

Global Online Smartphone & Tablet Games Market Analysis and Forecast 2024-2030

<https://marketpublishers.com/r/GB0E79D3B653EN.html>

Date: April 2024

Pages: 196

Price: US\$ 4,950.00 (Single User License)

ID: GB0E79D3B653EN

Abstracts

Summary

Online games refer to games that are played over some form of computer network, most often the Internet. Online games can range from simple text-based games to games incorporating complex graphics and virtual worlds populated by many players simultaneously.

The Online Game industry can be broken down into several segments:

? Massively Multiplayer Online (MMO)

? Simulation Games

? Action/Adventure

? Strategy Games

? Sports Games

? Role-Playing (RPG)

? Educational Games

Across the world, the major players cover Microsoft, Nintendo, Sony, etc.

According to APO Research, The global Online Smartphone & Tablet Games market is

projected to grow from US\$ million in 2024 to US\$ million by 2030, at a Compound Annual Growth Rate (CAGR) of % during the forecast period.

The US & Canada market for Online Smartphone & Tablet Games is estimated to increase from \$ million in 2024 to reach \$ million by 2030, at a CAGR of % during the forecast period of 2025 through 2030.

Asia-Pacific market for Online Smartphone & Tablet Games is estimated to increase from \$ million in 2024 to reach \$ million by 2030, at a CAGR of % during the forecast period of 2025 through 2030.

The China market for Online Smartphone & Tablet Games is estimated to increase from \$ million in 2024 to reach \$ million by 2030, at a CAGR of % during the forecast period of 2025 through 2030.

Europe market for Online Smartphone & Tablet Games is estimated to increase from \$ million in 2024 to reach \$ million by 2030, at a CAGR of % during the forecast period of 2025 through 2030.

The major global companies of Online Smartphone & Tablet Games include Microsoft, Nintendo, Sony, Tencent, Activision Blizzard, Sega, Electronic Arts, Ubisoft and Zynga, etc. In 2023, the world's top three vendors accounted for approximately % of the revenue.

Report Includes

This report presents an overview of global market for Online Smartphone & Tablet Games, market size. Analyses of the global market trends, with historic market revenue data for 2019 - 2023, estimates for 2024, and projections of CAGR through 2030.

This report researches the key producers of Online Smartphone & Tablet Games, also provides the revenue of main regions and countries. Of the upcoming market potential for Online Smartphone & Tablet Games, and key regions or countries of focus to forecast this market into various segments and sub-segments. Country specific data and market value analysis for the U.S., Canada, Mexico, Brazil, China, Japan, South Korea, Southeast Asia, India, Germany, the U.K., Italy, Middle East, Africa, and Other Countries.

This report focuses on the Online Smartphone & Tablet Games revenue, market share

and industry ranking of main manufacturers, data from 2019 to 2024. Identification of the major stakeholders in the global Online Smartphone & Tablet Games market, and analysis of their competitive landscape and market positioning based on recent developments and segmental revenues. This report will help stakeholders to understand the competitive landscape and gain more insights and position their businesses and market strategies in a better way.

This report analyzes the segments data by Type and by Application, revenue, and growth rate, from 2019 to 2030. Evaluation and forecast the market size for Online Smartphone & Tablet Games revenue, projected growth trends, production technology, application and end-user industry.

Online Smartphone & Tablet Games segment by Company

Microsoft

Nintendo

Sony

Tencent

Activision Blizzard

Sega

Electronic Arts

Ubisoft

Zynga

Square Enix

NetEase Games

NEXON

NCSOFT

Bandai Namco

Online Smartphone & Tablet Games segment by Type

Massively Multiplayer Online (MMO)

Simulation Games

Action/Adventure

Strategy Games

Sports Games

Role-Playing (RPG)

Educational Games

Online Smartphone & Tablet Games segment by Age

18-25 Years Old

26-35 Years Old

36-45 Years Old

Above 45 Years Old

Below 18 Years Old

Online Smartphone & Tablet Games segment by Region

North America

U.S.

Canada

Europe

Germany

France

U.K.

Italy

Russia

Asia-Pacific

China

Japan

South Korea

India

Australia

China Taiwan

Indonesia

Thailand

Malaysia

Latin America

Mexico

Brazil

Argentina

Middle East & Africa

Turkey

Saudi Arabia

UAE

Study Objectives

1. To analyze and research the global status and future forecast, involving growth rate (CAGR), market share, historical and forecast.
2. To present the key players, revenue, market share, and Recent Developments.
3. To split the breakdown data by regions, type, manufacturers, and Application.
4. To analyze the global and key regions market potential and advantage, opportunity and challenge, restraints, and risks.
5. To identify significant trends, drivers, influence factors in global and regions.
6. To analyze competitive developments such as expansions, agreements, new product launches, and acquisitions in the market.

Reasons to Buy This Report

1. This report will help the readers to understand the competition within the industries and strategies for the competitive environment to enhance the potential profit. The report also focuses on the competitive landscape of the global Online Smartphone & Tablet Games market, and introduces in detail the market share, industry ranking, competitor ecosystem, market performance, new product development, operation situation, expansion, and acquisition. etc. of the main players, which helps the readers to identify the main competitors and deeply understand the competition pattern of the

market.

2. This report will help stakeholders to understand the global industry status and trends of Online Smartphone & Tablet Games and provides them with information on key market drivers, restraints, challenges, and opportunities.
3. This report will help stakeholders to understand competitors better and gain more insights to strengthen their position in their businesses. The competitive landscape section includes the market share and rank (in market size), competitor ecosystem, new product development, expansion, and acquisition.
4. This report stays updated with novel technology integration, features, and the latest developments in the market.
5. This report helps stakeholders to gain insights into which regions to target globally.
6. This report helps stakeholders to gain insights into the end-user perception concerning the adoption of Online Smartphone & Tablet Games.
7. This report helps stakeholders to identify some of the key players in the market and understand their valuable contribution.

