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Leading gaming markets worldwide 2024, by revenue - Statista : forecasts : gaming-revenue-countries /a

As of 2024, it is estimated that the United States ranks first among the biggest gaming markets worldwide, with a revenue of 54.9 billion U.S. dollars. a data-ved="2ahUKEwiV-eGU2M-DAXWjPEQIHAgqBYgQFnoECAEQBg" href="{href}" /span /div /a

Top public video game companies | By revenue - Newzoo : resources : rankings : top-25-companies-game-revenues /span /a

In the second quarter of 2024, the top 10 gaming companies by revenue were Tencent, Sony, Apple, Microsoft, NetEase, Google, Activision Blizzard, Electronic Arts (EA), Nintendo, and Take-Two Interactive. Tencent generated R\$7,162 million in revenues, with Sony snagging the second spot in the ranking with R\$3,629 million. a data-ved="2ahUKEwiV-eGU2M-DAXWjPEQIHAgqBYgQzmd6BAgBEAc" href="{href}" /span /div /a