

Wireless Gaming: Market Research Report

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Abstracts

This report analyzes the worldwide markets for Wireless Gaming in US\$ Million by the following Product Segments: Messaging Based Wireless Gaming, Browser/Web Based Wireless Gaming, and Downloadable Wireless Gaming.

The report provides separate comprehensive analytics for the US, Japan, Europe, and Rest of World.

Annual estimates and forecasts are provided for the period 2010 through 2018.

The report profiles 90 companies including many key and niche players such as Blockdot, Inc., DeNA Co., Ltd., Electronic Arts, Inc., Gameloft SA, GAMEVIL, GREE International, Inc., Glu Mobile Inc., GigaMedia Limited, HandyGames, I-play, Itsmy® Games, Jump Games, Kuju Entertainment Ltd., MocoSpace, NAMCO BANDAI Games Inc., Nexon America, Inc., Player X, RockYou®, Inc., Santaro Interactive Entertainment Company, SendMe Inc., Snackable Media, Sohu.com, Inc., Sony Computer Entertainment, Inc., Sony Online Entertainment LLC, Tylted and Zapak Digital Entertainment Ltd.

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

Company profiles are primarily based upon search engine sources in the public domain.

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BREW

C++ Applications

HTML5

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GigaMedia Signs Agreement with South Korean Neowiz
Players Rock Entertainment Selects GamesAnalytics Predict™ Platform
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Santaro Acquires Social, IOS and Web Games Team
Play'n GO Inks Agreement with V&J
GigaMedia's Jidi Joy Acquires Web-based Social Games Development Team
WI Harper Group Invests in Leiyoo Information Technology
NetDragon to Form Joint Venture with DeNA
NEXON Korea to Acquire Shaiya Online
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NEXON to Acquire Gloops
DeNA Partners with Independent Social and Mobile Game Developers
DeNA and NAMCO BANDAI Games Rebrand Joint Venture
Tylted Enters into Partnership Agreement with Beintoo
Zynga Inks Exclusive Partnership Agreement with bwin.party digital entertainment to
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GREE Acquires Funzio
GREE Takes Over App Ant Studios
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EA Takes Over KlickNation
Glu Mobile Teams Up with TOM Group
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Changyou.com to Take Over 17173.com Game Information Portal from Sohu.com
Changyou.com Inks Online Links and Advertising Agreement and Services Agreement with Sohu.com
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XS Software Enters into Partnership with Joymax
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Zattikka Gets \$5.5 Million for Browser and Mobile Games Development
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Zynga Takes Over Conduit Labs
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Glu Mobile Introduces Eternity Warriors 2
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Gameloft Launches New Games for All Age Groups
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Glu Mobile Introduces Family Based Game Small Street
Gameloft Unveils 5 Hd Games on Meadiatek's Mt6575 and Mt6577
Gameloft Introduces Uno™ to Kindle E-readers
Electronic Arts Launches Five Game-changing Developments for FIFA 13
nWay Develops Multiplayer Browser Game, ChronoBlade
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Blockdot Releases Clink on Mobiles
Buffalo Launches Buffalo Connected
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Hunka Technologies Introduces Fruit Chopper Game for Android Mobiles
Hunka Technologies Introduces iDino Jump
DeNA and Marvel Introduce Marvel: War of Heroes™ Card-battle Game
DeNA and Daum Introduce Daum Mobage
MocoSpace Unveils New Games
Tylted Launches camPAIN 2012 Game
Zynga Launches Ayakashi: Ghost Guild
Zynga Introduces FarmVille 2
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Zynga Unveils Matching With Friends Game
Zynga Launches Hidden Chronicles
Zynga Unveils Zynga API, Zynga With Friends Network and New Games
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STC Unveils STC Gaming Portal
Reach Messaging Unveils Word Supreme Mobile Game Application
RockYou(R) Unveils Galactic Allies RTS Facebook Game
Gameloft Collaborates with Audi to Launch Asphalt Audi RS 3
Glu Mobile Develops Social Mobile Games for Sony Ericsson's Xperia Play Gaming Platform
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Zynga Launches New Hanging With Friends Game
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Gamevil(R) Releases 'Toy Shot' for iOS Devices
Namco Bandai Games Releases Sky Gamblers™: Rise of Glory
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GAMEVIL® Unveils Chalk n' Talk Social Mobile Game
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SEGA to Launch Marvel's Famous Thor Franchise into Video Gaming Systems
I-play Launches Famous Online Game Paradise Quest for iPod® Touch and iPhone™
Zynga Launches Browser-Based Version of Mafia Wars Atlantic City
HWS to Launch Java Pyramid Game
Quno to Introduce First Mobile Games at Rail Stations in Collaboration with SCVNGR
MocoSpace to Launch New Mobile Games Platform
Blockdot Introduces New Games for SuperMedia
Blockdot Unveils Updated Version of Chicktionary
Blockdot and Universal Pictures Introduce New Free-to-Play Pilgrim's Punch-Out Game
(US) MocoSpace Launches Android App
Zynga Unveils Zynga Texas Poker Game
Sony Releases Ten Free Games to PSP Go Owners
Reader's Digest Launches Word Power Games in Collaboration with Fit Brains
HMV and Orange Launch Mobile Games Service
THQ Wireless Introduces iPhone Version of de Blob([R]) Revolution Game
Jump Games Unveils Official Ashes Series Game for Mobile Devices
Electronic Arts Releases Pogo Games App on App Store
MocoSpace Launches Street Wars
Cascadia Investments Launches Six New Apple- Compatible Games
Cascadia Investments Launches cascadiainteractive.com Gaming Apps Website

