

Virtual Goods and Services Market in China 2021

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Abstracts

The virtual goods and services market in China in terms of revenue is set to grow by US\$ 167 billion during 2021-2027, growing at a compound annual growth rate (CAGR) of 9.5% 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 virtual goods and services. The China virtual goods and services market is segmented on the basis of type. By type, it is categorized into game, leisure & entertainment, lifestyle services, and telecommunications.

The report has profiled some of the key players of the market such as Fulu Holdings Limited, Baidu Inc, China Mobile Communications Group Co. Ltd. (CMCC), China Telecommunications Corporation, China Unicom Group Co. Ltd., NetEase Inc., Tencent Holdings Ltd..

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

Report Scope

Type: game, leisure & entertainment, lifestyle services, and telecommunications

Years Considered: this report covers the period 2017 to 2027

Key Benefits for Stakeholders

Get a comprehensive picture of the China virtual goods and services market

Pinpoint growth sectors and trends for investment

Understand what the future of the virtual goods and services market in China looks like

Identify the competitive landscape and window of opportunity

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