

Global MMORPG Gaming Market: Size, Trends & Forecasts (2017-2021)

November 2017



Global MMORPG Gaming Market: Coverage

Executive Summary and Scope

Introduction/Market Overview

Global Market Analysis

Dynamics

Competitive Landscape

Company Profiling

Global MMORPG Gaming Market: Coverage

Scope of the Report

Attributes	Details
Title	Global MMORPG Gaming Market: Size, Trends & Forecasts (2017-2021)
Coverage	Global
Market Influencing Variables	Growth Drivers, Challenges, Market Trends
Forecast Period of Market	2017-2021
Competition in the Market	Highly fragmented due to presence of large number of players competing with each other
Key Players	Activision Blizzard, Inc., Electronic Arts Inc., Netease, Inc. and Nexon Co. Ltd.

Global MMORPG Gaming Market

Executive Summary

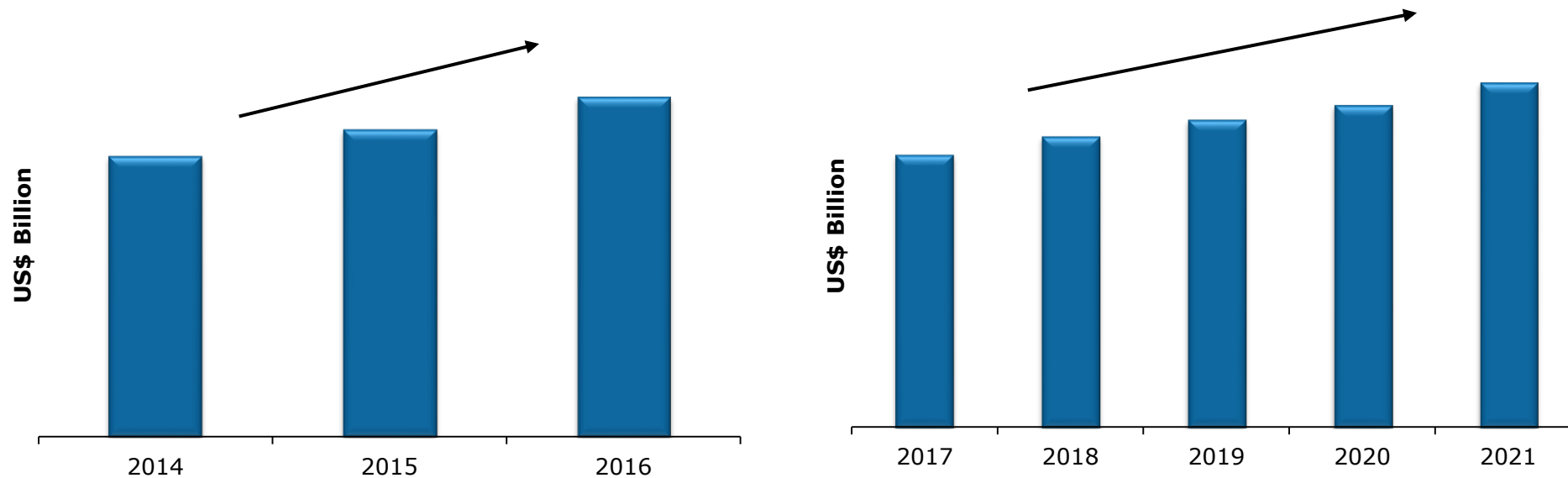
In the world of entertainment, online gaming industry is gaining more popularity as compared to music and film industry. Launch of a large number of adventurous games which include the PlayStation, Xbox, Nintendo, and more provide gamers a more enjoyable and thrilling experience as compared to movies of long duration. An online game is that category of games which needs an internet connection and can enable two or more players to participate at the same time from different locations. These games are not only played on internet but also through consoles, smartphones and tablets or via peer-to-peer networks.

MMORPG (Massively Multiplayer Online Role Playing Games) are sub-genre of MMO games. MMORPG takes place in a persistent state world where thousands or million of players are playing simultaneously and develop their own characters in a role-playing environment. The virtual world of this game is never static because the events would take place across the game even if the player is logged off.

The global MMORPG gaming market has increased at a significant growth rate over the past few years and projections are made that the market would grow at a rapid pace in the forecasted period i.e. 2017 to 2021. The global MMORPG gaming market is expected to grow on the back of rising smartphone penetration globally, rapid evolution of internet, emergence of console version of MMORPGs, emergence of gamification, technological advancements such as facial recognition and 3D scanning etc. Yet the growth of the market is restrained by some factors such as prevalence of piracy, fraudulent gaming activities, connectivity issues etc.

