

Artificial Intelligence (AI) In Games Market Size, Share And Growth Analysis For 2024-2033

The Business Research Company's Artificial Intelligence (AI) In Games Global Market Report 2024 – Market Size, Trends, And Global Forecast 2024-2033

LONDON, GREATER LONDON, UK, May 7, 2024 /EINPresswire.com/ -- The global market reports from The Business Research Company have been updated with the most recent market sizing data for 2024 and projections extended to 2033



The Business
Research Company

Artificial Intelligence (AI) In Games Global Market Report 2024 – Market Size, Trends, And Global Forecast 2024-2033

The Business Research Company's "Artificial Intelligence (AI) In Games Global Market Report 2024 is a comprehensive source of information that covers every facet of the market. As per

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The artificial intelligence (ai) in games market size is predicted to reach \$4.84 billion in 2028 at a compound annual growth rate (CAGR) of 18.7%.”

The Business research company

TBRC's market forecast, the [artificial intelligence \(ai\) in games market size](#) is predicted to reach \$4.84 billion in 2028 at a compound annual growth rate (CAGR) of 18.7%.

The growth in the artificial intelligence (ai) in games market is due to the growing popularity of mobile and online gaming. North America region is expected to hold the largest artificial intelligence (ai) in games market share. Major players in the artificial intelligence (ai) in games market include Google LLC, Microsoft Corp., Tencent Holdings Ltd., Sony Group Corp., NVIDIA Corp., Baidu Inc.,

Nintendo Co. Ltd., NetEase Inc.

[Artificial Intelligence \(AI\) In Games Market Segments](#)

- By Component: Software, Hardware
- By Technology: Machine Learning, Natural Language Processing, Computer Vision, Gesture Control, Other Technologies

- By Genre: Action, Adventure, Puzzle, Simulation, Role-Playing, Other Genres
- By Application: PC Gaming, TV Gaming, Smartphone And Tablet Gaming
- By Geography: The global artificial intelligence (ai) in games market is segmented into North America, South America, Asia-Pacific, Eastern Europe, Western Europe, Middle East and Africa.

Learn More On The Market By Requesting A Free Sample (Includes Graphs And Tables):

https://www.thebusinessresearchcompany.com/sample_request?id=14252&type=smp

Artificial intelligence (AI) in games refers to the integration of intelligent algorithms and computing systems that simulate human-like behaviors, decision-making, and learning processes to enhance the gaming experience, adapt to player actions, and create dynamic and challenging gameplay scenarios.

Read More On The Artificial Intelligence (AI) In Games Global Market Report At:

<https://www.thebusinessresearchcompany.com/report/artificial-intelligence-ai-in-games-global-market-report>

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