

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

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6. LATIN AMERICA

A. Market Analysis

Outlook

B. Market Analytics

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A. Market Analysis

Outlook

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A. Market Analysis

Outlook

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A. Market Analysis

Outlook

Strategic Corporate Development

B. Market Analytics

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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)

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