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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)
Itsmys® Games (Germany)
Jump Games (India)
Kuju Entertainment Ltd. (UK)
MocoSpace (USA)
NAMCO BANDAI Games Inc. (USA)
Nexon America, Inc. (US)
Player X (The United Kingdom)
RockYou®, Inc. (US)
Santaro Interactive Entertainment Company (US)
SendMe Inc. (USA)
Snackable Media (USA)
Sohu.com, Inc. (China)
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Table 64. Russian Historic Review for Wireless Gaming by Segment - Messaging Based Wireless Gaming, Browser/Web Based Wireless Gaming and Downloadable Wireless Gaming Markets Independently Analyzed with Annual Revenues in US\$ Million for Years 2004 through 2009 (includes corresponding Graph/Chart)

Table 65. Russian 15-Year Perspective for Wireless Gaming by Segment - Percentage Share Breakdown of Revenue for Messaging Based Wireless Gaming, Browser/Web Based Wireless Gaming and Downloadable Wireless Gaming Markets for Years 2004, 2012, and 2018 (includes corresponding Graph/Chart)

3G.REST OF EUROPE**A. Market Analysis**

Product Launches and Innovations

Strategic Corporate Developments

B. Market Analytics

Table 66. Rest of Europe Recent Past, Current and Future Analysis for Wireless Gaming by Segment - Messaging Based Wireless Gaming, Browser/Web Based Wireless Gaming and Downloadable Wireless Gaming Markets Independently Analyzed with Annual Revenues in US\$ Million for Years 2010 through 2018 (includes corresponding Graph/Chart)

Table 67. Rest of Europe Historic Review for Wireless Gaming by Segment - Messaging Based Wireless Gaming, Browser/Web Based Wireless Gaming and Downloadable Wireless Gaming Markets Independently Analyzed with Annual

Revenues in US\$ Million for Years 2004 through 2009 (includes corresponding Graph/Chart)

Table 68. Rest of Europe 15-Year Perspective for Wireless Gaming by Segment - Percentage Share Breakdown of Revenue for Messaging Based Wireless Gaming, Browser/Web Based Wireless Gaming and Downloadable Wireless Gaming Markets for Years 2004, 2012, and 2018 (includes corresponding Graph/Chart)

4.REST OF WORLD

A. Market Analysis

Current & Future Analysis

Mobile Gaming Poised for Excellent Growth in Asian Market

Message Based Games in Asia-Pacific – A Snapshot

Focus on Select Markets

China

Technology Drives Chinese Mobile Gaming Market

Table 69. Chinese Wireless Gaming Market (2011): Percentage Share Breakdown of Revenue by Leading Players (includes corresponding Graph/Chart)

India

Overview

Spreading Awareness – Key to Success

South Korea

One of the Major Global Markets

Korean Mobile Gaming Market - Poised for Significant Growth

Government Clampdown on Video Games Fail to Deter Wireless Games Segment

Competition

Regional Market Players Look to Overseas Markets

Table 70. Mobile Gaming Market in Korea (2012): Percentage Share Breakdown of Revenue by Leading Players (includes corresponding Graph/Chart)

Product Launches and Innovations

Strategic Corporate Developments

Key Players

B. Market Analytics

Table 71. Rest of World Recent Past, Current and Future Analysis for Wireless Gaming by Segment - Messaging Based Wireless Gaming, Browser/ Web Based Wireless Gaming and Downloadable Wireless Gaming Markets Independently Analyzed with Annual Revenues in US\$ Million for Years 2010 through 2018 (includes corresponding Graph/Chart)

Table 72. Rest of World Historic Review for Wireless Gaming by Segment - Messaging Based Wireless Gaming, Browser/Web Based Wireless Gaming and Downloadable Wireless Gaming Markets Independently Analyzed with Annual Revenues in US\$ Million for Years 2004 through 2009 (includes corresponding Graph/Chart)

Table 73. Rest of World 15-Year Perspective for Wireless Gaming by Segment - Percentage Share Breakdown of Revenue for Messaging Based Wireless Gaming, Browser/Web Based Wireless Gaming and Downloadable Wireless Gaming Markets for Years 2004, 2012, and 2018 (includes corresponding Graph/Chart)

IV. COMPETITIVE LANDSCAPE

Total Companies Profiled: 90 (including Divisions/Subsidiaries - 99)

The United States (48)

Japan (8)

Europe (27)

France (2)

Germany (9)

The United Kingdom (8)

Rest of Europe (8)

Asia-Pacific (Excluding Japan) (15)

Middle-East (1)

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