

Mobile and Wearable Gaming Technologies: Global Markets

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Abstracts

The global market for Mobile and Wearable Gaming will grow from \$39.0 billion in 2016 to \$65.4 billion by 2021 with a compound annual growth rate (CAGR) of 10.9% for the period of 2016-2021.

Asia-Pacific market, will grow from \$14.8 billion in 2016 to \$25.6 billion by 2021 with a CAGR of 11.6%.

North American market will grow from nearly \$10.8 billion in 2016 to almost \$17.7 billion by 2021 with a CAGR of 10.4%.

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25-40 YEARS

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Puzzle

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Racing
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Education
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Bodywear

Others

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Windows

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