Games Market: Global Analysis

Global Games Market by Value

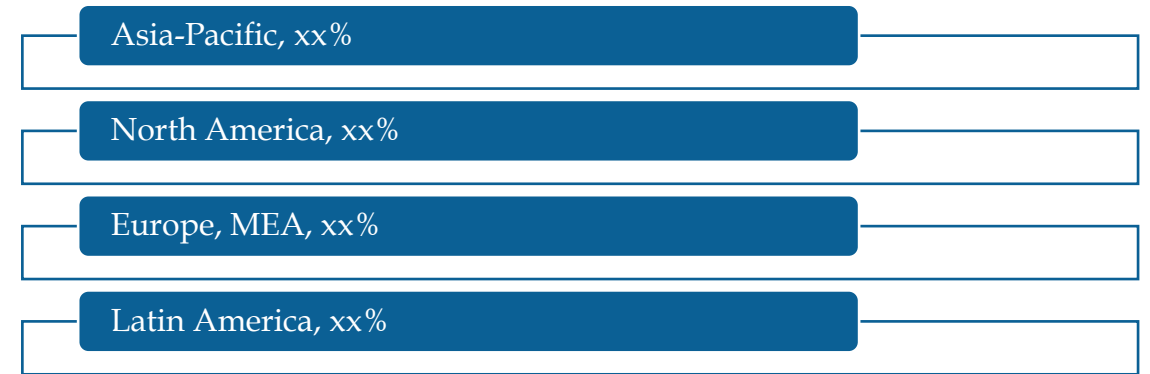
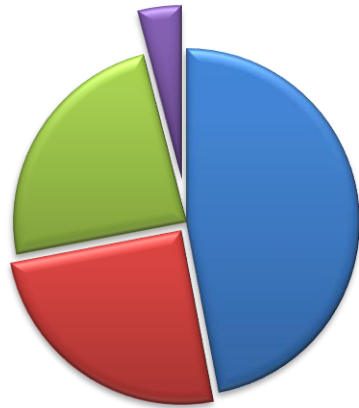


CAGR	
2014-2016	xx%
2017-2021	xx%

The global games market reached to US\$... billion in 2016, as compared to US\$... billion in 2015 with an annual growth rate of%. The global games market is projected to reach US\$....billion by the end of 2021 from US\$.....billion in 2017 with a CAGR of% over the same years.