Chapter Outline

Chapter 1: Introduces the report scope of the report, executive summary of different market segments (product type, application, etc), including the market size of each market segment, future development potential, and so on. It offers a high-level view of the current state of the market and its likely evolution in the short to mid-term, and long term.

Chapter 2: Introduces the market dynamics, latest developments of the market, the driving factors and restrictive factors of the market, the challenges and risks faced by manufacturers in the industry, and the analysis of relevant policies in the industry.

Chapter 3: Revenue of Online Smartphone & Tablet Games in global and regional level. It provides a quantitative analysis of the market size and development potential of each region and its main countries and introduces the market development, future development prospects, market space, and capacity of each country in the world.

Chapter 4: Detailed analysis of Online Smartphone & Tablet Games company competitive landscape, revenue, market share and industry ranking, latest development plan, merger, and acquisition information, etc.

Chapter 5: Provides the analysis of various market segments by type, covering the revenue, and development potential of each market segment, to help readers find the blue ocean market in different market segments.

Chapter 6: Provides the analysis of various market segments by application, covering the revenue, and development potential of each market segment, to help readers find the blue ocean market in different downstream markets.

Chapter 7: Provides profiles of key companies, introducing the basic situation of the main companies in the market in detail, including product descriptions and specifications, Online Smartphone & Tablet Games revenue, gross margin, and recent development, etc.

Chapter 8: North America (US & Canada) by type, by application and by country, revenue for each segment.

Chapter 9: Europe by type, by application and by country, revenue for each segment.

Chapter 10: China type, by application, revenue for each segment.

Chapter 11: Asia (excluding China) type, by application and by region, revenue for each segment.

Chapter 12: Middle East, Africa, and Latin America type, by application and by country, revenue for each segment.

Chapter 13: The main concluding insights of the report.

