

Global Advanced Digital Gaming Market 2018 by Manufacturers, Countries, Type and Application, Forecast to 2023

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Abstracts

Scope of the Report:

This report studies the Advanced Digital Gaming market status and outlook of Global and major regions, from angles of players, countries, product types and end industries; this report analyzes the top players in global market, and splits the Advanced Digital Gaming market by product type and applications/end industries.

Advanced digital gaming is an interactive platform for one or more players, designed to offer a virtual environment and user-controlled experience for entertainment and educational purpose using digital electronic devices such as videogame console, computer, mobile device, interactive television, and others.

These games are either played online or stand-alone.

Digital gaming enables users to experience immersive and digital form of games based out of real life and imaginary situations.

The global Advanced Digital Gaming market is valued at xx million USD in 2017 and is expected to reach xx million USD by the end of 2023, growing at a CAGR of xx% between 2017 and 2023.

The Asia-Pacific will occupy for more market share in following years, especially in China, also fast growing India and Southeast Asia regions.

North America, especially The United States, will still play an important role which cannot be ignored. Any changes from United States might affect the development trend of Advanced Digital Gaming.

Europe also play important roles in global market, with market size of xx million USD in 2017 and will be xx million USD in 2023, with a CAGR of xx%.

Market Segment by Companies, this report covers

Sony

Microsoft

Nintendo

Tapinator

Kabam

Zynga

Electronic Arts

King

Sega Games

Market Segment by Regions, regional analysis covers

North America (United States, Canada and Mexico)

Europe (Germany, France, UK, Russia and Italy)

Asia-Pacific (China, Japan, Korea, India and Southeast Asia)

South America (Brazil, Argentina, Colombia)

Middle East and Africa (Saudi Arabia, UAE, Egypt, Nigeria and South Africa)

Market Segment by Type, covers

Social Gamers

Serious Gamers

Core Gamers

Market Segment by Applications, can be divided into

Tablet

Computer

Laptop

Mobile

Console Unit

Contents

1 ADVANCED DIGITAL GAMING MARKET OVERVIEW

- 1.1 Product Overview and Scope of Advanced Digital Gaming
- 1.2 Classification of Advanced Digital Gaming by Types
 - 1.2.1 Global Advanced Digital Gaming Revenue Comparison by Types (2017-2023)
 - 1.2.2 Global Advanced Digital Gaming Revenue Market Share by Types in 2017
 - 1.2.3 Social Gamers
 - 1.2.4 Serious Gamers
 - 1.2.5 Core Gamers
- 1.3 Global Advanced Digital Gaming Market by Application
 - 1.3.1 Global Advanced Digital Gaming Market Size and Market Share Comparison by Applications (2013-2023)
 - 1.3.2 Tablet
 - 1.3.3 Computer
 - 1.3.4 Laptop
 - 1.3.5 Mobile
 - 1.3.6 Console Unit
- 1.4 Global Advanced Digital Gaming Market by Regions
 - 1.4.1 Global Advanced Digital Gaming Market Size (Million USD) Comparison by Regions (2013-2023)
 - 1.4.1 North America (USA, Canada and Mexico) Advanced Digital Gaming Status and Prospect (2013-2023)
 - 1.4.2 Europe (Germany, France, UK, Russia and Italy) Advanced Digital Gaming Status and Prospect (2013-2023)
 - 1.4.3 Asia-Pacific (China, Japan, Korea, India and Southeast Asia) Advanced Digital Gaming Status and Prospect (2013-2023)
 - 1.4.4 South America (Brazil, Argentina, Colombia) Advanced Digital Gaming Status and Prospect (2013-2023)
 - 1.4.5 Middle East and Africa (Saudi Arabia, UAE, Egypt, Nigeria and South Africa) Advanced Digital Gaming Status and Prospect (2013-2023)
- 1.5 Global Market Size of Advanced Digital Gaming (2013-2023)

2 MANUFACTURERS PROFILES

- 2.1 Sony
 - 2.1.1 Business Overview
 - 2.1.2 Advanced Digital Gaming Type and Applications

