

Mobile Game Market in China 2021

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Abstracts

The mobile game market in China in terms of revenue is set to grow by US\$ 82 billion during 2021-2027, growing at a compound annual growth rate (CAGR) of 18.1% during the forecast period, according to data and analytics company StrategyHelix.

The report provides up-to-date market size data for period 2017-2020 and forecast to 2027 covering key market aspects like sales value for mobile game. The China mobile game market is segmented on the basis of type. By type, it is categorized into action game (ACT), arcade, card collection game (CCG), first-person shooting (FPS), multiplayer online battle arena (MOBA), role playing game (RPG), simulation and strategy game (SLG), and others.

The report has profiled some of the key players of the market such as Alibaba Group, Baidu Inc, NetEase Inc., Tencent Holdings Ltd., Wuhu 37 Interactive Entertainment Network Technology Group Co. Ltd., Zhejiang Century Huatong Group Co. Ltd..

The report is an invaluable resource for companies and organizations active in this industry. It provides a cohesive picture of the mobile game market to help drive informed decision making for industry executives, policy makers, academic, and analysts.

Report Scope

Type: action game (ACT), arcade, card collection game (CCG), first-person shooting (FPS), multiplayer online battle arena (MOBA), role playing game (RPG), simulation and strategy game (SLG), and others

Years Considered: this report covers the period 2017 to 2027

Key Benefits for Stakeholders

Get a comprehensive picture of the China mobile game market

Pinpoint growth sectors and trends for investment
Understand what the future of the mobile game market in China looks like
Identify the competitive landscape and window of opportunity

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