with cloud gaming are driving this sector.

Increased use of smartphones and easy availability of free-to-use games over the internet.

Increase in the popularity of e-sports & game events with the participation of tech giants as sponsors.

Market Challenges

Lack of proper network infrastructure in developing countries.

Historical & Forecast Period

Base Year: 2022

Historical Period: 2018-2022

Forecast Period: 2023-2030

Market by Mode

Online

Offline

Market by Device type

Consoles

Mobile & tablets

Computers

Market by Age group

Adult

Children

Market by Game type

Adventure/Role playing

Puzzles

Social games

Strategy

Simulation

Others

Market by Revenue type

Game purchase

In-game purchase

Advertising

Market by Region

Europe

Germany

United Kingdom

France

Italy

Spain

Russia

Netherlands

Rest of Europe

North America

United States

Canada

Asia Pacific

China

Japan

India

South Korea

Australia

Indonesia

Rest of Asia Pacific

Latin America

Mexico

Brazil

Argentina

Rest of Latin America

Middle East & Africa

Saudi Arabia

Turkey

Iran

United Arab Emirates

Rest of Middle East & Africa

Contents

1. PREFACE

- 1.1 Objective
- 1.2 Target Audience & Key Offerings
- 1.3 Report's Scope
- 1.4 Research Methodology
 - 1.4.1 Phase I
 - 1.4.2 Phase II
 - 1.4.3 Phase III
- 1.5 Assumptions

2. KEY INSIGHTS

3. GLOBAL GAMING MARKET

- 3.1. Introduction
- 3.2. Market Drivers
- 3.3. Market Challenges

4. GLOBAL GAMING MARKET ANALYSIS

- 4.1. Market Portraiture
- 4.2. Market Size
- 4.3. Market Forecast
- 4.4. Impact of COVID-19

5. GLOBAL GAMING MARKET BY MODE

- 5.1. Introduction
- 5.2. Online
- 5.3. Offline

6. GLOBAL GAMING MARKET BY DEVICE TYPE

- 6.1 Introduction
- 6.2 Consoles
- 6.3 Mobile/tablets

6.4 Computers

7. GLOBAL GAMING MARKET BY AGE GROUP

7.1 Introduction

7.2 Adult

7.3 Children

8. GLOBAL GAMING MARKET BY GAME TYPE

8.1 Introduction

8.2 Adventure/role playing

8.3 Puzzles

8.4 Social games

8.5 Strategy

8.6 Simulations

8.7 Other

9. GLOBAL GAMING MARKET BY REVENUE TYPE

9.1 Introduction

9.2 Game purchase

9.3 In-game purchase

9.4 Advertising

10. GLOBAL GAMING MARKET BY REGION

10.1 Introduction

10.2 Europe

10.2.1 Germany

10.2.2 United Kingdom

10.2.3 France

10.2.4 Italy

10.2.5 Spain

10.2.6 Russia

10.2.7 Netherlands

10.2.10 Rest of the Europe

10.3 North America

10.3.1 United States

- 10.3.2 Canada
- 10.4 Asia Pacific
 - 10.4.1 China
 - 10.4.2 Japan
 - 10.4.3 India
 - 10.4.4 South Korea
 - 10.4.5 Australia
 - 10.4.6 Indonesia
 - 10.4.7 Rest of the Asia Pacific
- 10.5 Latin America
 - 10.5.1 Mexico
 - 10.5.2 Brazil
 - 10.5.3 Argentina
 - 10.5.4 Rest of Latin America
- 10.6 Middle East & Africa
 - 10.6.1 Saudi Arabia
 - 10.6.2 Turkey
 - 10.6.2 Iran
 - 10.6.3 United Arab Emirates
 - 10.6.4 Rest of Middle East & Africa

11. SWOT ANALYSIS

12. PORTER'S FIVE FORCES

13. MARKET VALUE CHAIN ANALYSIS

14. COMPETITIVE LANDSCAPE

- 14.1 Competitive Scenario
- 14.2 Company Profiles
 - 14.2.1 Activision Blizzards Inc.
 - 14.2.2 Apple Inc.
 - 14.2.3 Bandai Namco Entertainment Inc.
 - 14.2.4 Capcom Co. Ltd.
 - 14.2.5 Electronics Arts Inc.
 - 14.2.6 Google LLC
 - 14.2.7 Microsoft Corporation
 - 14.2.8 Nexon Company

