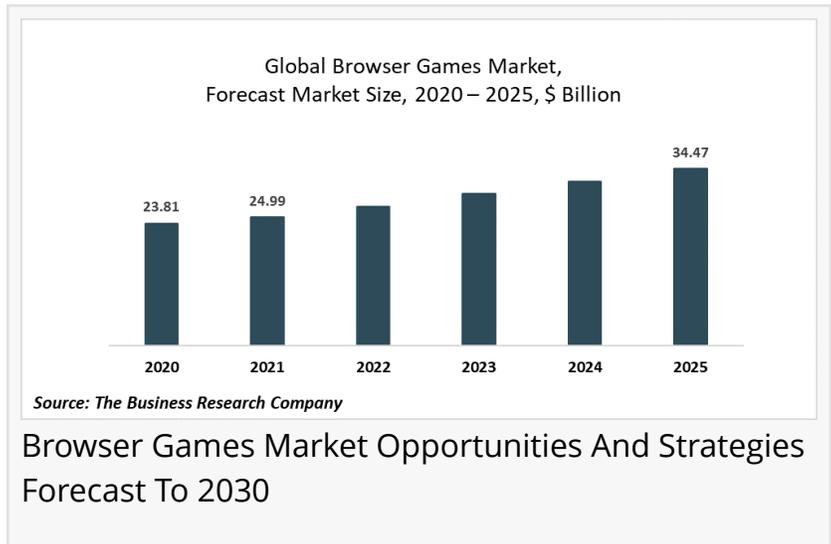


# The Browser Games Industry Was Positively Impacted By The COVID-19 Lockdowns

*The Business Research Company's  
Browser Games Market Report -  
Opportunities And Strategies - Global  
Forecast To 2030*

LONDON, GREATER LONDON, UK,  
March 18, 2021 /EINPresswire.com/ --  
Our reports have been revised for  
market size, forecasts, and strategies  
to take on 2021 after the COVID-19  
impact:

<https://www.thebusinessresearchcompany.com/global-market-reports>



The rising involvement of gamers due to the COVID-19 pandemic positively impacted [the browser games market](#). In countries such as the UK and the USA, many employees were furloughed off work but still being paid and did not have anywhere else to spend the money – they turned to online gaming as some form of escapism. According to Verizon, overall traffic related to internet gaming has increased 75% since lockdown restrictions were imposed in America. Bungie, a video-game developer, said that average daily user engagement on their RPG game “Destiny 2” is up 10% worldwide and as much as 20% in the markets most affected by the coronavirus. This can be attributed to people being stuck at home and finding online gaming as an easy way to pass time. In February 2020, the game company Blizzard, the maker of World of Warcraft, issued an apology after the users had to wait for lengthy times in China due to a high influx of players from the country.

The major players covered in the global browser games market are King Digital Entertainment, NCSOFT, GungHo Online, Zynga, Tencent, Microsoft, Activision Blizzard Inc., Sega, Sony Corporation, Peak Games, Gree, Electronics Arts, Arkadium, Playdom, Fun Technologies, Bwin, Riot Games, Giant Interactive, Ubisoft, Valve, Electronic Arts, Nintendo, Square Unix, Bluepoint Games, Failbetter Games, Midway, Westwood Studios, TakeTwo Interactive, DeNa, Nexon, Shanda.

Read More On The Global Browser Games Market Report:

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The global browser games market is expected to grow from \$23.81 billion in 2020 to \$24.99 billion in 2021 at a compound annual growth rate (CAGR) of 5%. The growth is mainly due to the companies rearranging their operations and recovering from the COVID-19 impact, which had earlier led to restrictive containment measures involving social distancing, remote working, and the closure of commercial activities that resulted in operational challenges. The market is expected to reach \$34.47 billion in 2025 at a CAGR of 8%.

TBRC's [browser games market outlook report](#) is segmented by type into mobile games, pay-to-play games, free-to-play games, pay-in-play games, by end user into smartphone and tablet, PC, TV, other, by operating system into IOS, Android, Windows.

Browser Games Market - Opportunities And Strategies - Forecast To 2030 is one of a series of new reports from The Business Research Company that provides browser games market overview, forecast browser games market size and growth for the whole market, browser games market segments, and geographies, browser games market trends, browser games market drivers, restraints, leading competitors' revenues, profiles, and market shares.

Request For A Sample Of The Global Browser Games Market Report:

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