

# Global Battle Royale Game Market: Size & Forecasts with Impact Analysis of COVID-19 (2021-2025)

November 2021



# Global Battle Royale Game Market: Coverage

Executive Summary

Introduction/Market Overview

Global Market Analysis

Regional Market Analysis

Dynamics

Competitive Landscape

Company Profiling

# Global Battle Royale Game Market: Coverage

## Scope of the Report

Attributes	Details
Title	Global Battle Royale Game Market: Size & Forecasts with Impact Analysis of COVID-19 (2021-2025)
Coverage	Global and Regional
Regional Coverage	Asia Pacific, North America, Europe, Middle East & Africa and Latin America
Market Influencing Variables	Growth Drivers, Challenges, Market Trends
Forecast Period of Market	2021-2025
Competition in the Market	Dominated
Key Players	Tencent, NetEase, Epic Games and KRAFTON

# Global Battle Royale Game Market

## Executive Summary

A game is a task or pastime usually require ability, understanding, or chance, in which people obey pre-fixed rules and attempt to win against others. Games are played on various occasions. Video games are computerized, connected games familiar for their energetic colors, sounds, and compound graphics. Gaming is known for indulging in video games, either through consoles, computers, mobile phones or others. Gaming is an implicated term that proposes daily gameplay, likely as a hobby.

A multiplayer online video game category that integrates the hunt, investigation, survival and research components of a survival sport or gaming activity with a last player surviving gameplay dare is known as battle royale game. Battle royal game category became most known in mid-2017 with the emergence of PUBG battle royale game which gained popularity with time. It obtained more global traction among gamers with billions of concurrent gamers engaged in fights to the death, a trend most unnoticed by publishers and game developers.

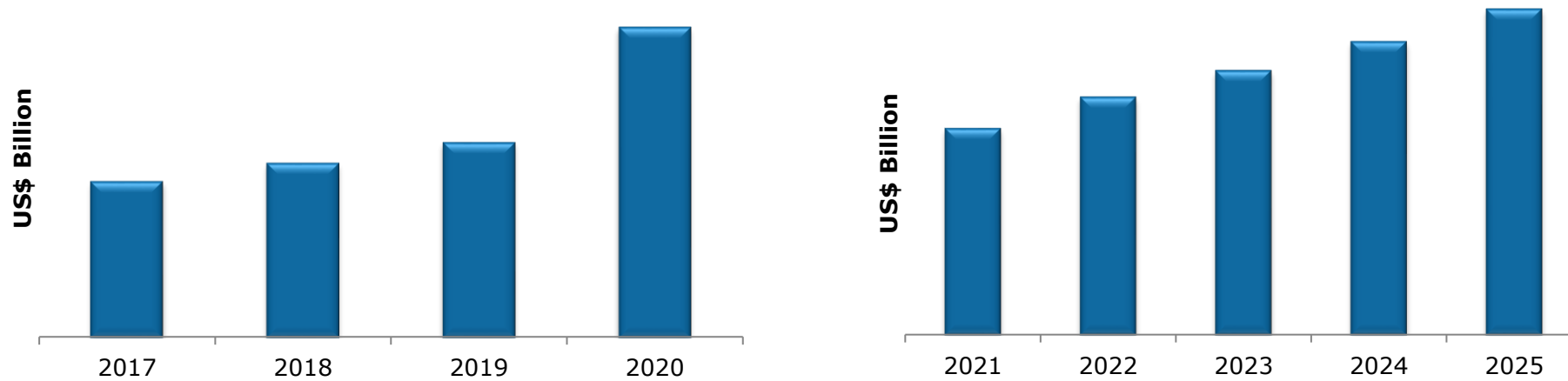
Global battle royale game market can be segmented on the basis of platform, such as mobile, console and personal computer (PC). Further, the battle royale game market can be segmented on the basis of business model such as: Free-to-Play and Pay-to-Play.

Global battle royale game market increased significantly during the market 2017-2020 and projections are made that the market would rise in the next four years i.e. 2021-2025 tremendously. The battle royale game market is expected to increase due to growing usage of smart phones, increasing influence of social media, growing penetration of internet, increase in gen z income, rapid urbanization and rising e-sports viewership. Yet, the market faces some challenges such as side effects of excessive gaming, payment fraud and stringent government regulation.

The COVID-19 pandemic had a positive impact on global battle royale game market. Due to the extensive lockdowns, the number of online gamers has witnessed a drastic surge over 2020 and this have benefitted the market.