- 14.2.9 Nintendo Co. Ltd
- 14.2.10 Sega Games Co. Ltd
- 14.2.11 Sony Corporation
- 14.2.12 Tencent Holdings Limited
- 14.2.13 Ubisoft Entertainment S.A

List Of Tables

LIST OF TABLES

- Table 1: Global Gaming Market Portraiture
- Table 2: Global Gaming Market by Mode (in US\$ Million), 2022 & 2030
- Table 3: Global Gaming Market by Device type (in US\$ Million), 2022 & 2030
- Table 4: Global Gaming Market by Age group (in US\$ Million), 2022 & 2030
- Table 5: Global Gaming Market by Game type (in US\$ Million), 2022 & 2030
- Table 6: Global Gaming Market by Revenue type (in US\$ Million), 2022 & 2030
- Table 7: Global Gaming Market by Region (in US\$ Million), 2022 & 2030
- Table 8: Europe Gaming Market by Country (in US\$ Million), 2022 & 2030
- Table 9: North America Gaming Market by Country (in US\$ Million), 2022 & 2030
- Table 10: Asia Pacific Gaming Market by Country (in US\$ Million), 2022 & 2030
- Table 11: Latin America Gaming Market by Country (in US\$ Million), 2022 & 2030
- Table 12: Middle East & Africa Gaming Market by Country (in US\$ Million), 2022 & 2030
- Table 13: List of Key Players

List Of Figures

LIST OF FIGURES

- Figure 1: Global Gaming Market (in US\$ Million), 2018-2022
- Figure 2: Global Gaming Market by Mode, 2022
- Figure 3: Global Gaming Market by Device type, 2022
- Figure 4: Global Gaming Market by Age group, 2022
- Figure 5: Global Gaming Market by Game type, 2022
- Figure 6: Global Gaming Market by Revenue type, 2022
- Figure 7: Global Gaming Market by Region, 2022
- Figure 8: Global Gaming Market (in US\$ Million), 2023-2030
- Figure 9: Global Gaming Market by Mode (in %), 2022 & 2030
- Figure 10: Global Online Gaming Market (in US\$ Million), 2018-2022
- Figure 11: Global Online Gaming Market (in US\$ Million), 2023-2030
- Figure 12: Global Offline Gaming Market (in US\$ Million), 2018-2022
- Figure 13: Global Offline Gaming Market (in US\$ Million), 2023-2030
- Figure 14: Global Gaming Market by Device type (in %), 2022 & 2030
- Figure 15: Global Consoles Gaming Market (in US\$ Million), 2018-2022
- Figure 16: Global Consoles Gaming Market (in US\$ Million), 2023-2030
- Figure 17: Global Mobile/tablets Gaming Market (in US\$ Million), 2018-2022
- Figure 18: Global Mobile/tablets Gaming Market (in US\$ Million), 2023-2030
- Figure 19: Global Computers Gaming Market (in US\$ Million), 2018-2022
- Figure 20: Global Computers Gaming Market (in US\$ Million), 2023-2030
- Figure 21: Global Gaming Market by Age group (in %), 2022 & 2030
- Figure 22: Global Adults Gaming Market (in US\$ Million), 2018-2022
- Figure 23: Global Adults Gaming Market (in US\$ Million), 2023-2030
- Figure 24: Global Children Gaming Market (in US\$ Million), 2018-2022
- Figure 25: Global Children Gaming Market (in US\$ Million), 2023-2030
- Figure 26: Global Gaming Market by Game type (in %), 2022 & 2030
- Figure 27: Global Adventure/role playing Gaming Market (in US\$ Million), 2018-2022
- Figure 28: Global Adventure/role playing Gaming Market (in US\$ Million), 2023-2030
- Figure 29: Global Puzzles Gaming Market (in US\$ Million), 2018-2022
- Figure 30: Global Puzzles Gaming Market (in US\$ Million), 2023-2030
- Figure 31: Global Social Gaming Market (in US\$ Million), 2018-2022
- Figure 32: Global Social Gaming Market (in US\$ Million), 2023-2030
- Figure 33: Global Strategy Gaming Market (in US\$ Million), 2018-2022
- Figure 34: Global Strategy Gaming Market (in US\$ Million), 2023-2030
- Figure 35: Global Simulation Gaming Market (in US\$ Million), 2018-2022

