

Global Video Games Advertising Market Report 2021

<https://marketpublishers.com/r/G4506F13801EN.html>

Date: June 2021

Pages: 118

Price: US\$ 2,350.00 (Single User License)

ID: G4506F13801EN

Abstracts

At the beginning of 2020, COVID-19 disease began to spread around the world, millions of people worldwide were infected with COVID-19 disease, and major countries around the world have implemented foot prohibitions and work stoppage orders. Except for the medical supplies and life support products industries, most industries have been greatly impacted, and Video Games Advertising industries have also been greatly affected.

In the past few years, the Video Games Advertising market experienced a growth of 9.16%, the global market size of Video Games Advertising reached 558 million \$ in 2020, of what is about 429 million \$ in 2015.

From 2015 to 2019, the growth rate of global Video Games Advertising market size was in the range of xxx%. At the end of 2019, COVID-19 began to erupt in China, Due to the huge decrease of global economy; we forecast the growth rate of global economy will show a decrease of about 4%, due to this reason, Video Games Advertising market size in 2020 will be 558 with a growth rate of xxx%. This is xxx percentage points lower than in previous years.

As of the date of the report, there have been more than 20 million confirmed cases of CVOID-19 worldwide, and the epidemic has not been effectively controlled. Therefore, we predict that the global epidemic will be basically controlled by the end of 2020 and the global Video Games Advertising market size will reach 801 million \$ in 2025, with a CAGR of xxx% between 2020-2025.

This Report covers the manufacturers' data, including: shipment, price, revenue, gross profit, interview record, business distribution etc., these data help the consumer know about the competitors better. This report also covers all the regions and countries of the world, which shows a regional development status, including market size, volume and value, as well as price data.

Besides, the report also covers segment data, including: type segment, industry segment, channel segment etc. cover different segment market size, both volume and value. Also cover different industries clients information, which is very important for the manufacturers. If you need more information, please contact BisReport

Section 1: Free——Definition

Section (2 3): 1200 USD——Manufacturer Detail

BrightRoll

Flurry

Google

InMobi

ONE

AppNexus

Byyd

Fiksu

iAd

Kiip

Matomy Media

Millennial Media

Platform One

MobPartner

MoPub

Tapjoy

SpotXchange

Tremor Video

TubeMogul

Section 4: 900 USD——Region Segmentation

North America Country (United States, Canada)

South America

Asia Country (China, Japan, India, Korea)

Europe Country (Germany, UK, France, Italy)

Other Country (Middle East, Africa, GCC)

Section (5 6 7): 500 USD——

Product Type Segmentation

Interstitial ads

Rewarded ads

Banner ads

Native ads

Industry Segmentation

Action

FPS

Sports

RPG

Channel (Direct Sales, Distributor) Segmentation

Section 8: 400 USD——Trend (2020-2025)

Section 9: 300 USD——Product Type Detail

Section 10: 700 USD——Downstream Consumer

Section 11: 200 USD——Cost Structure

Section 12: 500 USD——Conclusion

Contents

SECTION 1 VIDEO GAMES ADVERTISING PRODUCT DEFINITION

SECTION 2 GLOBAL VIDEO GAMES ADVERTISING MARKET MANUFACTURER SHARE AND MARKET OVERVIEW

- 2.1 Global Manufacturer Video Games Advertising Shipments
- 2.2 Global Manufacturer Video Games Advertising Business Revenue
- 2.3 Global Video Games Advertising Market Overview
- 2.4 COVID-19 Impact on Video Games Advertising Industry

