AI in Games Market 2019–2023 : Global Growth Drivers, Opportunities, Trends, and Forecasts

WiseGuyReports.Com Publish a New Market Research Report On –" AI in Games Market 2019–2023 : Global Growth Drivers, Opportunities, Trends, and Forecasts".

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[AI in Games Industry 2019](#)

Description:-

Artificial intelligence (AI), sometimes called machine intelligence, is intelligence demonstrated by machines, in contrast to the natural intelligence displayed by humans and other animals. In computer science AI research is defined as the study of "intelligent agents": any device that perceives its environment and takes actions that maximize its chance of successfully achieving its goals. Colloquially, the term "artificial intelligence" is applied when a machine mimics "cognitive" functions that humans associate with other human minds, such as "learning" and "problem solving".

Scope of the Report:
This report studies the AI in Games market status and outlook of Global and major regions, from angles of players, countries, product types and end industries; this report analyzes the top players in global market, and splits the AI in Games market by product type and applications/end industries.
The global AI in Games market is valued at xx million USD in 2017 and is expected to reach xx million USD by the end of 2023, growing at a CAGR of xx% between 2017 and 2023.
The Asia-Pacific will occupy for more market share in following years, especially in China, also fast growing India and Southeast Asia regions.

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North America, especially The United States, will still play an important role which cannot be ignored. Any changes from United States might affect the development trend of AI in Games.

Europe also play important roles in global market, with market size of xx million USD in 2017 and will be xx million USD in 2023, with a CAGR of xx%.

Market Segment by Companies, this report covers
Microsoft
Ubisoft
Tencent
EA

Vivendi
Nintendo
Sony
kashbet
Konami
Capcom
Netease

Market Segment by Regions, regional analysis covers
North America (United States, Canada and Mexico)
Europe (Germany, France, UK, Russia and Italy)
Asia-Pacific (China, Japan, Korea, India and Southeast Asia)
South America (Brazil, Argentina, Colombia)
Middle East and Africa (Saudi Arabia, UAE, Egypt, Nigeria and South Africa)

Market Segment by Type, covers
Type I
Type II

Market Segment by Applications, can be divided into
Video Games
Mobile Games
Other

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