

Global Online Smartphone and Tablet Games Market, 2021-2027

<https://marketpublishers.com/r/G5FE65498FE8EN.html>

Date: June 2021

Pages: 82

Price: US\$ 1,180.00 (Single User License)

ID: G5FE65498FE8EN

Abstracts

The global online smartphone and tablet games market is projected to grow at a compound annual growth rate (CAGR) of 23.1% during the forecast period 2021-2027, according to the new report published by Gen Consulting Company.

The report provides in-depth analysis and insights regarding the current global market scenario, latest trends and drivers into global online smartphone and tablet games market. It offers an exclusive insight into various details such as market size, key trends, competitive landscape, company share of market leaders, growth rate and market segments.

The online smartphone and tablet games market is segmented on the basis of operating system, and game type, and region. The online smartphone and tablet games market is segmented as below:

By Operating System:

iOS

Android

others

By Game Type:

causal games

massive multiplayer online games

social games

others

By Region:

region

Asia-Pacific

Europe

North America

Middle East and Africa (MEA)

South America

The market research report covers the analysis of key stake holders of the online smartphone and tablet games market. Some of the leading players profiled in the report include Electronic Arts Inc., Gameloft SE, Kabam Games, Inc., Machine Zone, Inc., NCSoft Corporation, Rovio Entertainment Oyj, Supercell Oy, The Walt Disney Company, among others.

*list is not exhaustive, request free sample to get a complete list of companies

Historical & Forecast Period

This research report provides analysis for each segment from 2017 to 2027 considering 2020 to be the base year.

Scope of the Report

To analyze and forecast the market size of the global online smartphone and

tablet games market.

To classify and forecast the global online smartphone and tablet games market based on operating system, and game type, and region.

To identify drivers and challenges for the global online smartphone and tablet games market.

To examine competitive developments such as mergers & acquisitions, agreements, collaborations and partnerships, etc., in the global online smartphone and tablet games market.

To conduct pricing analysis for the global online smartphone and tablet games market.

To identify and analyze the profile of leading players operating in the global online smartphone and tablet games market.

Why Choose This Report

Gain a reliable outlook of the global online smartphone and tablet games market forecasts from 2021 to 2027 across scenarios.

Identify growth segments for investment.

Stay ahead of competitors through company profiles and market data.

The market estimate for ease of analysis across scenarios in Excel format.

Strategy consulting and research support for three months.

Print authentication provided for the single-user license.

Contents

PART 1. INTRODUCTION

- 1.1 Market Definition
- 1.2 Key Benefit
- 1.3 Market Segment

PART 2. METHODOLOGY

- 2.1 Primary
- 2.2 Secondary

PART 3. EXECUTIVE SUMMARY

PART 4. MARKET OVERVIEW

- 4.1 Introduction
- 4.2 Market Size and Forecast
- 4.3 Market Dynamics
 - 4.3.1 Drivers
 - 4.3.2 Restraints
- 4.4 Impact of COVID-19 Pandemic

PART 5. GLOBAL MARKET FOR ONLINE SMARTPHONE AND TABLET GAMES BY OPERATING SYSTEM

- 5.1 iOS
 - 5.1.1 Market Size and Forecast
- 5.2 Android
 - 5.2.1 Market Size and Forecast
- 5.3 Others
 - 5.3.1 Market Size and Forecast

PART 6. GLOBAL MARKET FOR ONLINE SMARTPHONE AND TABLET GAMES BY GAME TYPE

- 6.1 Causal Games
 - 6.1.1 Market Size and Forecast

6.2 Massive Multiplayer Online Games

6.2.1 Market Size and Forecast

6.3 Social Games

6.3.1 Market Size and Forecast

6.4 Others

6.4.1 Market Size and Forecast

PART 8. GLOBAL MARKET FOR ONLINE SMARTPHONE AND TABLET GAMES BY REGION

8.1 Asia-Pacific

8.1.1 Market Size and Forecast

8.2 Europe

8.2.1 Market Size and Forecast

8.3 North America

8.3.1 Market Size and Forecast

8.4 Middle East And Africa (Mea)

8.4.1 Market Size and Forecast

8.5 South America

8.5.1 Market Size and Forecast

PART 8. KEY COMPETITOR PROFILES

8.1 Electronic Arts Inc.

8.2 Gameloft SE

8.3 Kabam Games, Inc.

8.4 Machine Zone, Inc.

8.5 NCSoft Corporation

8.6 Rovio Entertainment Oyj

8.7 Supercell Oy

8.8 The Walt Disney Company

*LIST IS NOT EXHAUSTIVE

PART 9. PATENT ANALYSIS

9.1 Patent Statistics

9.2 Regional Analysis

9.3 Trends Analysis

DISCLAIMER

ABOUT GEN CONSULTING COMPANY

I would like to order

Product name: Global Online Smartphone and Tablet Games Market, 2021-2027

Product link: <https://marketpublishers.com/r/G5FE65498FE8EN.html>

Price: US\$ 1,180.00 (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/G5FE65498FE8EN.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