Games Market: Global Analysis

Global Games Market by Region; 2016



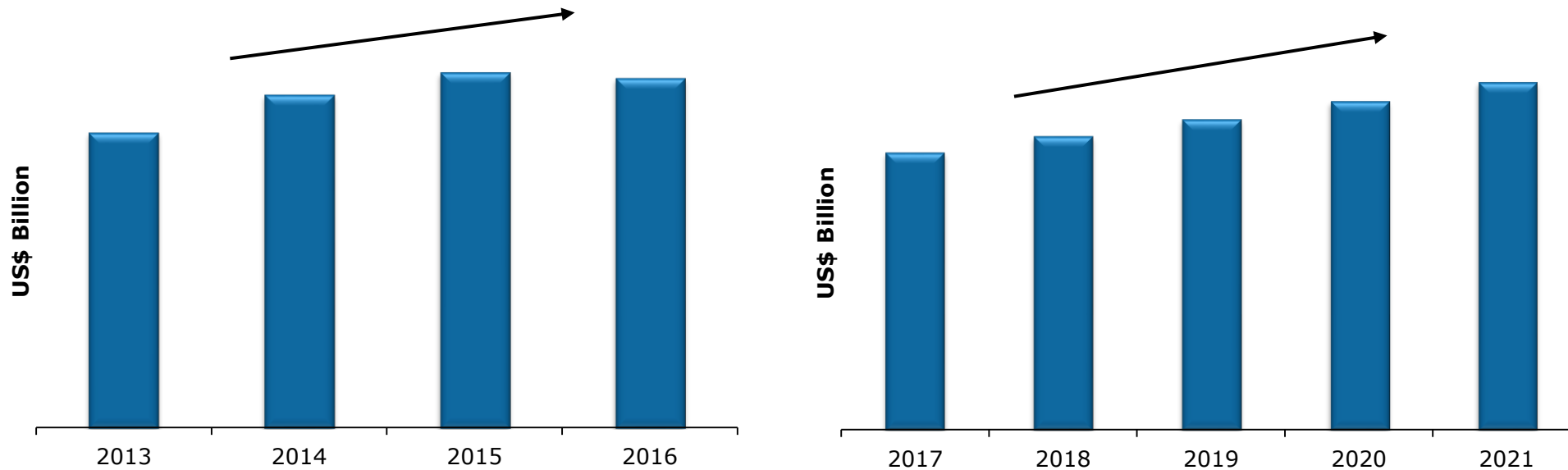
Global Games Market by Segments; 2016



Segments	Share
Console	xx%
Smartphone	xx%
PC	xx%
Tablet	xx%
Web-based PC	xx%

MMORPG Gaming Market: Global Analysis

Global MMORPG Gaming Market by Value

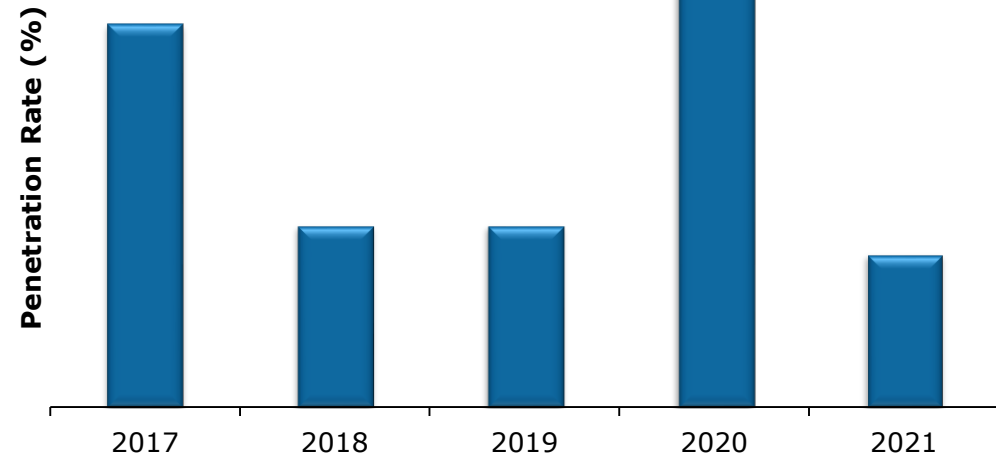
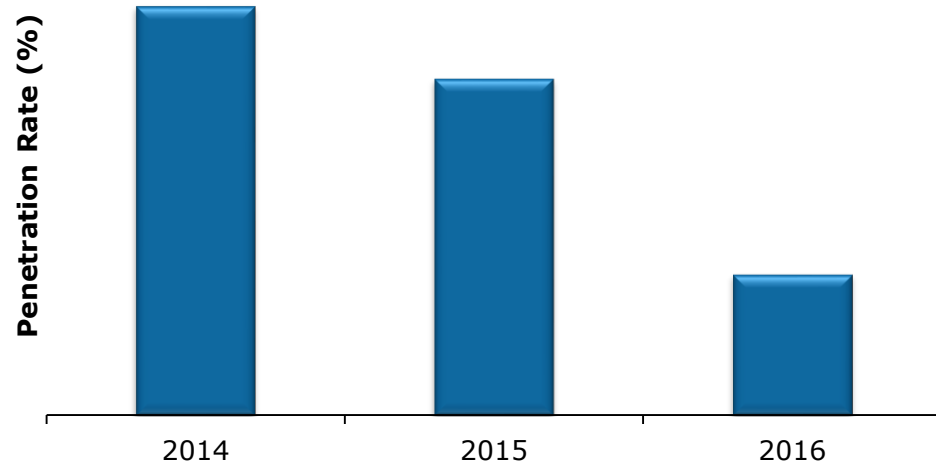


CAGR	
2013-2016	xx%
2017-2021	xx%

The global MMORPG gaming market, valued at US\$... billion in 2016, declined as compared to US\$... billion in 2015. The global MMORPG gaming market is anticipated to reach up to US\$... billion by 2021 from US\$... billion in 2017 with a CAGR of% over the same span of time.

MMORPG Gaming Market: Global Analysis

Global MMORPG Gaming Market by Penetration Rate



MMORPG Gaming Market: Dynamics



MMORPG Gaming Market: Competitive Landscape

Global MMORPG Gaming Market Players by Sales Growth; 2017-18 (%)

