

# Mobile Gaming: Market Research Report

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## Abstracts

This report analyzes the worldwide markets for Mobile Gaming in US\$ Million by the following Product Segments: Tablet, and Smartphone. The report provides separate comprehensive analytics for the US, Canada, Japan, Europe, Asia-Pacific, Latin America, and Rest of World. Annual estimates and forecasts are provided for the period 2014 through 2020. Also, a four-year historic analysis is provided for these markets. Market data and analytics are derived from primary and secondary research. Company profiles are primarily based on public domain information including company URLs. The report profiles 85 companies including many key and niche players such as -

Blockdot, Inc.

DeNA Co., Ltd.

Electronic Arts, Inc.

Gameloft SA

GAMEVIL

## Contents

### I. INTRODUCTION, METHODOLOGY & PRODUCT DEFINITIONS

Study Reliability and Reporting Limitations

Disclaimers

Data Interpretation & Reporting Level

Quantitative Techniques & Analytics

Product Definitions and Scope of Study

### II. EXECUTIVE SUMMARY

#### 1. INDUSTRY OVERVIEW

Wireless Gaming Industry: A Prelude

**Table 1.** Global Gaming Market (2009 & 2014): Percentage Share Breakdown of Revenue by Platform (includes corresponding Graph/Chart)

**Table 2.** Global Mobile Games Market (2014): Percentage Share of Breakdown of Revenues by Genre (includes corresponding Graph/Chart)

**Table 3.** Mobile Gaming Penetration (As a % of Total Gamers) in Select Leading Countries in 2014 (includes corresponding Graph/Chart)

Outlook

Robust Growth in Mobile Users Drives the Gaming Market

Developing Markets to Lend Traction

**Table 4.** Global Smartphones Market - Percentage Breakdown of Unit Sales for US, Canada, Japan, Europe, Asia-Pacific, Middle East & Africa, and Latin America for Years 2009, 2013 & 2018 (includes corresponding Graph/Chart)

Changing Consumer Profile of Mobile Gamers

**Table 5.** Global Wireless Gaming Market (2014): Percentage Breakdown of Mobile

Gamers by Age Brackets- Under 18, 18-49, and Above 50 (includes corresponding Graph/Chart)

**Table 6.** Percentage Breakdown of Time Spent by Users on Wireless Games by Location (includes corresponding Graph/Chart)

**Table 7.** Global Wireless Games Market (2014E): Percentage Breakdown of Mobile Gamers by Gender (includes corresponding Graph/Chart)

Importance of Mobile Application Development

**Table 8.** Average Time Spent (in Minutes) on Mobile Apps on Smartphones & Tablets Worldwide Per User per Day: Breakdown by Category (includes corresponding Graph/Chart)

Digital Distribution: A Game Changer for Mobile Games Industry  
Smartphones – Shot in the Arm for Wireless Gaming Services  
Proliferation of Android Mobile OS Creates Huge Opportunities for Android Games

**Table 9.** Global Smartphone & Tablet Market (2014): Percentage Share Breakdown of Installed Base by Mobile OS (includes corresponding Graph/Chart)

Phablets - A Revolution Already in Place

**Table 10.** Global Handheld Devices Market (2013 & 2015E): Percentage Share Breakdown of Sales by Screen Size (includes corresponding Graph/Chart)

Transition from 3G to 4G/5G: A Game Changer  
Growing Popularity of Tablet Phones Benefits Mobile Gaming Market

**Table 11.** Global Mobile Apps Market: Percentage Share Breakdown of App Revenues by Device Type - Tablet and Non-Tablet for the Years 2012 and 2016 (includes corresponding Graph/Chart)

**Table 12.** Global Tablet Phone Market (2016P): Percentage Share Breakdown of

Estimated Installed Base by Operating System (includes corresponding Graph/Chart)

Entertainment Apps Lead Smartphone Content

**Table 13.** Global Mobile Internet Market (2014): Percentage Share Breakdown of Revenues by Service Category (includes corresponding Graph/Chart)

App Store and Google Play: Key Distribution Platforms Driving Growth  
App Store Vs. Google Play: A Comparative Analysis

**Table 14.** Google Play Vs. App Store: Percentage Share of Downloads & Spending on Gaming Apps (includes corresponding Graph/Chart)

**Table 15.** Availability of Best Selling Games Apps on App Store and Google Play (As a % of Total Apps) (includes corresponding Graph/Chart)

**Table 16.** Percentage Share Breakdown of Apps by Category on Google Play (includes corresponding Graph/Chart)

**Table 17.** Percentage Share Breakdown of Apps by Category on App Store (includes corresponding Graph/Chart)

Top 5 Mobile Games on App Store in 2014

Top 5 Mobile Games on Google Play in 2014

Independent Game Developers See Light through Digital Distribution

## **2. KEY MARKET TRENDS & GROWTH DRIVERS**

Cross Platform Games Grow in Popularity

Mobile Social Networking Adds Fillip to the Market

Convergence – The Hot Trend

Mobile Cloud-Gaming – The New Paradigm

Key Benefits of Cloud Technology to Boost Internet Gaming Platforms

Economic Benefits

Extreme Scalability

Ubiquity

Data Management Concerns Outsourced

Cloud Insurance Shields from Losses  
Remote Access: The Real Flavor of Cloud Gaming  
Mobile Multiplayer Gaming – Capturing Interest  
Mobile 3D Games – Striking the Goldmine  
Mobile Messaging Services Continue to Exist  
Mobile Web Browsers – Gateway to 'On-the-Go' Entertainment  
Downloadable Wireless Gaming – A Review  
High Proportion of Free Games Hurt Revenue