Contents

1 MARKET OVERVIEW

1.1 Product Definition

1.2 Online Smartphone & Tablet Games Market by Type

1.2.1 Global Online Smartphone & Tablet Games Market Size by Type, 2019 VS 2023 VS 2030

1.2.2 Massively Multiplayer Online (MMO)

1.2.3 Simulation Games

1.2.4 Action/Adventure

1.2.5 Strategy Games

1.2.6 Sports Games

1.2.7 Role-Playing (RPG)

1.2.8 Educational Games

1.3 Online Smartphone & Tablet Games Market by Age

1.3.1 Global Online Smartphone & Tablet Games Market Size by Age, 2019 VS 2023 VS 2030

1.3.2 18-25 Years Old

1.3.3 26-35 Years Old

1.3.4 36-45 Years Old

1.3.5 Above 45 Years Old

1.3.6 Below 18 Years Old

1.4 Assumptions and Limitations

1.5 Study Goals and Objectives

2 ONLINE SMARTPHONE & TABLET GAMES MARKET DYNAMICS

2.1 Online Smartphone & Tablet Games Industry Trends

2.2 Online Smartphone & Tablet Games Industry Drivers

2.3 Online Smartphone & Tablet Games Industry Opportunities and Challenges

2.4 Online Smartphone & Tablet Games Industry Restraints

3 GLOBAL GROWTH PERSPECTIVE

3.1 Global Online Smartphone & Tablet Games Market Perspective (2019-2030)

3.2 Global Online Smartphone & Tablet Games Growth Trends by Region

3.2.1 Global Online Smartphone & Tablet Games Market Size by Region: 2019 VS 2023 VS 2030

3.2.2 Global Online Smartphone & Tablet Games Market Size by Region (2019-2024)

3.2.3 Global Online Smartphone & Tablet Games Market Size by Region (2025-2030)

4 COMPETITIVE LANDSCAPE BY PLAYERS

4.1 Global Online Smartphone & Tablet Games Revenue by Players

4.1.1 Global Online Smartphone & Tablet Games Revenue by Players (2019-2024)

4.1.2 Global Online Smartphone & Tablet Games Revenue Market Share by Players (2019-2024)

4.1.3 Global Online Smartphone & Tablet Games Players Revenue Share Top 10 and Top 5 in 2023

4.2 Global Online Smartphone & Tablet Games Key Players Ranking, 2022 VS 2023 VS 2024

4.3 Global Online Smartphone & Tablet Games Key Players Headquarters & Area Served

4.4 Global Online Smartphone & Tablet Games Players, Product Type & Application

4.5 Global Online Smartphone & Tablet Games Players Commercialization Time

4.6 Market Competitive Analysis

4.6.1 Global Online Smartphone & Tablet Games Market CR5 and HHI

4.6.2 Global Top 5 and 10 Online Smartphone & Tablet Games Players Market Share by Revenue in 2023

4.6.3 2023 Online Smartphone & Tablet Games Tier 1, Tier 2, and Tier

5 ONLINE SMARTPHONE & TABLET GAMES MARKET SIZE BY TYPE

5.1 Global Online Smartphone & Tablet Games Revenue by Type (2019 VS 2023 VS 2030)

5.2 Global Online Smartphone & Tablet Games Revenue by Type (2019-2030)

5.3 Global Online Smartphone & Tablet Games Revenue Market Share by Type (2019-2030)

6 ONLINE SMARTPHONE & TABLET GAMES MARKET SIZE BY APPLICATION

6.1 Global Online Smartphone & Tablet Games Revenue by Application (2019 VS 2023 VS 2030)

6.2 Global Online Smartphone & Tablet Games Revenue by Application (2019-2030)

6.3 Global Online Smartphone & Tablet Games Revenue Market Share by Application (2019-2030)

7 COMPANY PROFILES

7.1 Microsoft

7.1.1 Microsoft Company Information

7.1.2 Microsoft Business Overview

7.1.3 Microsoft Online Smartphone & Tablet Games Revenue and Gross Margin (2019-2024)

7.1.4 Microsoft Online Smartphone & Tablet Games Product Portfolio

7.1.5 Microsoft Recent Developments

7.2 Nintendo

7.2.1 Nintendo Company Information

7.2.2 Nintendo Business Overview

7.2.3 Nintendo Online Smartphone & Tablet Games Revenue and Gross Margin (2019-2024)

7.2.4 Nintendo Online Smartphone & Tablet Games Product Portfolio

7.2.5 Nintendo Recent Developments

7.3 Sony

7.3.1 Sony Company Information

7.3.2 Sony Business Overview

7.3.3 Sony Online Smartphone & Tablet Games Revenue and Gross Margin (2019-2024)

7.3.4 Sony Online Smartphone & Tablet Games Product Portfolio

7.3.5 Sony Recent Developments

7.4 Tencent

7.4.1 Tencent Company Information

7.4.2 Tencent Business Overview

7.4.3 Tencent Online Smartphone & Tablet Games Revenue and Gross Margin (2019-2024)

7.4.4 Tencent Online Smartphone & Tablet Games Product Portfolio

7.4.5 Tencent Recent Developments

7.5 Activision Blizzard

7.5.1 Activision Blizzard Company Information

7.5.2 Activision Blizzard Business Overview

7.5.3 Activision Blizzard Online Smartphone & Tablet Games Revenue and Gross Margin (2019-2024)

7.5.4 Activision Blizzard Online Smartphone & Tablet Games Product Portfolio

7.5.5 Activision Blizzard Recent Developments

7.6 Sega

7.6.1 Sega Company Information

- 7.6.2 Sega Business Overview
- 7.6.3 Sega Online Smartphone & Tablet Games Revenue and Gross Margin (2019-2024)
- 7.6.4 Sega Online Smartphone & Tablet Games Product Portfolio
- 7.6.5 Sega Recent Developments
- 7.7 Electronic Arts
 - 7.7.1 Electronic Arts Company Information
 - 7.7.2 Electronic Arts Business Overview
 - 7.7.3 Electronic Arts Online Smartphone & Tablet Games Revenue and Gross Margin (2019-2024)
 - 7.7.4 Electronic Arts Online Smartphone & Tablet Games Product Portfolio
 - 7.7.5 Electronic Arts Recent Developments
- 7.8 Ubisoft
 - 7.8.1 Ubisoft Company Information
 - 7.8.2 Ubisoft Business Overview
 - 7.8.3 Ubisoft Online Smartphone & Tablet Games Revenue and Gross Margin (2019-2024)
 - 7.8.4 Ubisoft Online Smartphone & Tablet Games Product Portfolio
 - 7.8.5 Ubisoft Recent Developments
- 7.9 Zynga
 - 7.9.1 Zynga Company Information
 - 7.9.2 Zynga Business Overview
 - 7.9.3 Zynga Online Smartphone & Tablet Games Revenue and Gross Margin (2019-2024)
 - 7.9.4 Zynga Online Smartphone & Tablet Games Product Portfolio
 - 7.9.5 Zynga Recent Developments
- 7.10 Square Enix
 - 7.10.1 Square Enix Company Information
 - 7.10.2 Square Enix Business Overview
 - 7.10.3 Square Enix Online Smartphone & Tablet Games Revenue and Gross Margin (2019-2024)
 - 7.10.4 Square Enix Online Smartphone & Tablet Games Product Portfolio
 - 7.10.5 Square Enix Recent Developments
- 7.11 NetEase Games
 - 7.11.1 NetEase Games Company Information
 - 7.11.2 NetEase Games Business Overview
 - 7.11.3 NetEase Games Online Smartphone & Tablet Games Revenue and Gross Margin (2019-2024)
 - 7.11.4 NetEase Games Online Smartphone & Tablet Games Product Portfolio

7.11.5 NetEase Games Recent Developments

7.12 NEXON

7.12.1 NEXON Company Information

7.12.2 NEXON Business Overview

7.12.3 NEXON Online Smartphone & Tablet Games Revenue and Gross Margin (2019-2024)

7.12.4 NEXON Online Smartphone & Tablet Games Product Portfolio

7.12.5 NEXON Recent Developments

7.13 NCSoft

7.13.1 NCSoft Company Information

7.13.2 NCSoft Business Overview

7.13.3 NCSoft Online Smartphone & Tablet Games Revenue and Gross Margin (2019-2024)

7.13.4 NCSoft Online Smartphone & Tablet Games Product Portfolio

7.13.5 NCSoft Recent Developments

7.14 Bandai Namco

7.14.1 Bandai Namco Company Information

7.14.2 Bandai Namco Business Overview

7.14.3 Bandai Namco Online Smartphone & Tablet Games Revenue and Gross Margin (2019-2024)

7.14.4 Bandai Namco Online Smartphone & Tablet Games Product Portfolio

7.14.5 Bandai Namco Recent Developments

8 NORTH AMERICA

8.1 North America Online Smartphone & Tablet Games Revenue (2019-2030)

8.2 North America Online Smartphone & Tablet Games Revenue by Type (2019-2030)

8.2.1 North America Online Smartphone & Tablet Games Revenue by Type (2019-2024)

8.2.2 North America Online Smartphone & Tablet Games Revenue by Type (2025-2030)

8.3 North America Online Smartphone & Tablet Games Revenue Share by Type (2019-2030)

8.4 North America Online Smartphone & Tablet Games Revenue by Age (2019-2030)

8.4.1 North America Online Smartphone & Tablet Games Revenue by Age (2019-2024)

8.4.2 North America Online Smartphone & Tablet Games Revenue by Age (2025-2030)

8.5 North America Online Smartphone & Tablet Games Revenue Share by Age

(2019-2030)