# Battle Royale Game Market: Global Analysis

## Global Battle Royale Game Market by Value



CAGRs	
2017-2020	xx%
2021-2025	xx%

The global battle royale game market, valued at US\$... billion in 2020, increased as compared to US\$... billion in 2019 . The global battle royale game market is anticipated to reach up to US\$... billion by 2025 from US\$... billion in 2021, increasing at a CAGR of xx% for the period 2021-2025...

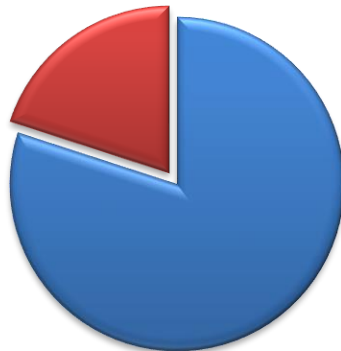
# Battle Royale Game Market: Global Analysis

**Global Battle Royale Game Market by Platform; 2020**



Platform	Share
Mobile	xx%
Console	xx%
Personal Computer (PC)	xx%

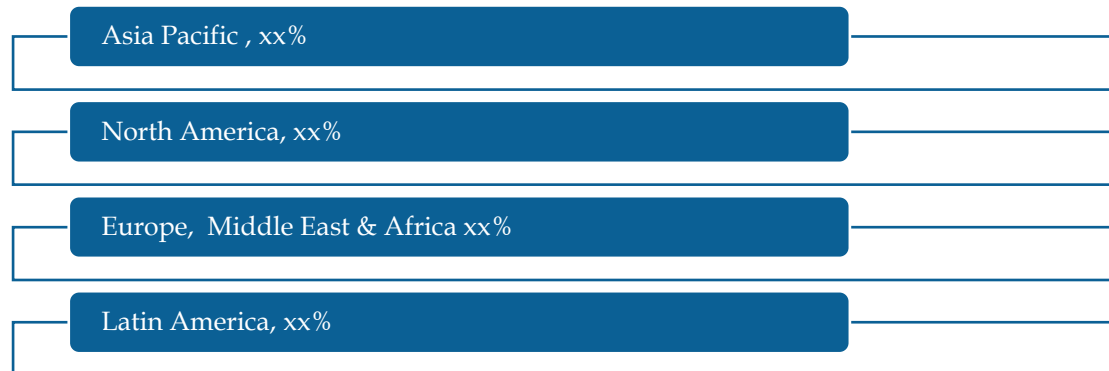
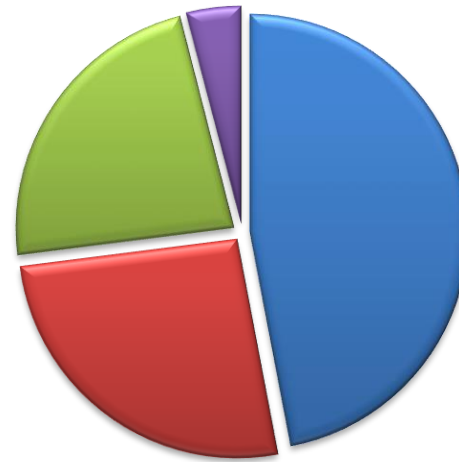
**Global Battle Royale Game Market by Business Model; 2020**



Business Model	Share
Free-to-Play	xx%
Pay-to-Play	xx%

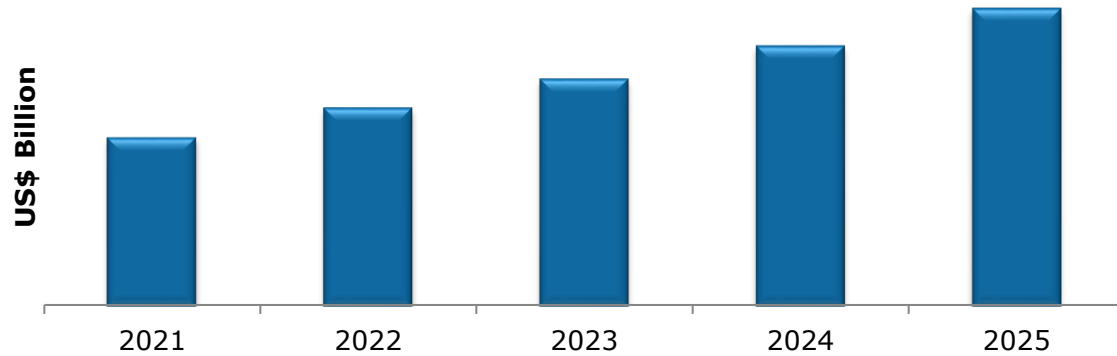
# Battle Royale Game Market: Global Analysis