SECTION 3 MANUFACTURER VIDEO GAMES ADVERTISING BUSINESS INTRODUCTION

- 3.1 BrightRoll Video Games Advertising Business Introduction
 - 3.1.1 BrightRoll Video Games Advertising Shipments, Price, Revenue and Gross profit 2015-2020
 - 3.1.2 BrightRoll Video Games Advertising Business Distribution by Region
 - 3.1.3 BrightRoll Interview Record
 - 3.1.4 BrightRoll Video Games Advertising Business Profile
 - 3.1.5 BrightRoll Video Games Advertising Product Specification
- 3.2 Flurry Video Games Advertising Business Introduction
 - 3.2.1 Flurry Video Games Advertising Shipments, Price, Revenue and Gross profit 2015-2020
 - 3.2.2 Flurry Video Games Advertising Business Distribution by Region
 - 3.2.3 Interview Record
 - 3.2.4 Flurry Video Games Advertising Business Overview
 - 3.2.5 Flurry Video Games Advertising Product Specification
- 3.3 Google Video Games Advertising Business Introduction
 - 3.3.1 Google Video Games Advertising Shipments, Price, Revenue and Gross profit 2015-2020
 - 3.3.2 Google Video Games Advertising Business Distribution by Region
 - 3.3.3 Interview Record
 - 3.3.4 Google Video Games Advertising Business Overview
 - 3.3.5 Google Video Games Advertising Product Specification
- 3.4 InMobi Video Games Advertising Business Introduction
- 3.5 ONE Video Games Advertising Business Introduction
- 3.6 AppNexus Video Games Advertising Business Introduction

SECTION 4 GLOBAL VIDEO GAMES ADVERTISING MARKET SEGMENTATION (REGION LEVEL)

4.1 North America Country

4.1.1 United States Video Games Advertising Market Size and Price Analysis
2015-2020

4.1.2 Canada Video Games Advertising Market Size and Price Analysis 2015-2020

4.2 South America Country

4.2.1 South America Video Games Advertising Market Size and Price Analysis
2015-2020

4.3 Asia Country

4.3.1 China Video Games Advertising Market Size and Price Analysis 2015-2020

4.3.2 Japan Video Games Advertising Market Size and Price Analysis 2015-2020

4.3.3 India Video Games Advertising Market Size and Price Analysis 2015-2020

4.3.4 Korea Video Games Advertising Market Size and Price Analysis 2015-2020

4.4 Europe Country

4.4.1 Germany Video Games Advertising Market Size and Price Analysis 2015-2020

4.4.2 UK Video Games Advertising Market Size and Price Analysis 2015-2020

4.4.3 France Video Games Advertising Market Size and Price Analysis 2015-2020

4.4.4 Italy Video Games Advertising Market Size and Price Analysis 2015-2020

4.4.5 Europe Video Games Advertising Market Size and Price Analysis 2015-2020

4.5 Other Country and Region

4.5.1 Middle East Video Games Advertising Market Size and Price Analysis 2015-2020

4.5.2 Africa Video Games Advertising Market Size and Price Analysis 2015-2020

4.5.3 GCC Video Games Advertising Market Size and Price Analysis 2015-2020

4.6 Global Video Games Advertising Market Segmentation (Region Level) Analysis
2015-2020

4.7 Global Video Games Advertising Market Segmentation (Region Level) Analysis

SECTION 5 GLOBAL VIDEO GAMES ADVERTISING MARKET SEGMENTATION (PRODUCT TYPE LEVEL)

5.1 Global Video Games Advertising Market Segmentation (Product Type Level) Market
Size 2015-2020

5.2 Different Video Games Advertising Product Type Price 2015-2020

5.3 Global Video Games Advertising Market Segmentation (Product Type Level)
Analysis

SECTION 6 GLOBAL VIDEO GAMES ADVERTISING MARKET SEGMENTATION (INDUSTRY LEVEL)

6.1 Global Video Games Advertising Market Segmentation (Industry Level) Market Size 2015-2020

6.2 Different Industry Price 2015-2020

6.3 Global Video Games Advertising Market Segmentation (Industry Level) Analysis

SECTION 7 GLOBAL VIDEO GAMES ADVERTISING MARKET SEGMENTATION (CHANNEL LEVEL)