8.6 North America Online Smartphone & Tablet Games Revenue by Country

8.6.1 North America Online Smartphone & Tablet Games Revenue by Country (2019 VS 2023 VS 2030)

8.6.2 North America Online Smartphone & Tablet Games Revenue by Country (2019-2024)

8.6.3 North America Online Smartphone & Tablet Games Revenue by Country (2025-2030)

8.6.4 U.S.

8.6.5 Canada

9 EUROPE

9.1 Europe Online Smartphone & Tablet Games Revenue (2019-2030)

9.2 Europe Online Smartphone & Tablet Games Revenue by Type (2019-2030)

9.2.1 Europe Online Smartphone & Tablet Games Revenue by Type (2019-2024)

9.2.2 Europe Online Smartphone & Tablet Games Revenue by Type (2025-2030)

9.3 Europe Online Smartphone & Tablet Games Revenue Share by Type (2019-2030)

9.4 Europe Online Smartphone & Tablet Games Revenue by Age (2019-2030)

9.4.1 Europe Online Smartphone & Tablet Games Revenue by Age (2019-2024)

9.4.2 Europe Online Smartphone & Tablet Games Revenue by Age (2025-2030)

9.5 Europe Online Smartphone & Tablet Games Revenue Share by Age (2019-2030)

9.6 Europe Online Smartphone & Tablet Games Revenue by Country

9.6.1 Europe Online Smartphone & Tablet Games Revenue by Country (2019 VS 2023 VS 2030)

9.6.2 Europe Online Smartphone & Tablet Games Revenue by Country (2019-2024)

9.6.3 Europe Online Smartphone & Tablet Games Revenue by Country (2025-2030)

9.6.4 Germany

9.6.5 France

9.6.6 U.K.

9.6.7 Italy

9.6.8 Russia

10 CHINA

10.1 China Online Smartphone & Tablet Games Revenue (2019-2030)

10.2 China Online Smartphone & Tablet Games Revenue by Type (2019-2030)

10.2.1 China Online Smartphone & Tablet Games Revenue by Type (2019-2024)

10.2.2 China Online Smartphone & Tablet Games Revenue by Type (2025-2030)

- 10.3 China Online Smartphone & Tablet Games Revenue Share by Type (2019-2030)
- 10.4 China Online Smartphone & Tablet Games Revenue by Age (2019-2030)
 - 10.4.1 China Online Smartphone & Tablet Games Revenue by Age (2019-2024)
 - 10.4.2 China Online Smartphone & Tablet Games Revenue by Age (2025-2030)
- 10.5 China Online Smartphone & Tablet Games Revenue Share by Age (2019-2030)

11 ASIA (EXCLUDING CHINA)

- 11.1 Asia Online Smartphone & Tablet Games Revenue (2019-2030)
- 11.2 Asia Online Smartphone & Tablet Games Revenue by Type (2019-2030)
 - 11.2.1 Asia Online Smartphone & Tablet Games Revenue by Type (2019-2024)
 - 11.2.2 Asia Online Smartphone & Tablet Games Revenue by Type (2025-2030)
- 11.3 Asia Online Smartphone & Tablet Games Revenue Share by Type (2019-2030)
- 11.4 Asia Online Smartphone & Tablet Games Revenue by Age (2019-2030)
 - 11.4.1 Asia Online Smartphone & Tablet Games Revenue by Age (2019-2024)
 - 11.4.2 Asia Online Smartphone & Tablet Games Revenue by Age (2025-2030)
- 11.5 Asia Online Smartphone & Tablet Games Revenue Share by Age (2019-2030)
- 11.6 Asia Online Smartphone & Tablet Games Revenue by Country
 - 11.6.1 Asia Online Smartphone & Tablet Games Revenue by Country (2019 VS 2023 VS 2030)
 - 11.6.2 Asia Online Smartphone & Tablet Games Revenue by Country (2019-2024)
 - 11.6.3 Asia Online Smartphone & Tablet Games Revenue by Country (2025-2030)
 - 11.6.4 Japan
 - 11.6.5 South Korea
 - 11.6.6 India
 - 11.6.7 Australia
 - 11.6.8 China Taiwan
 - 11.6.9 Southeast Asia

12 MIDDLE EAST, AFRICA, LATIN AMERICA

- 12.1 MEALA Online Smartphone & Tablet Games Revenue (2019-2030)
- 12.2 MEALA Online Smartphone & Tablet Games Revenue by Type (2019-2030)
 - 12.2.1 MEALA Online Smartphone & Tablet Games Revenue by Type (2019-2024)
 - 12.2.2 MEALA Online Smartphone & Tablet Games Revenue by Type (2025-2030)
- 12.3 MEALA Online Smartphone & Tablet Games Revenue Share by Type (2019-2030)
- 12.4 MEALA Online Smartphone & Tablet Games Revenue by Age (2019-2030)
 - 12.4.1 MEALA Online Smartphone & Tablet Games Revenue by Age (2019-2024)
 - 12.4.2 MEALA Online Smartphone & Tablet Games Revenue by Age (2025-2030)