### **3. COMPETITION**

Low Entry Barrier Invites Scores of New Companies  
Non-Gaming Enterprises Join the Fray  
Profile of Value Chain  
Mobile Gaming Ecosystem  
Innovative Pricing Models – The In-Thing  
Mobile Gaming Value Chain  
Consolidation of Mobile Game Publishers

**Table 18.** Leading Players in the Global Mobile Games Market (2014E): Percentage Share Breakdown of Revenue for EA Mobile, Gameloft, Glu Mobile, and Others (includes corresponding Graph/Chart)

### **4. PRODUCT OVERVIEW**

Mobile Games  
Development of Mobile Games  
Mobile Game Development Vs Conventional Game Development  
Classification of Mobile Games  
Single-User Games  
Multi-User Games  
Online Games  
Mobile Gaming – Genre Classification  
Action/Combat  
Adventure  
Arcade/Parlor  
Casino/Gambling  
Puzzles

Sports

Trivia

Standardization

Types of Mobile Game Technology Standards

Mobile Game Segmentation

## **5. PRODUCT/SERVICE INNOVATIONS/ INTRODUCTIONS**

Glu Mobile Unveils Contract Killer: Sniper on the Google Play and App Store

GAMEVIL Rolls Out the Mark of the Dragon on Android and iOS

Glu Mobile Rolls Out New Diner Dash Game

GAMEVIL Unveils Legend of Master Online

GAMEVIL Announces New Upcoming Global Game Titles

GigaMedia Unveils Three Kingdoms Partner Mobile Strategy Card Game

GAMEVIL Releases Jackpot Madness Slots on Google Play

GAMEVIL Rolls Out Akasha

DeNA Releases the Pirate Bash Mobile Game

GREE Unveils Dragon Realms

Glu Mobile Launches Deer Hunter 2014 for Mac

GigaMedia to Launch New Casino Games

GAMEVIL Unveils Dark Avenger on Google Play

GAMEVIL Launches Colosseum Defense

GAMEVIL Releases Spawn Wars 2 on Google Play

GAMEVIL Unveils Battle Line on App Store

DeNA Unveils Monster Match

GAMEVIL Unleashes Dark Avenger on Android in China

Namco Bandai Launches Soulcalibur on App Store

Glu Mobile Introduces New Contract Killer Zombies

SOE Introduces New Ever Quest II: Chains of Eternity

Glu Mobile Introduces New Fermium Game, Bombshells: Hell's Belles

Glu Mobile Introduces Eternity Warriors

AMC and RockYou Introduces "The walking Dead Social Game"

Glu Mobile Introduces Family Based Game Small Street

Electronic Arts Launches Five Game-changing Developments for FIFA

nWay Develops Multiplayer Browser Game, ChronoBlade

Blockdot Releases Clink on Mobiles

DeNA and Marvel Introduce Marvel: War of Heroes Card-battle Game

MocoSpace Unveils New Games

Tytltd Launches camPAIN 2012 Game

Zynga Launches Ayakashi: Ghost Guild  
Zynga Introduces FarmVille  
Hasbro and Zynga Collaborate to Introduce New Range of Games  
Zynga Introduces ChefVille Game  
Zynga Unveils Matching With Friends Game  
Zynga Launches Hidden Chronicles  
Zynga Unveils Zynga API, Zynga With Friends Network and New Games  
Zynga Launches Zynga Slots for iPhone, iPod and iPad  
Zynga Launches Zombie Swipeout Mobile Social Game  
AOL Extends Games. com to Offer Cross-Platform Gaming  
Square Enix to Develop Hardware-free Action RPG  
Gameloft Unveils 5 Hd Games on Meadiatek's Mt6575 and Mt6577  
Gameloft Introduces Uno to Kindle E-readers  
Gameloft Releases New Mobile Game 'The Amazing Spider-Man'  
Gameloft to Introduce New Game Titles  
Gameloft Launches New Games for All Age Groups  
HandyGames Launches 35 New Games for Nokia's Asha Range of Mobile Phones  
Buffalo Launches Buffalo Connected  
Mind Candy and GREE to Release 2 Moshi Monsters Mobile Games  
Sony Mobile Launches PlayStation Mobile for Smartphones

### **3 AUSTRIA INTRODUCES 3ONLINESPIELE**

GigaMedia Extends Online Games Business  
Hunka Technologies Introduces Fruit Chopper Game for Android Mobiles  
Hunka Technologies Introduces iDino Jump  
DeNA and Daum Introduce Daum Mobage  
Jump Games Introduces Official Mobile Game on ICC T20 World Cup  
Pogo and Jump Games Collaborators Introduce 'Chhota Bheem: Mice Mayhem'  
GAMEVIL Introduces Cartoon Wars: Blade to App Store Game Title  
Jump Games and Reliance Animation to Unveil Krishna Aur Kans Mobile Game  
GAMEVIL Releases Legend of Master 3 Game Title to Google Play  
GAMEVIL Releases Sakura Slash  
GAMEVIL Launches Fishing Superstars Social Sports Game  
GAMEVIL Introduces Fruit Rush Puzzle Game  
GAMEVIL Unveils Cartoon Wars 2: Heroes  
WiStone and Gree Voice Intention to Release on Gree Platform 'War 2 Victory' MMO Strategy Game  
Gamevil Releases 'Last War' for Android Users

