

Massive Multiplayer Online (MMO) Games 2017 Global Market Expected to Grow at CAGR 7.70 % and Forecast to 2021

The report provides in depth study of “Massive Multiplayer Online (MMO) Games” using SWOT analysis Weakness, Opportunities and Threat to the organization

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[Massive Multiplayer Online \(MMO\) Games Market Analysis And Forecast](#)

About Massive Multiplayer Online (MMO) Games

Massive multiplayer online (MMO) gaming involves several players playing different roles and strategies in a particular game from across the world. MMO are of different types such as role play games (RPG), first-person shooter (FPS), and real-time strategy (RTS) games. Developers are constantly developing new genres of games to break away from traditional ways of gaming. They are regularly creating sub-genres within the main genre. Adding elements into the MMO games has resulted in the formation of mixed and intricate combinations in the gaming world.

Technavio's analysts forecast the global massive multiplayer online (MMO) games market to grow at a CAGR of 7.70% during the period 2017-2021.

Covered in this report

The report covers the present scenario and the growth prospects of the global massive multiplayer online (MMO) games market for 2017-2021. The report presents a detailed picture of the market by way of study, synthesis, and summation of data from multiple sources.

The market is divided into the following segments based on geography:

- Americas
- APAC
- EMEA

Technavio's report, Global Massive Multiplayer Online (MMO) Games Market 2017-2021, has been prepared based on an in-depth market analysis with inputs from industry experts. The report covers



the market landscape and its growth prospects over the coming years. The report also includes a discussion of the key vendors operating in this market.

Key vendors

- Activision Blizzard
- Electronic Arts
- Riot Games
- Tencent
- Valve Corporation

Other prominent vendors

- Aeria Games and Entertainment
- Ankama
- CCP
- ChangYou.com
- CipSoft
- Cryptic Studios
- Disney
- eGames
- GungHo Online Entertainment
- King.com
- KONAMI
- WebZen (gPotato)
- Jagex
- WeMade Entertainment (Joymax)
- NCSoft
- NetEase
- NEXON Korea Corporation and NEXON America
- OGPlanet
- Perfect World
- SEGA Holdings
- Shanda Interactive Entertainment
- SOFTNYX
- Sony Online Entertainment
- SQUARE ENIX
- Take-Two Interactive Software
- Warner Bros. Entertainment

Market driver

- Availability of several payment services in the online gaming industry
- For a full, detailed list, view our report

Market challenge

- Delivering gaming content online
- For a full, detailed list, view our report

Market trend

- Possibility of MMOs being incorporated in e-sports in the coming years
- For a full, detailed list, view our report

Key questions answered in this report

- What will the market size be in 2021 and what will the growth rate be?

- What are the key market trends?
- What is driving this market?
- What are the challenges to market growth?
- Who are the key vendors in this market space?

You can request one free hour of our analyst's time when you purchase this market report. Details are provided within the report.

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