Global Battle Royale Game Market by Region; 2020

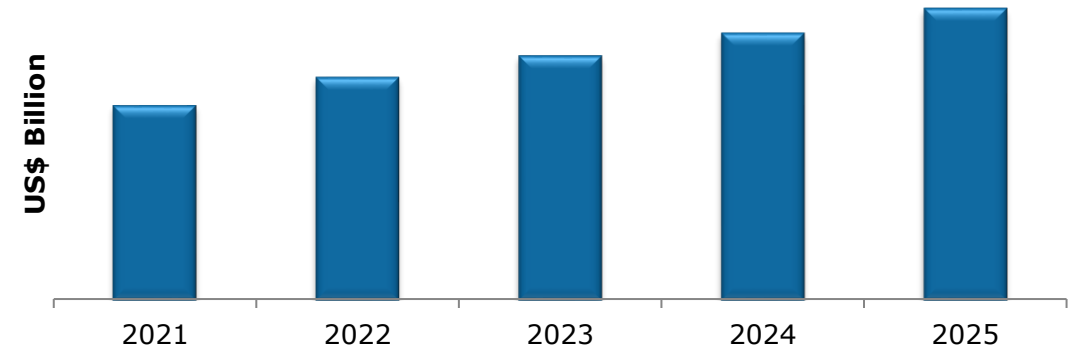


# Battle Royale Game Market: Platform Analysis

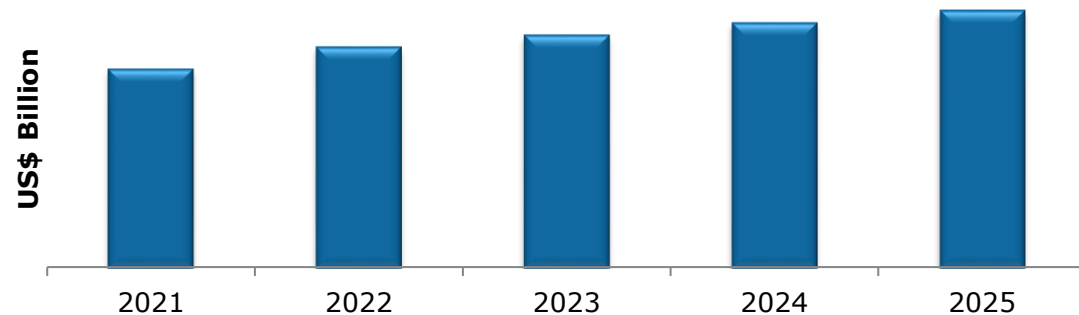
### Global Mobile Battle Royale Game Market by Value



### Global Console Battle Royale Game Market by Value



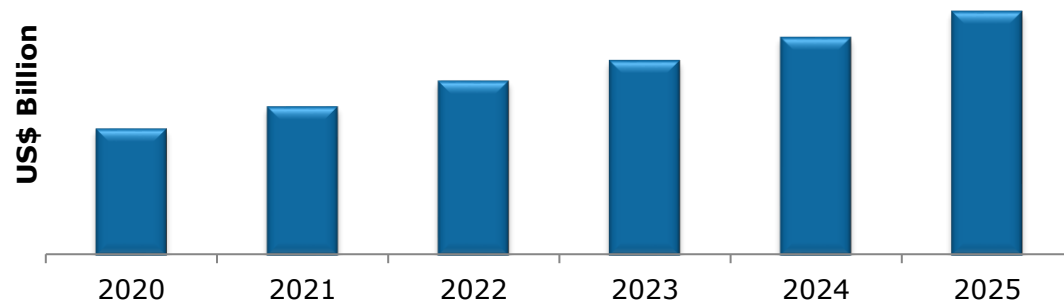
### Global PC Battle Royale Game Market by Value



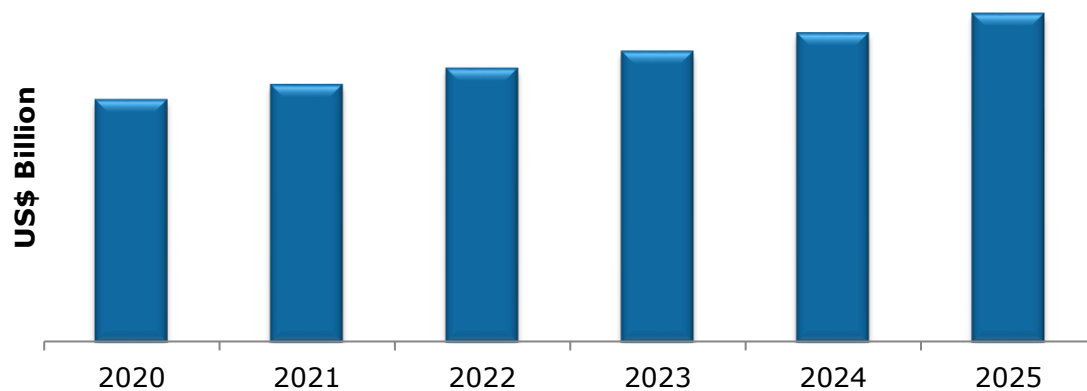
Platform	CAGR
	2021-2025
Mobile	xx%
Console	xx%
Personal Computer (PC)	xx%