## **6. RECENT INDUSTRY ACTIVITY**

Glu Mobile Takes Over Cie Games  
Glu Mobile Takes Over PlayFirst  
Gameloft Teams Up with Marvel for New Spider-Man Mobile Game  
SendMe Mobile Closes its Business  
itsmy Discontinues Operations  
Glu Mobile Joins Hands with COLOPL  
DeNA Partners with 22cans  
Crytek Collaborates with DeNA for The Collectables Mobile Game  
GAMEVIL to Takeover Everple  
Gamevil Takes Over Com2uS  
Tencent to Acquire Minority Interest in Epic Games  
Glu Takes Over Game Spy Technology  
RockYou Takes Over Ryzing  
Glu Mobile Buys Deer Hunter Brand-Name  
Tylted Enters into Partnership Agreement with Beintoo  
GREE Takes Over App Ant Studios  
GREE Partners with Four Leading North American Developers  
GREE Acquires Funzio  
NEXON Korea to Acquire Shaiya Online  
NEXON to Acquire inBlue. inc  
NEXON to Acquire Gloops  
DeNA Partners with Independent Social and Mobile Game Developers  
DeNA and NAMCO BANDAI Games Rebrand Joint Venture  
Santaro Acquires Social, IOS and Web Games Team  
Virtual Piggy Partners with Exozet

## **7. RED SIGNS DEAL TO USE PLATFORM OF MOBILE STAKES**

Zynga Inks Exclusive Partnership Agreement with bwin. party digital entertainment  
Play'n GO Inks Agreement with V&J  
GigaMedia's Jidi Joy Acquires Web-based Social Games Development Team  
WI Harper Group Invests in Leiyou Information Technology  
NetDragon to Form Joint Venture with DeNA  
GigaMedia Signs Agreement with South Korean Neowiz  
Orange Join Forces with Gameloft



## 7. FOCUS ON SELECT GLOBAL PLAYERS

Blockdot, Inc. (US)  
DeNA Co., Ltd. (Japan)  
Electronic Arts, Inc. (US)  
Gameloft SA (France)  
GAMEVIL (Korea)  
GREE International, Inc. (US)  
Glu Mobile, Inc. (US)  
GigaMedia Limited (China)  
HandyGames (Germany)  
I-play (UK)  
Jump Games (India)  
Kuju Entertainment Ltd. (UK)  
MocoSpace (USA)  
NAMCO BANDAI Games Inc. (USA)  
Nexon America, Inc. (US)  
RockYou, Inc. (US)  
Sohu. com, Inc. (China)  
Sony Computer Entertainment, Inc. (Japan)  
Sony Online Entertainment LLC (US)  
Tylted (US)  
Zapak Digital Entertainment Ltd. (India)  
Zed (Spain)

## 8. GLOBAL MARKET PERSPECTIVE

**Table 19.** World Recent Past, Current and Future Analysis for Mobile Gaming by Geographic Region/Country - US, Canada, Japan, Europe, Asia-Pacific, Latin America and Rest of World Markets Independently Analyzed with Annual Revenues in US\$ Million for Years 2014 through 2020 (includes corresponding Graph/Chart)

**Table 20.** World Historic Review for Mobile Gaming by Geographic Region/Country - US, Canada, Japan, Europe, Asia-Pacific, Latin America and Rest of World Markets Independently Analyzed with Annual Revenues in US\$ Million for Years 2010 through 2013 (includes corresponding Graph/Chart)

**Table 21.** World 11-Year Perspective for Mobile Gaming by Geographic Region/Country

- Percentage Breakdown of Revenues for US, Canada, Japan, Europe, Asia-Pacific, Latin America and Rest of World Markets for Years 2010, 2015 & 2020 (includes corresponding Graph/Chart)

**Table 22.** World Recent Past, Current and Future Analysis for Tablet Gaming by Geographic Region/ Country - US, Canada, Japan, Europe, Asia-Pacific, Latin America and Rest of World Markets Independently Analyzed with Annual Revenues in US\$ Million for Years 2014 through 2020 (includes corresponding Graph/Chart)

**Table 23.** World Historic Review for Tablet Gaming by Geographic Region/Country - US, Canada, Japan, Europe, Asia-Pacific, Latin America and Rest of World Markets Independently Analyzed with Annual Revenues in US\$ Million for Years 2010 through 2013 (includes corresponding Graph/Chart)

**Table 24.** World 11-Year Perspective for Tablet Gaming by Geographic Region/Country - Percentage Breakdown of Revenues for US, Canada, Japan, Europe, Asia-Pacific, Latin America and Rest of World Markets for Years 2010, 2015 & 2020 (includes corresponding Graph/Chart)

**Table 25.** World Recent Past, Current and Future Analysis for Smartphone Gaming by Geographic Region/Country - US, Canada, Japan, Europe, Asia-Pacific, Latin America and Rest of World Markets Independently Analyzed with Annual Revenues in US\$ Million for Years 2014 through 2020 (includes corresponding Graph/Chart)

