# Article information:

2021年中国游戏产业发展现状与市场规模分析 行业整体向好发展「组图」
[https://baijiahao.baidu.com/s?id=1698004864410012259=spider=pc](https://baijiahao.baidu.com/s?id=1698004864410012259&wfr=spider&for=pc)

# Article summary:

1. The Chinese gaming industry has seen rapid growth in recent years, with the market size and user base increasing annually. In 2020, the actual sales revenue of the gaming industry was 2786.87 billion yuan, an increase of 20.71% year-on-year.

2. The average quality of independently developed game products in China is continuously improving, and the proportion of independent research and development games in the total game industry is also increasing. In 2020, the actual sales revenue of domestic independent research and development games was 2401.92 billion yuan, an increase of 26.74% year-on-year.

3. The user base for Chinese mobile games has been steadily increasing since 2014, reaching 65.435 million people in 2020, accounting for 98% of total game users. The two-dimensional game market has also grown rapidly during the epidemic period, with actual sales revenue reaching 77.23 billion yuan in 2021 Q1, a year-on-year increase of 12.09%.

# Article rating:

May be slightly imbalanced: The article presents the information in a generally reliable way, but there are minor points of consideration that could be explored further or claims that are not fully backed by appropriate evidence. Some perspectives may also be omitted, and you are encouraged to use the research topics section to explore the topic further.

# Article analysis:

This article provides an overview of the current state and market size analysis of China's gaming industry in 2021 as well as its overall positive development trend “in pictures” (as indicated by its title). It is generally reliable and trustworthy due to its use of accurate data from authoritative sources such as official government reports and statistics from research institutions like Foresee Research Institute to support its claims about the growth and development trends within China's gaming industry over recent years. Furthermore, it does not appear to be biased or one-sided as it presents both sides equally by providing detailed information on both independently developed games as well as two dimensional games within China's gaming industry while also noting potential risks associated with each type of game (e.g., addiction). However, there are some missing points that should be considered when evaluating this article such as potential conflicts of interest between Foresee Research Institute (the source for some data used) and other stakeholders within China's gaming industry which could lead to partiality or promotional content being included in their reports/statistics; this should be taken into account when assessing the trustworthiness and reliability of this article's claims about China's gaming industry in 2021.

# Topics for further research:

* China gaming industry conflicts of interest
* China gaming industry addiction risks
* China gaming industry independent developers
* China gaming industry two dimensional games
* China gaming industry market size 2021
* Foresee Research Institute gaming industry reports

# Report location:

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