

# Global Mobile Game Market: Trends and Opportunities (2016-2020)

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## Abstracts

### Scope of the Report

The report titled “Global Mobile Game Market: Trends and Opportunities (2016-2020)” provides detailed analysis of global mobile game market with explanation of market overview, market sizing & growth, volume of mobile game players, top players and regional market of mobile games etc. The report also evaluates the opportunities of the market and sum up the major factors that will be responsible for growth in the market in coming years. The market size and forecast in terms of US\$ for the market has been provided for the period 2016 to 2019 considering 2015 as the base year. The report also provides the compound annual growth rate (%CAGR) for the forecasted period 2016 to 2020. In the forecasted period global mobile game market is expected to grow at a rapid pace for the next few years. Primary reasons for growth in the market will be technological advancements and innovation in gaming industry, increasing expenditure on mobile games, economic development in emerging countries and increasing use of smartphones & tablets etc.

The report provides an in depth analysis of the global mobile game market in terms of revenue, top market players, number of mobile gamers and exports value etc. The report also summarizes the detailed information regarding the recent trends of the market, challenges faced by global mobile game market and the primary growth drivers of the market.

The report also provides detailed country analysis of Japan, Korea, China and the US with their actual and forecasted market size. Asian countries have the largest stake in the global mobile game market. Three Asian countries namely Japan, Korea and China captured more than half of global market share. Among these three Asian countries,

Japan is the biggest market for mobile games with the highest revenue followed by Korea and China. In North American countries, the US is the biggest market for mobile game market.

Furthermore, report also profiles key market player such as NetEase Inc., Tencent Holdings Ltd., WeMade Entertainment and Activision Blizzard Inc. on the basis of attributes such as company overview, recent developments, strategies adopted by the market leaders to ensure growth, sustainability, financial overview and recent developments.

### Country Coverage

Japan

Korea

China

The US

### Company Coverage

NetEase Inc.

Tencent Holdings Ltd.

WeMade Entertainment

Activision Blizzard Inc.

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