**Table 26.** World Historic Review for Smartphone Gaming by Geographic Region/ Country - US, Canada, Japan, Europe, Asia-Pacific, Latin America and Rest of World Markets Independently Analyzed with Annual Revenues in US\$ Million for Years 2010 through 2013 (includes corresponding Graph/Chart)

**Table 27.** World 11-Year Perspective for Smartphone Gaming by Geographic Region/Country - Percentage Breakdown of Revenues for US, Canada, Japan, Europe, Asia-Pacific, Latin America and Rest of World Markets for Years 2010, 2015 & 2020 (includes corresponding Graph/Chart)

### **III. MARKET**

#### **1. THE UNITED STATES**

##### **A. Market Analysis**

## Outlook

### Gaming Rapidly Gaining Popularity in the US

**Table 28.** US Mobile Gaming Market (2014): Preference for Games by Game Genre (includes corresponding Graph/Chart)

High Penetration of Smart Devices Drives Market Growth

New-Generation LTE-Enabled Smartphones Widen Scope for Mobile Gaming

Open Market for Mobile Apps Elevates Mobile Gaming to Next Level

Gaming Monetization Picks Up Momentum

**Table 29.** US Mobile Games Market (2014): Percentage Share Breakdown of Revenues by Transaction Type (includes corresponding Graph/Chart)

### A Demographic Profile

**Table 30.** US Mobile Gaming Market (2014): Percentage Breakdown of Gamers by Gender (includes corresponding Graph/Chart)

**Table 31.** US Mobile Gaming Market (2014): Average Spending Per Month by Gender (includes corresponding Graph/Chart)

**Table 32.** US Mobile Gaming Market (2014): Average Spending Per Month by Age Group (includes corresponding Graph/Chart)

**Table 33.** US Mobile Gaming Market (2014): Average Spending Per Month by Mobile Platform (includes corresponding Graph/Chart)

**Table 34.** US Mobile Gaming Market (2014): Average Number of Mobile Game Downloads Per Month by Gender (includes corresponding Graph/Chart)

**Table 35.** US Mobile Gaming Market (2014): Average Number of Mobile Game Downloads Per Month by Age Group (includes corresponding Graph/Chart)

**Table 36.** US Mobile Gaming Market (2014): Average Number of Mobile Game Downloads Per Month by Mobile Platform (includes corresponding Graph/Chart)

Product Launches  
Strategic Corporate Developments  
Select Players  
B. Market Analytics

**Table 37.** US Recent Past, Current and Future Analysis for Mobile Gaming by Device Type - Tablet and Smartphone Markets Independently Analyzed with Annual Revenues in US\$ Million for Years 2014 through 2020 (includes corresponding Graph/Chart)

**Table 38.** US Historic Review for Mobile Gaming by Device Type - Tablet and Smartphone Markets Independently Analyzed with Annual Revenues in US\$ Million for Years 2010 through 2013 (includes corresponding Graph/Chart)

**Table 39.** US 11-Year Perspective for Mobile Gaming by Device Type - Percentage Share Breakdown of Revenues for Tablet and Smartphone Markets for Years 2010, 2015 and 2020 (includes corresponding Graph/Chart)

## 2. CANADA

A. Market Analysis  
Outlook  
B. Market Analytics

**Table 40.** Canadian Recent Past, Current and Future Analysis for Mobile Gaming by Device Type - Tablet and Smartphone Markets Independently Analyzed with Annual Revenues in US\$ Million for Years 2014 through 2020 (includes corresponding Graph/Chart)

**Table 41.** Canadian Historic Review for Mobile Gaming by Device Type - Tablet and Smartphone Markets Independently Analyzed with Annual Revenues in US\$ Million for Years 2010 through 2013 (includes corresponding Graph/Chart)

**Table 42.** Canadian 11-Year Perspective for Mobile Gaming by Device Type - Percentage Share Breakdown of Revenues for Tablet and Smartphone Markets for Years 2010, 2015 and 2020 (includes corresponding Graph/Chart)

## 3. JAPAN

## A. Market Analysis

### Outlook

Growing Preference for Online Entertainment Market

Mobile Games – A Mature Market in Japan

Gacha Regulation Catalyzes Non-Gacha Games

Product Launch

Strategic Corporate Developments

Select Players

## B. Market Analytics

**Table 43.** Japanese Recent Past, Current and Future Analysis for Mobile Gaming by Device Type - Tablet and Smartphone Markets Independently Analyzed with Annual Revenues in US\$ Million for Years 2014 through 2020 (includes corresponding Graph/Chart)

**Table 44.** Japanese Historic Review for Mobile Gaming by Device Type - Tablet and Smartphone Markets Independently Analyzed with Annual Revenues in US\$ Million for Years 2010 through 2013 (includes corresponding Graph/Chart)

**Table 45.** Japanese 11-Year Perspective for Mobile Gaming by Device Type - Percentage Share Breakdown of Revenues for Tablet and Smartphone Markets for Years 2010, 2015 and 2020 (includes corresponding Graph/Chart)

## 4. EUROPE

### A. Market Analysis

#### Outlook

Mobile Gaming Market – On Growth Path

### B. Market Analytics

**Table 46.** European Recent Past, Current and Future Analysis for Mobile Gaming by Geographic Region - France, Germany, Italy, UK, Spain, Russia and Rest of Europe Markets Independently Analyzed with Annual Revenues in US\$ Million for Years 2014 through 2020 (includes corresponding Graph/Chart)