12.5 MEALA Online Smartphone & Tablet Games Revenue Share by Age (2019-2030)

12.6 MEALA Online Smartphone & Tablet Games Revenue by Country

12.6.1 MEALA Online Smartphone & Tablet Games Revenue by Country (2019 VS 2023 VS 2030)

12.6.2 MEALA Online Smartphone & Tablet Games Revenue by Country (2019-2024)

12.6.3 MEALA Online Smartphone & Tablet Games Revenue by Country (2025-2030)

12.6.4 Mexico

12.6.5 Brazil

12.6.6 Israel

12.6.7 Argentina

12.6.8 Colombia

12.6.9 Turkey

12.6.10 Saudi Arabia

12.6.11 UAE

13 CONCLUDING INSIGHTS

14 APPENDIX

14.1 Reasons for Doing This Study

14.2 Research Methodology

14.3 Research Process

14.4 Authors List of This Report

14.5 Data Source

14.5.1 Secondary Sources

14.5.2 Primary Sources

14.6 Disclaimer

List Of Tables

LIST OF TABLES

- Table 1. Global Online Smartphone & Tablet Games Market Size Growth Rate by Type (US\$ Million), 2019 VS 2023 VS 2030
- Table 1. Massively Multiplayer Online (MMO) Major Manufacturers
- Table 2. Simulation Games Major Manufacturers
- Table 3. Action/Adventure Major Manufacturers
- Table 4. Strategy Games Major Manufacturers
- Table 5. Sports Games Major Manufacturers
- Table 6. Role-Playing (RPG) Major Manufacturers
- Table 7. Educational Games Major Manufacturers
- Table 8. Global Online Smartphone & Tablet Games Market Size Growth Rate by Age (US\$ Million), 2019 VS 2023 VS 2030
- Table 9. 18-25 Years Old Major Manufacturers
- Table 10. 26-35 Years Old Major Manufacturers
- Table 11. 36-45 Years Old Major Manufacturers
- Table 12. Above 45 Years Old Major Manufacturers
- Table 13. Below 18 Years Old Major Manufacturers
- Table 14. Online Smartphone & Tablet Games Industry Trends
- Table 15. Online Smartphone & Tablet Games Industry Drivers
- Table 16. Online Smartphone & Tablet Games Industry Opportunities and Challenges
- Table 17. Online Smartphone & Tablet Games Industry Restraints
- Table 18. Global Online Smartphone & Tablet Games Market Size Growth Rate (CAGR) by Region (US\$ Million): 2019 VS 2023 VS 2030
- Table 19. Global Online Smartphone & Tablet Games Market Size by Region (2019-2024) & (US\$ Million)
- Table 20. Global Online Smartphone & Tablet Games Market Share by Region (2019-2024)
- Table 21. Global Online Smartphone & Tablet Games Market Size by Region (2025-2030) & (US\$ Million)
- Table 22. Global Online Smartphone & Tablet Games Market Share by Region (2025-2030)
- Table 23. Global Online Smartphone & Tablet Games Revenue by Players (US\$ Million) & (2019-2024)
- Table 24. Global Online Smartphone & Tablet Games Revenue Market Share by Players (2019-2024)
- Table 25. Global Online Smartphone & Tablet Games Key Players Ranking, 2022 VS

2023 VS 2024

Table 26. Global Online Smartphone & Tablet Games Key Players Headquarters & Area Served

Table 27. Global Online Smartphone & Tablet Games Players, Product Type & Application

Table 28. Global Online Smartphone & Tablet Games Players Commercialization Time

Table 29. Global Players Market Concentration Ratio (CR5 and HHI)

Table 30. Global Online Smartphone & Tablet Games by Players Type (Tier 1, Tier 2, and Tier 3) & (based on the Revenue of 2023)

Table 31. Global Online Smartphone & Tablet Games Revenue by Type 2019 VS 2023 VS 2030 (US\$ Million)

Table 32. Global Online Smartphone & Tablet Games Revenue by Type (2019-2024) & (US\$ Million)

Table 33. Global Online Smartphone & Tablet Games Revenue by Type (2025-2030) & (US\$ Million)

Table 34. Global Online Smartphone & Tablet Games Revenue Market Share by Type (2019-2024) & (US\$ Million)

Table 35. Global Online Smartphone & Tablet Games Revenue Market Share by Type (2025-2030) & (US\$ Million)

Table 36. Global Online Smartphone & Tablet Games Revenue by Age 2019 VS 2023 VS 2030 (US\$ Million)

Table 37. Global Online Smartphone & Tablet Games Revenue by Age (2019-2024) & (US\$ Million)

Table 38. Global Online Smartphone & Tablet Games Revenue by Age (2025-2030) & (US\$ Million)

Table 39. Global Online Smartphone & Tablet Games Revenue Market Share by Age (2019-2024) & (US\$ Million)

Table 40. Global Online Smartphone & Tablet Games Revenue Market Share by Age (2025-2030) & (US\$ Million)

Table 41. Microsoft Company Information

Table 42. Microsoft Business Overview

Table 43. Microsoft Online Smartphone & Tablet Games Revenue and Gross Margin (US\$ Million) & (2019-2024)

Table 44. Microsoft Online Smartphone & Tablet Games Product Portfolio

Table 45. Microsoft Recent Development

Table 46. Nintendo Company Information

Table 47. Nintendo Business Overview

Table 48. Nintendo Online Smartphone & Tablet Games Revenue and Gross Margin (US\$ Million) & (2019-2024)