- 2.1.2.1 Product A
- 2.1.2.2 Product B
- 2.1.3 Sony Advanced Digital Gaming Revenue, Gross Margin and Market Share (2016-2017)
- 2.2 Microsoft
 - 2.2.1 Business Overview
 - 2.2.2 Advanced Digital Gaming Type and Applications
 - 2.2.2.1 Product A
 - 2.2.2.2 Product B
 - 2.2.3 Microsoft Advanced Digital Gaming Revenue, Gross Margin and Market Share (2016-2017)
- 2.3 Nintendo
 - 2.3.1 Business Overview
 - 2.3.2 Advanced Digital Gaming Type and Applications
 - 2.3.2.1 Product A
 - 2.3.2.2 Product B
 - 2.3.3 Nintendo Advanced Digital Gaming Revenue, Gross Margin and Market Share (2016-2017)
- 2.4 Tapinator
 - 2.4.1 Business Overview
 - 2.4.2 Advanced Digital Gaming Type and Applications
 - 2.4.2.1 Product A
 - 2.4.2.2 Product B
 - 2.4.3 Tapinator Advanced Digital Gaming Revenue, Gross Margin and Market Share (2016-2017)
- 2.5 Kabam
 - 2.5.1 Business Overview
 - 2.5.2 Advanced Digital Gaming Type and Applications
 - 2.5.2.1 Product A
 - 2.5.2.2 Product B
 - 2.5.3 Kabam Advanced Digital Gaming Revenue, Gross Margin and Market Share (2016-2017)
- 2.6 Zynga
 - 2.6.1 Business Overview
 - 2.6.2 Advanced Digital Gaming Type and Applications
 - 2.6.2.1 Product A
 - 2.6.2.2 Product B
 - 2.6.3 Zynga Advanced Digital Gaming Revenue, Gross Margin and Market Share (2016-2017)

2.7 Electronic Arts

2.7.1 Business Overview

2.7.2 Advanced Digital Gaming Type and Applications

2.7.2.1 Product A

2.7.2.2 Product B

2.7.3 Electronic Arts Advanced Digital Gaming Revenue, Gross Margin and Market Share (2016-2017)

2.8 King

2.8.1 Business Overview

2.8.2 Advanced Digital Gaming Type and Applications

2.8.2.1 Product A

2.8.2.2 Product B

2.8.3 King Advanced Digital Gaming Revenue, Gross Margin and Market Share (2016-2017)

2.9 Sega Games

2.9.1 Business Overview

2.9.2 Advanced Digital Gaming Type and Applications

2.9.2.1 Product A

2.9.2.2 Product B

2.9.3 Sega Games Advanced Digital Gaming Revenue, Gross Margin and Market Share (2016-2017)

3 GLOBAL ADVANCED DIGITAL GAMING MARKET COMPETITION, BY PLAYERS

3.1 Global Advanced Digital Gaming Revenue and Share by Players (2013-2018)

3.2 Market Concentration Rate

3.2.1 Top 5 Advanced Digital Gaming Players Market Share

3.2.2 Top 10 Advanced Digital Gaming Players Market Share

3.3 Market Competition Trend

4 GLOBAL ADVANCED DIGITAL GAMING MARKET SIZE BY REGIONS

4.1 Global Advanced Digital Gaming Revenue and Market Share by Regions

4.2 North America Advanced Digital Gaming Revenue and Growth Rate (2013-2018)

4.3 Europe Advanced Digital Gaming Revenue and Growth Rate (2013-2018)

4.4 Asia-Pacific Advanced Digital Gaming Revenue and Growth Rate (2013-2018)

4.5 South America Advanced Digital Gaming Revenue and Growth Rate (2013-2018)

4.6 Middle East and Africa Advanced Digital Gaming Revenue and Growth Rate (2013-2018)

5 NORTH AMERICA ADVANCED DIGITAL GAMING REVENUE BY COUNTRIES

- 5.1 North America Advanced Digital Gaming Revenue by Countries (2013-2018)
- 5.2 USA Advanced Digital Gaming Revenue and Growth Rate (2013-2018)
- 5.3 Canada Advanced Digital Gaming Revenue and Growth Rate (2013-2018)
- 5.4 Mexico Advanced Digital Gaming Revenue and Growth Rate (2013-2018)