**Table 47.** European Historic Review for Mobile Gaming by Geographic Region -

France, Germany, Italy, UK, Spain, Russia and Rest of Europe Markets Independently Analyzed with Annual Revenues in US\$ Million for Years 2010 through 2013 (includes corresponding Graph/Chart)

**Table 48.** European 11-Year Perspective for Mobile Gaming by Geographic Region - Percentage Share Breakdown of Revenues for France, Germany, Italy, UK, Spain, Russia and Rest of Europe Markets for Years 2010, 2015 and 2020 (includes corresponding Graph/Chart)

**Table 49.** European Recent Past, Current and Future Analysis for Mobile Gaming by Device Type - Tablet and Smartphone Markets Independently Analyzed with Annual Revenues in US\$ Million for Years 2014 through 2020 (includes corresponding Graph/Chart)

**Table 50.** European Historic Review for Mobile Gaming by Device Type - Tablet and Smartphone Markets Independently Analyzed with Annual Revenues in US\$ Million for Years 2010 through 2013 (includes corresponding Graph/Chart)

**Table 51.** European 11-Year Perspective for Mobile Gaming by Device Type - Percentage Share Breakdown of Revenues for Tablet and Smartphone Markets for Years 2010, 2015 and 2020 (includes corresponding Graph/Chart)

#### **4A. FRANCE**

##### A. Market Analysis

##### Outlook

##### Product Launches

##### Gameloft SA - Key Player

##### B. Market Analytics

**Table 52.** French Recent Past, Current and Future Analysis for Mobile Gaming by Device Type - Tablet and Smartphone Markets Independently Analyzed with Annual Revenues in US\$ Million for Years 2014 through 2020 (includes corresponding Graph/Chart)

**Table 53.** French Historic Review for Mobile Gaming by Device Type - Tablet and Smartphone Markets Independently Analyzed with Annual Revenues in US\$ Million for Years 2010 through 2013 (includes corresponding Graph/Chart)

**Table 54.** French 11-Year Perspective for Mobile Gaming by Device Type - Percentage Share Breakdown of Revenues for Tablet and Smartphone Markets for Years 2010, 2015 and 2020 (includes corresponding Graph/Chart)

## **4B. GERMANY**

A. Market Analysis

Outlook

Product Launch

Strategic Corporate Developments

HandyGames - A Major German Player

B. Market Analytics

**Table 55.** German Recent Past, Current and Future Analysis for Mobile Gaming by Device Type - Tablet and Smartphone Markets Independently Analyzed with Annual Revenues in US\$ Million for Years 2014 through 2020 (includes corresponding Graph/Chart)

**Table 56.** German Historic Review for Mobile Gaming by Device Type - Tablet and Smartphone Markets Independently Analyzed with Annual Revenues in US\$ Million for Years 2010 through 2013 (includes corresponding Graph/Chart)

**Table 57.** German 11-Year Perspective for Mobile Gaming by Device Type - Percentage Share Breakdown of Revenues for Tablet and Smartphone Markets for Years 2010, 2015 and 2020 (includes corresponding Graph/Chart)

## **4C. ITALY**

A. Market Analysis

Outlook

B. Market Analytics

**Table 58.** Italian Recent Past, Current and Future Analysis for Mobile Gaming by Device Type - Tablet and Smartphone Markets Independently Analyzed with Annual Revenues in US\$ Million for Years 2014 through 2020 (includes corresponding Graph/Chart)



**Table 59.** Italian Historic Review for Mobile Gaming by Device Type - Tablet and Smartphone Markets Independently Analyzed with Annual Revenues in US\$ Million for Years 2010 through 2013 (includes corresponding Graph/Chart)

**Table 60.** Italian 11-Year Perspective for Mobile Gaming by Device Type - Percentage Share Breakdown of Revenues for Tablet and Smartphone Markets for Years 2010, 2015 and 2020 (includes corresponding Graph/Chart)

#### **4D. THE UNITED KINGDOM**

##### **A. Market Analysis**

###### **Outlook**

Mobile Games Propel Growth in the Overall Gaming Market

**Table 61.** Most Popular mobile Phone Activity in the UK(2014) (includes corresponding Graph/Chart)

**Table 62.** Mobile Gaming Market in the UK (2014): Percentage Breakdown by Gender (includes corresponding Graph/Chart)

**Table 63.** Mobile Gaming Market in the UK (2014E): Percentage Breakdown by Age Group (includes corresponding Graph/Chart)

**Table 64.** Mobile Gaming Market in the UK (2014E): Percentage Breakdown of Number of Users by Platform (includes corresponding Graph/Chart)

**Table 65.** Mobile Gaming Market in the UK (2014E): Percentage Breakdown of Number of Users by Time Spent on Mobile Games (includes corresponding Graph/Chart)

###### **Product Launches**

###### **Strategic Corporate Developments**

###### **Select Players**

##### **B. Market Analytics**

**Table 66.** United Kingdom Recent Past, Current and Future Analysis for Mobile Gaming by Device Type - Tablet and Smartphone Markets Independently Analyzed with Annual Revenues in US\$ Million for Years 2014 through 2020 (includes corresponding



Graph/Chart)

**Table 67.** United Kingdom Historic Review for Mobile Gaming by Device Type - Tablet and Smartphone Markets Independently Analyzed with Annual Revenues in US\$ Million for Years 2010 through 2013 (includes corresponding Graph/Chart)