Table 49. Nintendo Online Smartphone & Tablet Games Product Portfolio

Table 50. Nintendo Recent Development

Table 51. Sony Company Information

Table 52. Sony Business Overview

Table 53. Sony Online Smartphone & Tablet Games Revenue and Gross Margin (US\$ Million) & (2019-2024)

Table 54. Sony Online Smartphone & Tablet Games Product Portfolio

Table 55. Sony Recent Development

Table 56. Tencent Company Information

Table 57. Tencent Business Overview

Table 58. Tencent Online Smartphone & Tablet Games Revenue and Gross Margin (US\$ Million) & (2019-2024)

Table 59. Tencent Online Smartphone & Tablet Games Product Portfolio

Table 60. Tencent Recent Development

Table 61. Activision Blizzard Company Information

Table 62. Activision Blizzard Business Overview

Table 63. Activision Blizzard Online Smartphone & Tablet Games Revenue and Gross Margin (US\$ Million) & (2019-2024)

Table 64. Activision Blizzard Online Smartphone & Tablet Games Product Portfolio

Table 65. Activision Blizzard Recent Development

Table 66. Sega Company Information

Table 67. Sega Business Overview

Table 68. Sega Online Smartphone & Tablet Games Revenue and Gross Margin (US\$ Million) & (2019-2024)

Table 69. Sega Online Smartphone & Tablet Games Product Portfolio

Table 70. Sega Recent Development

Table 71. Electronic Arts Company Information

Table 72. Electronic Arts Business Overview

Table 73. Electronic Arts Online Smartphone & Tablet Games Revenue and Gross Margin (US\$ Million) & (2019-2024)

Table 74. Electronic Arts Online Smartphone & Tablet Games Product Portfolio

Table 75. Electronic Arts Recent Development

Table 76. Ubisoft Company Information

Table 77. Ubisoft Business Overview

Table 78. Ubisoft Online Smartphone & Tablet Games Revenue and Gross Margin (US\$ Million) & (2019-2024)

Table 79. Ubisoft Online Smartphone & Tablet Games Product Portfolio

Table 80. Ubisoft Recent Development

Table 81. Zynga Company Information

Table 82. Zynga Business Overview

Table 83. Zynga Online Smartphone & Tablet Games Revenue and Gross Margin (US\$ Million) & (2019-2024)

Table 84. Zynga Online Smartphone & Tablet Games Product Portfolio

Table 85. Zynga Recent Development

Table 86. Square Enix Company Information

Table 87. Square Enix Business Overview

Table 88. Square Enix Online Smartphone & Tablet Games Revenue and Gross Margin (US\$ Million) & (2019-2024)

Table 89. Square Enix Online Smartphone & Tablet Games Product Portfolio

Table 90. Square Enix Recent Development

Table 91. NetEase Games Company Information

Table 92. NetEase Games Business Overview

Table 93. NetEase Games Online Smartphone & Tablet Games Sales (K Units), Revenue (US\$ Million), Price (USD/Unit) and Gross Margin (2019-2024)

Table 94. NetEase Games Online Smartphone & Tablet Games Product Portfolio

Table 95. NetEase Games Recent Development

Table 96. NEXON Company Information

Table 97. NEXON Business Overview

Table 98. NEXON Online Smartphone & Tablet Games Sales (K Units), Revenue (US\$ Million), Price (USD/Unit) and Gross Margin (2019-2024)

Table 99. NEXON Online Smartphone & Tablet Games Product Portfolio

Table 100. NEXON Recent Development

Table 101. NCSoft Company Information

Table 102. NCSoft Business Overview

Table 103. NCSoft Online Smartphone & Tablet Games Sales (K Units), Revenue (US\$ Million), Price (USD/Unit) and Gross Margin (2019-2024)

Table 104. NCSoft Online Smartphone & Tablet Games Product Portfolio

Table 105. NCSoft Recent Development

Table 106. Bandai Namco Company Information

Table 107. Bandai Namco Business Overview

Table 108. Bandai Namco Online Smartphone & Tablet Games Sales (K Units), Revenue (US\$ Million), Price (USD/Unit) and Gross Margin (2019-2024)

Table 109. Bandai Namco Online Smartphone & Tablet Games Product Portfolio

Table 110. Bandai Namco Recent Development

Table 111. North America Online Smartphone & Tablet Games Revenue by Type (2019-2024) & (US\$ Million)

Table 112. North America Online Smartphone & Tablet Games Revenue by Age (2019-2024) & (US\$ Million)

Table 113. North America Online Smartphone & Tablet Games Revenue by Country (2019 VS 2023 VS 2030) & (US\$ Million)

Table 114. North America Online Smartphone & Tablet Games Revenue by Country (2019-2024) & (US\$ Million)

Table 115. North America Online Smartphone & Tablet Games Revenue by Country (2025-2030) & (US\$ Million)

Table 116. Europe Online Smartphone & Tablet Games Revenue by Type (2019-2024) & (US\$ Million)

Table 117. Europe Online Smartphone & Tablet Games Revenue by Age (2019-2024) & (US\$ Million)

Table 118. Europe Online Smartphone & Tablet Games Revenue by Country (2019 VS 2023 VS 2030) & (US\$ Million)

Table 119. Europe Online Smartphone & Tablet Games Revenue by Country (2019-2024) & (US\$ Million)

Table 120. Europe Online Smartphone & Tablet Games Revenue by Country (2025-2030) & (US\$ Million)