7.1 Global Video Games Advertising Market Segmentation (Channel Level) Sales Volume and Share 2015-2020

7.2 Global Video Games Advertising Market Segmentation (Channel Level) Analysis

SECTION 8 VIDEO GAMES ADVERTISING MARKET FORECAST 2020-2025

8.1 Video Games Advertising Segmentation Market Forecast (Region Level)

8.2 Video Games Advertising Segmentation Market Forecast (Product Type Level)

8.3 Video Games Advertising Segmentation Market Forecast (Industry Level)

8.4 Video Games Advertising Segmentation Market Forecast (Channel Level)

SECTION 9 VIDEO GAMES ADVERTISING SEGMENTATION PRODUCT TYPE

9.1 Interstitial ads Product Introduction

9.2 Rewarded ads Product Introduction

9.3 Banner ads Product Introduction

9.4 Native ads Product Introduction

SECTION 10 VIDEO GAMES ADVERTISING SEGMENTATION INDUSTRY

10.1 Action Clients

10.2 FPS Clients

10.3 Sports Clients

10.4 RPG Clients

SECTION 11 VIDEO GAMES ADVERTISING COST OF PRODUCTION ANALYSIS

11.1 Raw Material Cost Analysis

11.2 Technology Cost Analysis

11.3 Labor Cost Analysis

11.4 Cost Overview

SECTION 12 CONCLUSION

Chart And Figure

CHART AND FIGURE

Figure Video Games Advertising Product Picture from BrightRoll

Chart 2015-2020 Global Manufacturer Video Games Advertising Shipments (Units)

Chart 2015-2020 Global Manufacturer Video Games Advertising Shipments Share

Chart 2015-2020 Global Manufacturer Video Games Advertising Business Revenue
(Million USD)

Chart 2015-2020 Global Manufacturer Video Games Advertising Business Revenue
Share

Chart BrightRoll Video Games Advertising Shipments, Price, Revenue and Gross profit
2015-2020

Chart BrightRoll Video Games Advertising Business Distribution

Chart BrightRoll Interview Record (Partly)

Figure BrightRoll Video Games Advertising Product Picture

Chart BrightRoll Video Games Advertising Business Profile

Table BrightRoll Video Games Advertising Product Specification

Chart Flurry Video Games Advertising Shipments, Price, Revenue and Gross profit
2015-2020

Chart Flurry Video Games Advertising Business Distribution

Chart Flurry Interview Record (Partly)

Figure Flurry Video Games Advertising Product Picture

Chart Flurry Video Games Advertising Business Overview

Table Flurry Video Games Advertising Product Specification

Chart Google Video Games Advertising Shipments, Price, Revenue and Gross profit
2015-2020

Chart Google Video Games Advertising Business Distribution

Chart Google Interview Record (Partly)

Figure Google Video Games Advertising Product Picture

Chart Google Video Games Advertising Business Overview

Table Google Video Games Advertising Product Specification

3.4 InMobi Video Games Advertising Business Introduction

Chart United States Video Games Advertising Sales Volume (Units) and Market Size
(Million \$) 2015-2020

Chart United States Video Games Advertising Sales Price (\$/Unit) 2015-2020

Chart Canada Video Games Advertising Sales Volume (Units) and Market Size (Million
\$) 2015-2020

Chart Canada Video Games Advertising Sales Price (\$/Unit) 2015-2020

Chart South America Video Games Advertising Sales Volume (Units) and Market Size (Million \$) 2015-2020

Chart South America Video Games Advertising Sales Price (\$/Unit) 2015-2020

Chart China Video Games Advertising Sales Volume (Units) and Market Size (Million \$) 2015-2020

Chart China Video Games Advertising Sales Price (\$/Unit) 2015-2020

Chart Japan Video Games Advertising Sales Volume (Units) and Market Size (Million \$) 2015-2020

Chart Japan Video Games Advertising Sales Price (\$/Unit) 2015-2020

Chart India Video Games Advertising Sales Volume (Units) and Market Size (Million \$) 2015-2020