**Table 68.** United Kingdom 11-Year Perspective for Mobile Gaming by Device Type - Percentage Share Breakdown of Revenues for Tablet and Smartphone Markets for Years 2010, 2015 and 2020 (includes corresponding Graph/Chart)

#### **4E. SPAIN**

A. Market Analysis

Outlook

Zed – A Key Spanish Player

B. Market Analytics

**Table 69.** Spanish Recent Past, Current and Future Analysis for Mobile Gaming by Device Type - Tablet and Smartphone Markets Independently Analyzed with Annual Revenues in US\$ Million for Years 2014 through 2020 (includes corresponding Graph/Chart)

**Table 70.** Spanish Historic Review for Mobile Gaming by Device Type - Tablet and Smartphone Markets Independently Analyzed with Annual Revenues in US\$ Million for Years 2010 through 2013 (includes corresponding Graph/Chart)

**Table 71.** Spanish 11-Year Perspective for Mobile Gaming by Device Type - Percentage Share Breakdown of Revenues for Tablet and Smartphone Markets for Years 2010, 2015 and 2020 (includes corresponding Graph/Chart)

#### **4F. RUSSIA**

A. Market Analysis

Outlook

Mobile Gaming Market

**Table 72.** Mobile Gaming Market in Russia (2014E): Percentage Breakdown by Gender

(includes corresponding Graph/Chart)

**Table 73.** Mobile Gaming Market in Russia (2014E): Percentage Breakdown by Age Group (includes corresponding Graph/Chart)

**Table 74.** Mobile Gaming Market in Russia (2014E): Percentage of Most Often Played Games (includes corresponding Graph/Chart)

**Table 75.** Mobile Gaming Market in Russia (2014E): Percentage Share of Number of Games Installed on Smart Phones (includes corresponding Graph/Chart)

## B. Market Analytics

**Table 76.** Russian Recent Past, Current and Future Analysis for Mobile Gaming by Device Type - Tablet and Smartphone Markets Independently Analyzed with Annual Revenues in US\$ Million for Years 2014 through 2020 (includes corresponding Graph/Chart)

**Table 77.** Russian Historic Review for Mobile Gaming by Device Type - Tablet and Smartphone Markets Independently Analyzed with Annual Revenues in US\$ Million for Years 2010 through 2013 (includes corresponding Graph/Chart)

**Table 78.** Russian 11-Year Perspective for Mobile Gaming by Device Type - Percentage Share Breakdown of Revenues for Tablet and Smartphone Markets for Years 2010, 2015 and 2020 (includes corresponding Graph/Chart)

## 4G. REST OF EUROPE

### A. Market Analysis

Outlook

Product Launches

Strategic Corporate Development

### B. Market Analytics

**Table 79.** Rest of Europe Recent Past, Current and Future Analysis for Mobile Gaming by Device Type - Tablet and Smartphone Markets Independently Analyzed with Annual Revenues in US\$ Million for Years 2014 through 2020 (includes corresponding

Graph/Chart)

**Table 80.** Rest of Europe Historic Review for Mobile Gaming by Device Type - Tablet and Smartphone Markets Independently Analyzed with Annual Revenues in US\$ Million for Years 2010 through 2013 (includes corresponding Graph/Chart)

**Table 81.** Rest of Europe 11-Year Perspective for Mobile Gaming by Device Type - Percentage Share Breakdown of Revenues for Tablet and Smartphone Markets for Years 2010, 2015 and 2020 (includes corresponding Graph/Chart)

## 5. ASIA-PACIFIC

A. Market Analysis

Outlook

B. Market Analytics

**Table 82.** Asia-Pacific Recent Past, Current and Future Analysis for Mobile Gaming by Geographic Region - China, India, South Korea and Rest of Asia-Pacific Markets Independently Analyzed with Annual Revenues in US\$ Million for Years 2014 through 2020 (includes corresponding Graph/Chart)

**Table 83.** Asia-Pacific Historic Review for Mobile Gaming by Geographic Region - China, India, South Korea and Rest of Asia-Pacific Markets Independently Analyzed with Annual Revenues in US\$ Million for Years 2010 through 2013 (includes corresponding Graph/Chart)

**Table 84.** Asia-Pacific 11-Year Perspective for Mobile Gaming by Geographic Region - Percentage Share Breakdown of Revenues for China, India, South Korea and Rest of Asia-Pacific Markets for Years 2010, 2015 and 2020 (includes corresponding Graph/Chart)

**Table 85.** Asia-Pacific Recent Past, Current and Future Analysis for Mobile Gaming by Device Type - Tablet and Smartphone Markets Independently Analyzed with Annual Revenues in US\$ Million for Years 2014 through 2020 (includes corresponding Graph/Chart)

**Table 86.** Asia-Pacific Historic Review for Mobile Gaming by Device Type - Tablet and Smartphone Markets Independently Analyzed with Annual Revenues in US\$ Million for

Years 2010 through 2013 (includes corresponding Graph/Chart)

**Table 87.** Asia-Pacific 11-Year Perspective for Mobile Gaming by Device Type - Percentage Share Breakdown of Revenues for Tablet and Smartphone Markets for Years 2010, 2015 and 2020 (includes corresponding Graph/Chart)

