

Entertainment Games Market Research | Edition 2022 | Recent Developments and SWOT Analysis 2028

Major players covered into report are Aeria Games GmbH, Electronic Arts, Blizzard Entertainment, Inc., Tencent Holdings, NetEase, Zhejiang Century Huatong Group

DOUGLAS, ISLE OF MAN, November 16, 2022 /EINPresswire.com/ -- [Entertainment Games Market](#) Size Analysis:

The global entertainment games market is estimated to be valued at around USD ** billion in 2020 and is expected to reach a value of USD ** billion by 2028, growing at a CAGR of **% during the forecast period. The market for entertainment games is driven by things like how popular digital games are getting and how many platforms there are for playing them.

Companies in the entertainment and gaming industries operate by producing, selling, and essentially catering products such as PC games, handheld gaming software, and gaming devices to distributors or retailers. The global entertainment and gaming industry has grown into a massive industry that generates enormous amounts of revenue while also contributing to the global economy and providing entertainment to consumers. Essentially, the global gaming and entertainment market is directly influenced by the growing number of users who regard gaming as their top priority and the best tool for entertainment and recreation. Since advanced technology has made a big difference, consumers today want an exciting world of interactive entertainment at their fingertips, which has led to the strong growth of the industry.



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Some of the key findings from the report include:

The market for entertainment games is expected to reach USD **. ** billion by 2028.

- The market is driven by factors such as the growing popularity of mobile gaming, the increasing number of casual gamers, and the availability of free-to-play games.
- North America is expected to have the biggest market for entertainment games, followed by Europe and Asia-Pacific.
- The top players in the entertainment games market include Electronic Arts, King Digital Entertainment, Nintendo, Activision Blizzard, and Zynga.

COVID-19 Scenario:

As the COVID-19 pandemic continues, the entertainment games market is expected to grow. The increasing popularity of mobile and online gaming is one of the key drivers of this growth. In addition, the growing number of people working from home and spending more time indoors is also driving market growth.

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The following segments are covered in the report:

By Type

- Single Person
- Single-person multi-person machine
- Many people and many machines

By Application

- PC Games
- Mobile Games
- TV Games
- Others

Regional Shares:

The North American entertainment games market is driven by factors such as the availability of high-speed internet connections, increasing disposable incomes, and the presence of a large number of gaming companies in the region. Moreover, the region has a large base of early adopters of new technologies, which has resulted in a significant growth in the number of gamers in recent years.

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Major Players Profiled in the Market Report:

The report provides an in-depth analysis of the key players in the market including their business overview, product offerings, and recent developments. Some of the major players profiled in the report include Aeria Games GmbH, Electronic Arts, Inc., Blizzard Entertainment, Inc., Tencent Holdings, NetEase, Zhejiang Century Huatong Group, 37 Interactive Entertainment, PopCap Games, Inc., Activision Blizzard, Inc., Behaviour Interactive, Inc., DeNA Co., Ltd., Supercell, Konami Holdings Corporation, Peak Games, Etermax, Supercell ,Rovio Entertainment Corporation, SYBO Game, GREE, Inc., Pretty Simple, Miniclip SA, Perfect World, YOUZU Interactive, Giant Network Group, Hubei Century Network Technology, Shanghai yaoji technology, Electronic Soul Interactive Technology, Playtech plc, Social Point, Wooga GmbH, Zynga, Inc., King Digital Entertainment plc, Nintendo Co. Ltd., Riot Games, Inc, Sega Holdings Co., Ltd., Apple, Inc., Google LLC

This Report Provides Answers to Important Questions:

- COVID-19 impact analysis on the global entertainment games industry
- What are the current market trends and dynamics in the entertainment games market, and what are the valuable opportunities for emerging players?
- What is driving the entertainment game market?
- What are the key challenges to market growth?
- Which segment accounts for the fastest CAGR during the forecast period?
- Which product type segment holds a larger market share and why?
- Are low- and middle-income economies investing in the entertainment games market?
- Key growth pockets on the basis of regions, types, applications, and end-users
- What is the market trend and dynamics in emerging markets such as Asia Pacific, Latin America, and the Middle East and Africa?

This report's distinct data points:

- Statistics on Entertainment Games and Spending Worldwide
- Recent trends across different regions in terms of the adoption of entertainment games across industries
- Notable developments are going on in the industry.
- Attractive investment propositions for segments as well as geography
- Comparative scenario for all the segments for years 2018 (actual) and 2028 (forecast)

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*More companies can be added in Detailed Report.

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