

Global Mobile Gaming Market: Trends, Competitive Intelligence and Sizing

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Abstracts

Report Scope:

In this report, the market has been segmented based on device type, genre, operating system, end user, and geography. The report provides an overview of the global mobile gaming market and analyzes market trends. Using 2021 as the base year, the report provides estimated market data for the forecast period of 2022 to 2027. Revenue forecasts for this period are segmented based on device type, genre, operating system, end user, and geography. Market values have been estimated based on the total revenue of mobile game developers. Mobile gaming publishers can earn revenue from games through various processes. The methods of monetizing games vary, especially between different genres or platforms. Revenues benefit developers, copyright owners and other stakeholders. Some important revenue streams for video game publishers include retail purchases, digital distribution, subscription models, microtransactions, downloadable content, player trading, and advertising.

The report also highlights major trends and challenges that affect the market and the vendor landscape. The report estimates the global market for mobile games in 2021 and provides projections for the expected market size through 2027.

Report Includes:

A brief general outlook of the global mobile gaming market

Analyses of the global market trends, with historic market revenue (sales figures) for 2021, estimates for 2022 and 2023, and projections of compound annual growth rates (CAGRs) through 2027

Understanding of the upcoming market opportunities and emerging technologies in the mobile gaming industry, and areas of focus to forecast this market into various segments and sub-segments

Estimation of the actual market size and revenue forecast for global mobile gaming market in USD million terms, and corresponding market share analysis by device type, operating system, genre, end-user, and region

Coverage of the technological, economic, and business considerations of the global market for mobile gaming technologies, with analyses and growth forecasts through 2027

Insight into the mobile gaming parent market vis-?-vis global electronic games and software market and its components as well as the gaming business models

Review of the industry trends and recent key developments in the global mobile gaming market

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CYBERAGENT INC.
ELECTRONIC ARTS INC.
EPIC GAMES INC.
NETEASE INC.
NIANTIC INC.
NINTENDO CO. LTD.

SQUARE ENIX HOLDINGS CO. LTD.
SUPERCELL OY
TENCENT HOLDINGS LTD.
THE WALT DISNEY CO.

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