## 5A. CHINA

### A. Market Analysis

#### Outlook

Growing Penetration of Smartphones and Growing Uptake of Mobile Internet Fuel Market Growth

LTE Poised to Deliver High Impact on Mobile Gaming

Transition from Casual Gamers to Hardcore Gamers: The New Market Trait

**Table 88.** Chinese Mobile Games Market (2014): Percentage Share Breakdown of Average Time Spending Per Day on Mobile Games (includes corresponding Graph/Chart)

**Table 89.** Chinese Mobile Gaming Market (2014): Percentage Breakdown of Gamers by Gender (includes corresponding Graph/Chart)

**Table 90.** Chinese Mobile Gaming Market (2014): Preference for Games by Game Genre (includes corresponding Graph/Chart)

App Stores Drive Adoption of Western Games

Competitive Landscape

Top Publishers Continue to Expand their Share

**Table 91.** Leading Mobile Games Publishers in the Chinese Android Market (2013): Percentage Share Breakdown of Revenues for CMGE, FL Mobile, Game Comb, IDreamSky, Kunlun and Others (includes corresponding Graph/Chart)

**Table 92.** Leading Mobile Games Publishers in the Chinese iOS Market (2013): Percentage Share Breakdown of Revenues for CMGE, FL Mobile, Kunlun, Ourpalm, Rekoo and Others (includes corresponding Graph/Chart)

## Developers Market Tends to Remain Fragmented

**Table 93.** Leading Mobile Games Developers in China (2014E): Percentage Share Breakdown of Revenues for Linekong, Locojoy, Playcrab, Tencent, YingHan and Others (includes corresponding Graph/Chart)

## Mobile Gaming Providers Market: A Concentrated One

**Table 94.** Leading Players in the Chinese Mobile Games Market (2014E): Percentage Share Breakdown of Revenues for China Mobile, China Telecom, Tencent and Others (includes corresponding Graph/Chart)

### Product Launches

### Strategic Corporate Developments

### Select Players

### B. Market Analytics

**Table 95.** Chinese Recent Past, Current and Future Analysis for Mobile Gaming by Device Type - Tablet and Smartphone Markets Independently Analyzed with Annual Revenues in US\$ Million for Years 2014 through 2020 (includes corresponding Graph/Chart)

**Table 96.** Chinese Historic Review for Mobile Gaming by Device Type - Tablet and Smartphone Markets Independently Analyzed with Annual Revenues in US\$ Million for Years 2010 through 2013 (includes corresponding Graph/Chart)

**Table 97.** Chinese 11-Year Perspective for Mobile Gaming by Device Type - Percentage Share Breakdown of Revenues for Tablet and Smartphone Markets for Years 2010, 2015 and 2020 (includes corresponding Graph/Chart)

## 5B. INDIA

### A. Market Analysis

#### Outlook

#### Overview

#### Spreading Awareness – Key to Success

Product Launches  
Select Players  
B. Market Analytics

**Table 98.** Indian Recent Past, Current and Future Analysis for Mobile Gaming by Device Type - Tablet and Smartphone Markets Independently Analyzed with Annual Revenues in US\$ Million for Years 2014 through 2020 (includes corresponding Graph/Chart)

**Table 99.** Indian Historic Review for Mobile Gaming by Device Type - Tablet and Smartphone Markets Independently Analyzed with Annual Revenues in US\$ Million for Years 2010 through 2013 (includes corresponding Graph/Chart)

**Table 100.** Indian 11-Year Perspective for Mobile Gaming by Device Type - Percentage Share Breakdown of Revenues for Tablet and Smartphone Markets for Years 2010, 2015 and 2020 (includes corresponding Graph/Chart)

## 5C. SOUTH KOREA

A. Market Analysis  
Outlook  
One of the Major Markets for Mobile Gaming

**Table 101.** South Korean Mobile Gaming Market (2014): Percentage Breakdown of Gamers by Gender (includes corresponding Graph/Chart)

**Table 102.** South Korean Mobile Gaming Market (2014): Preference for Games by Game Genre (includes corresponding Graph/Chart)

Competition

**Table 103.** Leading Players in the South Korean Mobile Gaming Market (2014): Percentage Share Breakdown of Revenues for Gamevil, Nexon and Others (includes corresponding Graph/Chart)

Market Sees High-Profile M&A Deals

Gaming Promotion Channels: A Review  
Regional Market Players Look to Overseas Markets  
Product Launches  
Strategic Corporate Developments  
GAMEVIL – A Key Korean Player  
B. Market Analytics

**Table 104.** South Korean Recent Past, Current and Future Analysis for Mobile Gaming by Device Type - Tablet and Smartphone Markets Independently Analyzed with Annual Revenues in US\$ Million for Years 2014 through 2020 (includes corresponding Graph/Chart)

**Table 105.** South Korean Historic Review for Mobile Gaming by Device Type - Tablet and Smartphone Markets Independently Analyzed with Annual Revenues in US\$ Million for Years 2010 through 2013 (includes corresponding Graph/Chart)

**Table 106.** South Korean 11-Year Perspective for Mobile Gaming by Device Type - Percentage Share Breakdown of Revenues for Tablet and Smartphone Markets for Years 2010, 2015 and 2020 (includes corresponding Graph/Chart)

