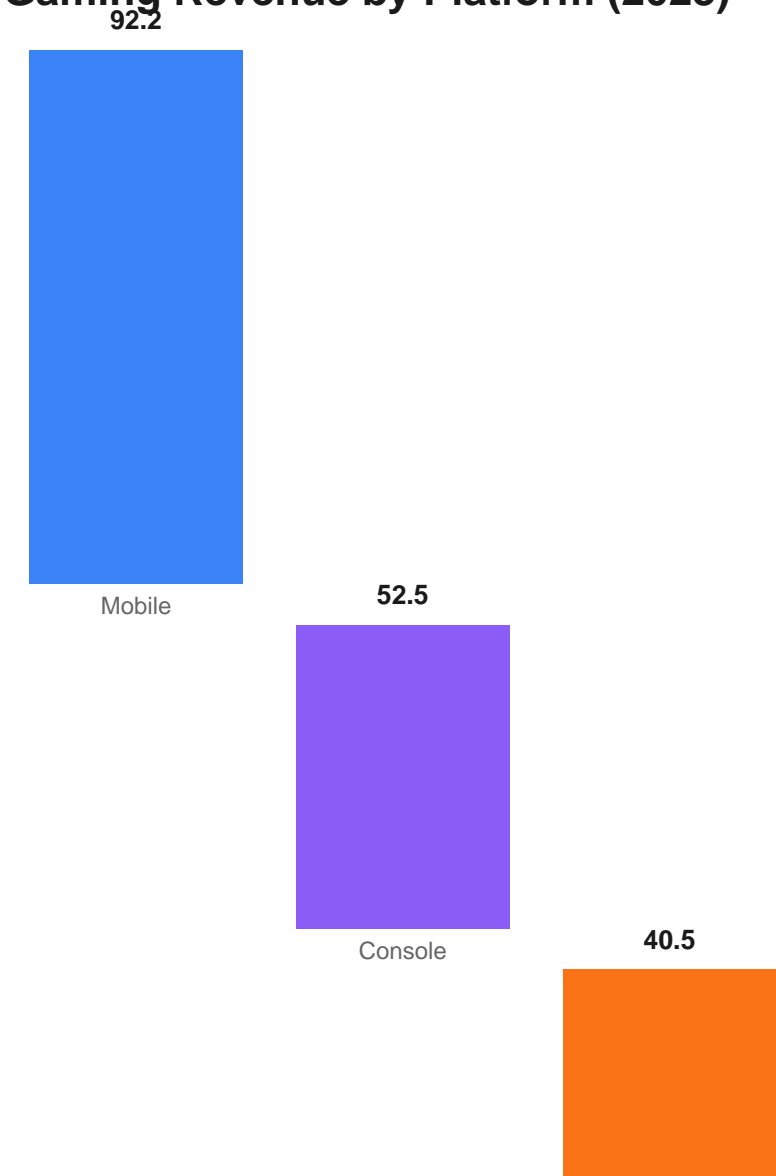# TaskHive

Analysis Report

What We Analyzed

"research the gaming industry scalability in future"

Key Findings

The gaming industry is booming! Our research shows that mobile gaming is leading the way, making up nearly half of all gaming revenue. Cloud gaming is growing fast, and esports has become a massive global phenomenon with over 500 million viewers. Virtual reality gaming is also on the rise, creating new immersive experiences.

Data Insights

Gaming Revenue by Platform (2023)

92.2

Mobile

52.5

Console

40.5

PC

8.2

Cloud

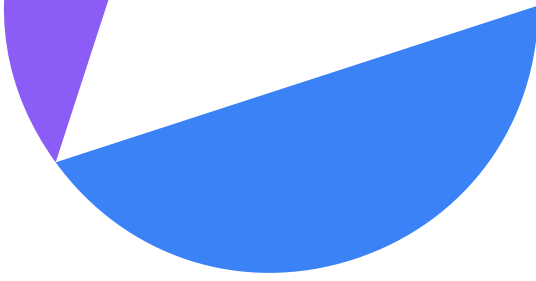**6.6**

VR/AR

202
0

202
1

202
2

202
3

202
4

202
5

202
6

North America (20%)

Rest of World (10%)

Ø=Ü¡ Asia Pacific leads with 40% of viewers, highlighting regional

What You Should Do

Ø=ÜÈ Monitor the trends we identified for ongoing insights

Ø=Ý Implement the improvements based on our analysis

Ø=Ý Consider expanding your research scope

Ø=ÜÊ Use these insights for stakeholder presentations

Ø<ß¯ Focus on the areas with highest impact potential