

Smartphone Apps: Market Research Report

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Abstracts

This report analyzes the worldwide markets for Smartphone Apps in US\$ Million by the following product categories: Gaming Apps, Entertainment Apps, Wellness & Everyday Apps, Money Management & Productivity Apps, and Others.

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 2008 through 2017.

The report profiles 45 companies including many key and niche players such as Appia, AppCity, Apple, Inc., GetJar, Google, Inc., Handmark Inc., MobiHand, Inc., Nokia Corporation, Research In Motion, and Samsung Electronics Co., Ltd.

Market data and analytics are derived from primary and secondary research.

Company profiles are mostly extracted from URL research and reported select online sources.

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Total Companies Profiled:

Region/CountryPlayers

The United States

Canada

Japan

Europe

France

Germany

The United Kingdom

Italy

Spain

Rest of Europe

Asia-Pacific (Excluding Japan)

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