## **5D. REST OF ASIA-PACIFIC**

A. Market Analysis  
Outlook  
Strategic Corporate Development  
B. Market Analytics

**Table 107.** Rest of Asia-Pacific Recent Past, Current and Future Analysis for Mobile Gaming by Device Type - Tablet and Smartphone Markets Independently Analyzed with Annual Revenues in US\$ Million for Years 2014 through 2020 (includes corresponding Graph/Chart)

**Table 108.** Rest of Asia-Pacific Historic Review for Mobile Gaming by Device Type - Tablet and Smartphone Markets Independently Analyzed with Annual Revenues in US\$ Million for Years 2010 through 2013 (includes corresponding Graph/Chart)

**Table 109.** Rest of Asia-Pacific 11-Year Perspective for Mobile Gaming by Device Type



- Percentage Share Breakdown of Revenues for Tablet and Smartphone Markets for Years 2010, 2015 and 2020 (includes corresponding Graph/Chart)

## **6. LATIN AMERICA**

A. Market Analysis

Outlook

B. Market Analytics

**Table 110.** Latin American Recent Past, Current and Future Analysis for Mobile Gaming by Geographic Region - Brazil and Rest of Latin America Markets Independently Analyzed with Annual Revenues in US\$ Million for Years 2014 through 2020 (includes corresponding Graph/Chart)

**Table 111.** Latin American Historic Review for Mobile Gaming by Geographic Region - Brazil and Rest of Latin America Markets Independently Analyzed with Annual Revenues in US\$ Million for Years 2010 through 2013 (includes corresponding Graph/Chart)

**Table 112.** Latin American 11-Year Perspective for Mobile Gaming by Geographic Region - Percentage Share Breakdown of Revenues for Brazil and Rest of Latin America Markets for Years 2010, 2015 and 2020 (includes corresponding Graph/Chart)

**Table 113.** Latin American Recent Past, Current and Future Analysis for Mobile Gaming by Device Type - Tablet and Smartphone Markets Independently Analyzed with Annual Revenues in US\$ Million for Years 2014 through 2020 (includes corresponding Graph/Chart)

**Table 114.** Latin American Historic Review for Mobile Gaming by Device Type - Tablet and Smartphone Markets Independently Analyzed with Annual Revenues in US\$ Million for Years 2010 through 2013 (includes corresponding Graph/Chart)

**Table 115.** Latin American 11-Year Perspective for Mobile Gaming by Device Type - Percentage Share Breakdown of Revenues for Tablet and Smartphone Markets for Years 2010, 2015 and 2020 (includes corresponding Graph/Chart)

### **6A. BRAZIL**



**A. Market Analysis****Outlook****B. Market Analytics**

**Table 116.** Brazilian Recent Past, Current and Future Analysis for Mobile Gaming by Device Type - Tablet and Smartphone Markets Independently Analyzed with Annual Revenues in US\$ Million for Years 2014 through 2020 (includes corresponding Graph/Chart)

**Table 117.** Brazilian Historic Review for Mobile Gaming by Device Type - Tablet and Smartphone Markets Independently Analyzed with Annual Revenues in US\$ Million for Years 2010 through 2013 (includes corresponding Graph/Chart)

**Table 118.** Brazilian 11-Year Perspective for Mobile Gaming by Device Type - Percentage Share Breakdown of Revenues for Tablet and Smartphone Markets for Years 2010, 2015 and 2020 (includes corresponding Graph/Chart)

**6B. REST OF LATIN AMERICA****A. Market Analysis****Outlook****B. Market Analytics**

**Table 119.** Rest of Latin American Recent Past, Current and Future Analysis for Mobile Gaming by Device Type - Tablet and Smartphone Markets Independently Analyzed with Annual Revenues in US\$ Million for Years 2014 through 2020 (includes corresponding Graph/Chart)

**Table 120.** Rest of Latin American Historic Review for Mobile Gaming by Device Type - Tablet and Smartphone Markets Independently Analyzed with Annual Revenues in US\$ Million for Years 2010 through 2013 (includes corresponding Graph/Chart)

**Table 121.** Rest of Latin American 11-Year Perspective for Mobile Gaming by Device Type - Percentage Share Breakdown of Revenues for Tablet and Smartphone Markets for Years 2010, 2015 and 2020 (includes corresponding Graph/Chart)

**7. REST OF WORLD**

**A. Market Analysis**

Outlook

Strategic Corporate Development

**B. Market Analytics**

**Table 122.** Rest of World Recent Past, Current and Future Analysis for Mobile Gaming by Device Type - Tablet and Smartphone Markets Independently Analyzed with Annual Revenues in US\$ Million for Years 2014 through 2020 (includes corresponding Graph/Chart)

**Table 123.** Rest of World Historic Review for Mobile Gaming by Device Type - Tablet and Smartphone Markets Independently Analyzed with Annual Revenues in US\$ Million for Years 2010 through 2013 (includes corresponding Graph/Chart)

**Table 124.** Rest of World 11-Year Perspective for Mobile Gaming by Device Type - Percentage Share Breakdown of Revenues for Tablet and Smartphone Markets for Years 2010, 2015 and 2020 (includes corresponding Graph/Chart)

**IV. COMPETITIVE LANDSCAPE**

Total Companies Profiled: 85 (including Divisions/Subsidiaries - 95)

The United States (35)

Japan (8)

Europe (23)

France (2)

Germany (11)

The United Kingdom (5)

Spain (1)

Rest of Europe (4)

Asia-Pacific (Excluding Japan) (29)

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