Table 121. China Online Smartphone & Tablet Games Revenue by Type (2019-2024) & (US\$ Million)

Table 122. China Online Smartphone & Tablet Games Revenue by Age (2019-2024) & (US\$ Million)

Table 123. Asia Online Smartphone & Tablet Games Revenue by Type (2019-2024) & (US\$ Million)

Table 124. Asia Online Smartphone & Tablet Games Revenue by Age (2019-2024) & (US\$ Million)

Table 125. Asia Online Smartphone & Tablet Games Revenue by Country (2019 VS 2023 VS 2030) & (US\$ Million)

Table 126. Asia Online Smartphone & Tablet Games Revenue by Country (2019-2024) & (US\$ Million)

Table 127. Asia Online Smartphone & Tablet Games Revenue by Country (2025-2030) & (US\$ Million)

Table 128. MEALA Online Smartphone & Tablet Games Revenue by Type (2019-2024) & (US\$ Million)

Table 129. MEALA Online Smartphone & Tablet Games Revenue by Age (2019-2024) & (US\$ Million)

Table 130. MEALA Online Smartphone & Tablet Games Revenue by Country (2019 VS 2023 VS 2030) & (US\$ Million)

Table 131. MEALA Online Smartphone & Tablet Games Revenue by Country (2019-2024) & (US\$ Million)

Table 132. MEALA Online Smartphone & Tablet Games Revenue by Country

(2025-2030) & (US\$ Million)

Table 133. Research Programs/Design for This Report

Table 134. Authors List of This Report

Table 135. Secondary Sources

Table 136. Primary Sources

List Of Figures

LIST OF FIGURES

- Figure 1. Online Smartphone & Tablet Games Product Picture
- Figure 2. Global Online Smartphone & Tablet Games Market Size Growth Rate by Type (US\$ Million), 2019 VS 2023 VS 2030
- Figure 3. Global Online Smartphone & Tablet Games Market Size Share 2019 VS 2023 VS 2030
- Figure 4. Massively Multiplayer Online (MMO) Picture
- Figure 5. Simulation Games Picture
- Figure 6. Action/Adventure Picture
- Figure 7. Strategy Games Picture
- Figure 8. Sports Games Picture
- Figure 9. Role-Playing (RPG) Picture
- Figure 10. Educational Games Picture
- Figure 11. Global Online Smartphone & Tablet Games Market Size Growth Rate by Age (US\$ Million), 2019 VS 2023 VS 2030
- Figure 12. Global Online Smartphone & Tablet Games Market Size Share 2019 VS 2023 VS 2030
- Figure 13. 18-25 Years Old Picture
- Figure 14. 26-35 Years Old Picture
- Figure 15. 36-45 Years Old Picture
- Figure 16. Above 45 Years Old Picture
- Figure 17. Below 18 Years Old Picture
- Figure 18. Global Online Smartphone & Tablet Games Market Size (US\$ Million) & (2019-2030)
- Figure 19. Global Online Smartphone & Tablet Games Market Size, (US\$ Million), 2019 VS 2023 VS 2030
- Figure 20. Global Online Smartphone & Tablet Games Market Share by Region: 2019 VS 2023 VS 2030
- Figure 21. Global Online Smartphone & Tablet Games Players Revenue Share Top 10 and Top 5 in 2023
- Figure 22. Players Type (Tier 1, Tier 2, and Tier 3): 2019 VS 2023
- Figure 23. Global Online Smartphone & Tablet Games Revenue by Type (2019 VS 2023 VS 2030) & (US\$ Million)
- Figure 24. Global Online Smartphone & Tablet Games Revenue Market Share 2019 VS 2023 VS 2030
- Figure 25. Global Online Smartphone & Tablet Games Revenue Market Share by Type

(2019-2030)

Figure 26. Global Online Smartphone & Tablet Games Revenue by Age (2019 VS 2023 VS 2030) & (US\$ Million)

Figure 27. Global Online Smartphone & Tablet Games Revenue Market Share by Age (2019 VS 2023 VS 2030)

Figure 28. Global Online Smartphone & Tablet Games Revenue Market Share by Age (2019-2030)

Figure 29. North America Online Smartphone & Tablet Games Revenue YoY Growth (2019-2030) & (US\$ Million)

Figure 30. North America Online Smartphone & Tablet Games Revenue by Type (2025-2030) & (US\$ Million)

Figure 31. North America Online Smartphone & Tablet Games Revenue Share by Type (2019-2030)

Figure 32. North America Online Smartphone & Tablet Games Revenue by Application (2025-2030) & (US\$ Million)

Figure 33. North America Online Smartphone & Tablet Games Revenue Share by Application (2019-2030)

Figure 34. North America Online Smartphone & Tablet Games Revenue Share by Country (2019-2030)

Figure 35. United States Online Smartphone & Tablet Games Revenue YoY Growth (US\$ Million) & (2019-2030)

Figure 36. Canada Online Smartphone & Tablet Games Revenue YoY Growth (US\$ Million) & (2019-2030)

Figure 37. Europe Online Smartphone & Tablet Games Revenue YoY Growth (2019-2030) & (US\$ Million)

Figure 38. Europe Online Smartphone & Tablet Games Revenue by Type (2025-2030) & (US\$ Million)

Figure 39. Europe Online Smartphone & Tablet Games Revenue Share by Type (2019-2030)

Figure 40. Europe Online Smartphone & Tablet Games Revenue by Application (2025-2030) & (US\$ Million)

Figure 41. Europe Online Smartphone & Tablet Games Revenue Share by Application (2019-2030)

Figure 42. Europe Online Smartphone & Tablet Games Revenue Share by Country (2019-2030)

