

Social Gaming: Market Research Report

<https://marketpublishers.com/r/S4B10B37A52EN.html>

Date: March 2018

Pages: 251

Price: US\$ 5,600.00 (Single User License)

ID: S4B10B37A52EN

Abstracts

This report analyzes the worldwide markets for Social Gaming in US\$ Million.

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 2016 through 2024.

Also, a five-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 92 companies including many key and niche players such as -

Aeria Games GmbH

Activision Blizzard, Inc.

Behaviour Interactive, Inc

DeNA Co., Ltd

Electronic Arts, Inc.

Etermax

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Delta Acquires Gauss Networks

Zhongji Holding Acquires Jagex

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Caesars Sells Playtika to Shanghai Giant Network Technology

gamigo Takes Over highdigit

Playtech Acquires Funtactix

Youzu Interactive to Acquire Bigpoint

Keywords Studios Takes Over Ankama Asia

Delaware North Takes Over Ruby Seven Studios

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Playphone Inks Distribution Agreement with Cyanogen
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4. FOCUS ON SELECT GLOBAL PLAYERS

Aeria Games GmbH (Germany)
Activision Blizzard, Inc. (USA)
Blizzard Entertainment, Inc. (USA)
King Digital Entertainment plc (UK)
Behaviour Interactive, Inc. (Canada)
DeNA Co., Ltd. (Japan)
Electronic Arts, Inc. (USA)
PopCap Games, Inc. (USA)
Etermax (Argentina)
GREE, Inc. (Japan)
Miniclip SA (Switzerland)
Peak Games (Turkey)
Playtech plc (Isle of Man, UK)
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Canada (5)

Japan (6)

Europe (32)

France (4)

Germany (6)

The United Kingdom (4)

Spain (1)

Rest of Europe (17)

Asia-Pacific (Excluding Japan) (15)

Latin America (1)

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