- Figure 36: Global Simulation Gaming Market (in US\$ Million), 2023-2030
- Figure 37: Global Other Gaming Market (in US\$ Million), 2018-2022
- Figure 38: Global Other Gaming Market (in US\$ Million), 2023-2030
- Figure 39: Global Gaming Market by Revenue type (in %), 2022 & 2030
- Figure 40: Global Game Purchase Gaming Market (in US\$ Million), 2018-2022
- Figure 41: Global Game Purchase Gaming Market (in US\$ Million), 2023-2030
- Figure 42: Global In-game Purchase Gaming Market (in US\$ Million), 2018-2022
- Figure 43: Global In-game Purchase Gaming Market (in US\$ Million), 2023-2030
- Figure 44: Global Advertising Gaming Market (in US\$ Million), 2018-2022
- Figure 45: Global Advertising Gaming Market (in US\$ Million), 2023-2030
- Figure 46: Global Gaming Market by Region (in %), 2022 & 2030
- Figure 47: Europe Gaming Market (in US\$ Million), 2018-2022
- Figure 48: Europe Gaming Market (in US\$ Million), 2023-2030
- Figure 49: Europe Gaming Market by Country (in %), 2022 & 2030
- Figure 50: Germany Gaming Market (in US\$ Million), 2018-2030
- Figure 51: United Kingdom Gaming Market (in US\$ Million), 2018-2030
- Figure 52: France Gaming Market (in US\$ Million), 2018-2030
- Figure 53: Italy Gaming Market (in US\$ Million), 2018-2030
- Figure 54: Spain Gaming Market (in US\$ Million), 2018-2030
- Figure 55: Russia Gaming Market (in US\$ Million), 2018-2030
- Figure 56: Netherlands Gaming Market (in US\$ Million), 2018-2030
- Figure 57: North America Gaming Market (in US\$ Million), 2018-2022
- Figure 58: North America Gaming Market (in US\$ Million), 2023-2030
- Figure 59: North America Gaming Market by Country (in %), 2022 & 2030
- Figure 60: United States Gaming Market (in US\$ Million), 2018-2030
- Figure 61: Canada Gaming Market (in US\$ Million), 2018-2030
- Figure 62: Asia Pacific Gaming Market (in US\$ Million), 2018-2022
- Figure 63: Asia Pacific Gaming Market (in US\$ Million), 2023-2030
- Figure 64: Asia Pacific Gaming Market by Country (in %), 2022 & 2030
- Figure 65: China Gaming Market (in US\$ Million), 2018-2030
- Figure 66: Japan Gaming Market (in US\$ Million), 2018-2030
- Figure 67: India Gaming Market (in US\$ Million), 2018-2030
- Figure 68: South Korea Gaming Market (in US\$ Million), 2018-2030
- Figure 69: Australia Gaming Market (in US\$ Million), 2018-2030
- Figure 70: Indonesia Gaming Market (in US\$ Million), 2018-2030
- Figure 71: Latin America Gaming Market (in US\$ Million), 2018-2022
- Figure 72: Latin America Gaming Market (in US\$ Million), 2023-2030
- Figure 73: Latin America Gaming Market by Country (in %), 2022 & 2030
- Figure 74: Mexico Gaming Market (in US\$ Million), 2018-2030

Figure 75: Brazil Gaming Market (in US\$ Million), 2018-2030

Figure 76: Argentina Gaming Market (in US\$ Million), 2018-2030

Figure 77: Middle East & Africa Gaming Market (in US\$ Million), 2018-2022

Figure 78: Middle East & Africa Gaming Market (in US\$ Million), 2023-2030

Figure 79: Middle East & Africa Gaming Market by Country (in %), 2022 & 2030

Figure 80: Saudi Arabia Gaming Market (in US\$ Million), 2018-2030

Figure 81: Turkey Gaming Market (in US\$ Million), 2018-2030

Figure 82: Iran Gaming Market (in US\$ Million), 2018-2030

Figure 83: UAE Gaming Market (in US\$ Million), 2018-2030

Figure 84: Market Value Chain

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