

# Gaming Industry: Forecast Market Size, Share, Revenue, Growth And Trends

*The Business Research Company's  
Gaming Global Market Report 2023 –  
Market Size, Trends, And Market Forecast  
2023-2032*

LONDON, GREATER LONDON, UK,  
March 31, 2023 /EINPresswire.com/ --  
The Business Research Company's  
“Gaming Global Market Report 2023” is  
a comprehensive source of information

that covers every facet of the gaming market. As per TBRC's gaming market forecast, the gaming global market size is expected to grow to \$401.32 billion in 2027 at a CAGR of 12.3%.

The growth in the gaming global market is due to increase in proliferation of mobile phone. Asia-

Pacific region is expected to hold the largest [gaming market share](#). Major players in the gaming global market include Microsoft Corporation, Nintendo Co. Ltd., Rovio Entertainment Corporation, Nvidia Corporation.



The Business Research Company's global market reports are now updated with the latest market sizing information for the year 2023 and forecasted to 2032”

*The Business Research  
Company*

## Gaming Market Segments

- By Game Type: Action, Shooter, Role-Playing, Sports, Other Game Types
- By Device: Console, Mobile, Computer
- By Purchase Type: Box/CD Game Purchase, In-App Purchase Based, Shareware, Freeware, Other Purchase Types

•By Platform: Online, Offline

•By Geography: The global gaming global market is segmented into North America, South America, Asia-Pacific, Eastern Europe, Western Europe, Middle East and Africa.

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

<https://www.thebusinessresearchcompany.com/sample.aspx?id=8053&type=smp>

Gaming is the practice of playing games to educate something or assist in the resolution of a



problem, such as in a combat or corporate setting.

Read more on the global gaming market report at:

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

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Contact Information

The Business Research Company: <https://www.thebusinessresearchcompany.com/>

Europe: +44 207 1930 708

Asia: +91 8897263534

Americas: +1 315 623 0293

Email: [info@tbrc.info](mailto:info@tbrc.info)

Check out our:

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Oliver Guirdham

The Business Research Company

+44 20 7193 0708

info@tbrc.info

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