# Battle Royale Game Market: Business Model Analysis

### Global Free-to-Play Battle Royale Game Market by Value



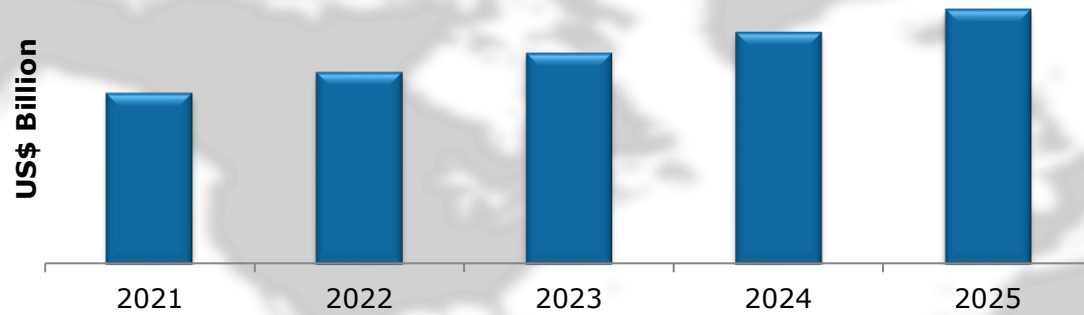
### Global Pay-to-Play Battle Royale Game Market by Value



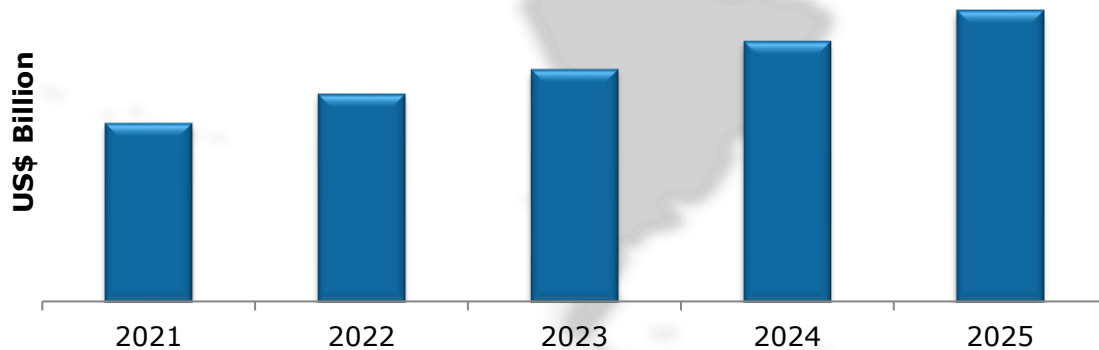
Business Model	CAGR
	2021-2025
Free-to-Play	xx%
Pay-to-Play	xx%

# Battle Royale Game Market: Regional Analysis

## Asia-Pacific Battle Royale Game Market by Value



## North America Battle Royale Game Market by Value







Region	CAGR
	2021-2025
Asia-Pacific	xx%
North America	xx%
Europe, Middle East and Africa	xx%
Latin America	xx%

# Battle Royale Game Market: Dynamics



# Battle Royale Game Market: Competitive Landscape

## Players Profiled

- Tencent A 3D pie chart with four segments: a large light gray segment (approx. 60%), a medium light gray segment (approx. 25%), a small dark gray segment (approx. 10%), and a very small white segment (approx. 5%).
- NetEase A 3D pie chart with three segments: a large dark blue segment (approx. 55%), a medium light gray segment (approx. 35%), and a small white segment (approx. 10%).
- Epic Games A 3D pie chart with four segments: a large light gray segment (approx. 70%), a small yellow segment (approx. 10%), a small white segment (approx. 15%), and a very small dark gray segment (approx. 5%).
- KRAFTON A 3D pie chart with four segments: a large light gray segment (approx. 65%), a small green segment (approx. 10%), a small white segment (approx. 15%), and a very small dark gray segment (approx. 10%).

Note: The graphs on this slide are only for sample representation.