Chart India Video Games Advertising Sales Price (\$/Unit) 2015-2020

Chart Korea Video Games Advertising Sales Volume (Units) and Market Size (Million \$) 2015-2020

Chart Korea Video Games Advertising Sales Price (\$/Unit) 2015-2020

Chart Germany Video Games Advertising Sales Volume (Units) and Market Size (Million \$) 2015-2020

Chart Germany Video Games Advertising Sales Price (\$/Unit) 2015-2020

Chart UK Video Games Advertising Sales Volume (Units) and Market Size (Million \$) 2015-2020

Chart UK Video Games Advertising Sales Price (\$/Unit) 2015-2020

Chart France Video Games Advertising Sales Volume (Units) and Market Size (Million \$) 2015-2020

Chart France Video Games Advertising Sales Price (\$/Unit) 2015-2020

Chart Italy Video Games Advertising Sales Volume (Units) and Market Size (Million \$) 2015-2020

Chart Italy Video Games Advertising Sales Price (\$/Unit) 2015-2020

Chart Europe Video Games Advertising Sales Volume (Units) and Market Size (Million \$) 2015-2020

Chart Europe Video Games Advertising Sales Price (\$/Unit) 2015-2020

Chart Middle East Video Games Advertising Sales Volume (Units) and Market Size (Million \$) 2015-2020

Chart Middle East Video Games Advertising Sales Price (\$/Unit) 2015-2020

Chart Africa Video Games Advertising Sales Volume (Units) and Market Size (Million \$) 2015-2020

Chart Africa Video Games Advertising Sales Price (\$/Unit) 2015-2020

Chart GCC Video Games Advertising Sales Volume (Units) and Market Size (Million \$) 2015-2020

Chart GCC Video Games Advertising Sales Price (\$/Unit) 2015-2020

Chart Global Video Games Advertising Market Segmentation (Region Level) Sales Volume 2015-2020

Chart Global Video Games Advertising Market Segmentation (Region Level) Market size 2015-2020

Chart Video Games Advertising Market Segmentation (Product Type Level) Volume (Units) 2015-2020

Chart Video Games Advertising Market Segmentation (Product Type Level) Market Size (Million \$) 2015-2020

Chart Different Video Games Advertising Product Type Price (\$/Unit) 2015-2020

Chart Video Games Advertising Market Segmentation (Industry Level) Market Size (Volume) 2015-2020

Chart Video Games Advertising Market Segmentation (Industry Level) Market Size (Share) 2015-2020

Chart Video Games Advertising Market Segmentation (Industry Level) Market Size (Value) 2015-2020

Chart Global Video Games Advertising Market Segmentation (Channel Level) Sales Volume (Units) 2015-2020

Chart Global Video Games Advertising Market Segmentation (Channel Level) Share 2015-2020

Chart Video Games Advertising Segmentation Market Forecast (Region Level) 2020-2025

Chart Video Games Advertising Segmentation Market Forecast (Product Type Level) 2020-2025

Chart Video Games Advertising Segmentation Market Forecast (Industry Level) 2020-2025

Chart Video Games Advertising Segmentation Market Forecast (Channel Level) 2020-2025

Chart Interstitial ads Product Figure

Chart Interstitial ads Product Advantage and Disadvantage Comparison

Chart Rewarded ads Product Figure

Chart Rewarded ads Product Advantage and Disadvantage Comparison

Chart Banner ads Product Figure

Chart Banner ads Product Advantage and Disadvantage Comparison

Chart Native ads Product Figure

Chart Native ads Product Advantage and Disadvantage Comparison

Chart Action Clients

Chart FPS Clients

Chart Sports Clients

Chart RPG Clients

I would like to order

Product name: Global Video Games Advertising Market Report 2021

Product link: <https://marketpublishers.com/r/G4506F13801EN.html>

Price: US\$ 2,350.00 (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/G4506F13801EN.html>