Figure 43. Germany Online Smartphone & Tablet Games Revenue YoY Growth (US\$ Million) & (2019-2030)

Figure 44. France Online Smartphone & Tablet Games Revenue YoY Growth (US\$ Million) & (2019-2030)

Figure 45. U.K. Online Smartphone & Tablet Games Revenue YoY Growth (US\$ Million) & (2019-2030)

Figure 46. Italy Online Smartphone & Tablet Games Revenue YoY Growth (US\$ Million) & (2019-2030)

Figure 47. Russia Online Smartphone & Tablet Games Revenue YoY Growth (US\$ Million) & (2019-2030)

Figure 48. Nordic Countries Online Smartphone & Tablet Games Revenue YoY Growth (US\$ Million) & (2019-2030)

Figure 49. China Online Smartphone & Tablet Games Revenue YoY Growth (2019-2030) & (US\$ Million)

Figure 50. China Online Smartphone & Tablet Games Revenue by Type (2025-2030) & (US\$ Million)

Figure 51. China Online Smartphone & Tablet Games Revenue Share by Type (2019-2030)

Figure 52. China Online Smartphone & Tablet Games Revenue by Application (2025-2030) & (US\$ Million)

Figure 53. China Online Smartphone & Tablet Games Revenue Share by Application (2019-2030)

Figure 54. Asia Online Smartphone & Tablet Games Revenue YoY Growth (2019-2030) & (US\$ Million)

Figure 55. Asia Online Smartphone & Tablet Games Revenue by Type (2025-2030) & (US\$ Million)

Figure 56. Asia Online Smartphone & Tablet Games Revenue Share by Type (2019-2030)

Figure 57. Asia Online Smartphone & Tablet Games Revenue by Application (2025-2030) & (US\$ Million)

Figure 58. Asia Online Smartphone & Tablet Games Revenue Share by Application (2019-2030)

Figure 59. Asia Online Smartphone & Tablet Games Revenue Share by Country (2019-2030)

Figure 60. Japan Online Smartphone & Tablet Games Revenue YoY Growth (US\$ Million) & (2019-2030)

Figure 61. South Korea Online Smartphone & Tablet Games Revenue YoY Growth (US\$ Million) & (2019-2030)

Figure 62. India Online Smartphone & Tablet Games Revenue YoY Growth (US\$ Million) & (2019-2030)

Figure 63. Australia Online Smartphone & Tablet Games Revenue YoY Growth (US\$ Million) & (2019-2030)

Figure 64. China Taiwan Online Smartphone & Tablet Games Revenue YoY Growth

(US\$ Million) & (2019-2030)

Figure 65. Southeast Asia Online Smartphone & Tablet Games Revenue YoY Growth (US\$ Million) & (2019-2030)

Figure 66. MEALA Online Smartphone & Tablet Games Revenue YoY Growth (2019-2030) & (US\$ Million)

Figure 67. MEALA Online Smartphone & Tablet Games Revenue by Type (2025-2030) & (US\$ Million)

Figure 68. MEALA Online Smartphone & Tablet Games Revenue Share by Type (2019-2030)

Figure 69. MEALA Online Smartphone & Tablet Games Revenue by Application (2025-2030) & (US\$ Million)

Figure 70. MEALA Online Smartphone & Tablet Games Revenue Share by Application (2019-2030)

Figure 71. MEALA Online Smartphone & Tablet Games Revenue Share by Country (2019-2030)

Figure 72. Mexico Online Smartphone & Tablet Games Revenue YoY Growth (US\$ Million) & (2019-2030)

Figure 73. South Korea Online Smartphone & Tablet Games Revenue YoY Growth (US\$ Million) & (2019-2030)

Figure 74. Brazil Online Smartphone & Tablet Games Revenue YoY Growth (US\$ Million) & (2019-2030)

Figure 75. Israel Online Smartphone & Tablet Games Revenue YoY Growth (US\$ Million) & (2019-2030)

Figure 76. Argentina Online Smartphone & Tablet Games Revenue YoY Growth (US\$ Million) & (2019-2030)

Figure 77. Colombia Online Smartphone & Tablet Games Revenue YoY Growth (US\$ Million) & (2019-2030)

Figure 78. Turkey Online Smartphone & Tablet Games Revenue YoY Growth (US\$ Million) & (2019-2030)

Figure 79. Saudi Arabia Online Smartphone & Tablet Games Revenue YoY Growth (US\$ Million) & (2019-2030)

Figure 80. UAE Online Smartphone & Tablet Games Revenue YoY Growth (US\$ Million) & (2019-2030)

Figure 81. Years Considered

Figure 82. Research Process

Figure 83. Key Executives Interviewed

I would like to order

Product name: Global Online Smartphone & Tablet Games Market Analysis and Forecast 2024-2030

Product link: <https://marketpublishers.com/r/GB0E79D3B653EN.html>

Price: US\$ 4,950.00 (Single User License / Electronic Delivery)

If you want to order Corporate License or Hard Copy, please, contact our Customer Service:

info@marketpublishers.com

Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/GB0E79D3B653EN.html>

To pay by Wire Transfer, please, fill in your contact details in the form below:

First name:
Last name:
Email:
Company:
Address:
City:
Zip code:
Country:
Tel:
Fax:
Your message:

****All fields are required**

Customer signature _____

Please, note that by ordering from marketpublishers.com you are agreeing to our Terms & Conditions at <https://marketpublishers.com/docs/terms.html>

To place an order via fax simply print this form, fill in the information below and fax the completed form to +44 20 7900 3970