6 EUROPE ADVANCED DIGITAL GAMING REVENUE BY COUNTRIES

- 6.1 Europe Advanced Digital Gaming Revenue by Countries (2013-2018)
- 6.2 Germany Advanced Digital Gaming Revenue and Growth Rate (2013-2018)
- 6.3 UK Advanced Digital Gaming Revenue and Growth Rate (2013-2018)
- 6.4 France Advanced Digital Gaming Revenue and Growth Rate (2013-2018)
- 6.5 Russia Advanced Digital Gaming Revenue and Growth Rate (2013-2018)
- 6.6 Italy Advanced Digital Gaming Revenue and Growth Rate (2013-2018)

7 ASIA-PACIFIC ADVANCED DIGITAL GAMING REVENUE BY COUNTRIES

- 7.1 Asia-Pacific Advanced Digital Gaming Revenue by Countries (2013-2018)
- 7.2 China Advanced Digital Gaming Revenue and Growth Rate (2013-2018)
- 7.3 Japan Advanced Digital Gaming Revenue and Growth Rate (2013-2018)
- 7.4 Korea Advanced Digital Gaming Revenue and Growth Rate (2013-2018)
- 7.5 India Advanced Digital Gaming Revenue and Growth Rate (2013-2018)
- 7.6 Southeast Asia Advanced Digital Gaming Revenue and Growth Rate (2013-2018)

8 SOUTH AMERICA ADVANCED DIGITAL GAMING REVENUE BY COUNTRIES

- 8.1 South America Advanced Digital Gaming Revenue by Countries (2013-2018)
- 8.2 Brazil Advanced Digital Gaming Revenue and Growth Rate (2013-2018)
- 8.3 Argentina Advanced Digital Gaming Revenue and Growth Rate (2013-2018)
- 8.4 Colombia Advanced Digital Gaming Revenue and Growth Rate (2013-2018)

9 MIDDLE EAST AND AFRICA REVENUE ADVANCED DIGITAL GAMING BY COUNTRIES

- 9.1 Middle East and Africa Advanced Digital Gaming Revenue by Countries (2013-2018)
- 9.2 Saudi Arabia Advanced Digital Gaming Revenue and Growth Rate (2013-2018)

- 9.3 UAE Advanced Digital Gaming Revenue and Growth Rate (2013-2018)
- 9.4 Egypt Advanced Digital Gaming Revenue and Growth Rate (2013-2018)
- 9.5 Nigeria Advanced Digital Gaming Revenue and Growth Rate (2013-2018)
- 9.6 South Africa Advanced Digital Gaming Revenue and Growth Rate (2013-2018)

10 GLOBAL ADVANCED DIGITAL GAMING MARKET SEGMENT BY TYPE

- 10.1 Global Advanced Digital Gaming Revenue and Market Share by Type (2013-2018)
- 10.2 Global Advanced Digital Gaming Market Forecast by Type (2018-2023)
- 10.3 Social Gamers Revenue Growth Rate (2013-2023)
- 10.4 Serious Gamers Revenue Growth Rate (2013-2023)
- 10.5 Core Gamers Revenue Growth Rate (2013-2023)

11 GLOBAL ADVANCED DIGITAL GAMING MARKET SEGMENT BY APPLICATION

- 11.1 Global Advanced Digital Gaming Revenue Market Share by Application (2013-2018)
- 11.2 Advanced Digital Gaming Market Forecast by Application (2018-2023)
- 11.3 Tablet Revenue Growth (2013-2018)
- 11.4 Computer Revenue Growth (2013-2018)
- 11.5 Laptop Revenue Growth (2013-2018)
- 11.6 Mobile Revenue Growth (2013-2018)
- 11.7 Console Unit Revenue Growth (2013-2018)

12 GLOBAL ADVANCED DIGITAL GAMING MARKET SIZE FORECAST (2018-2023)

- 12.1 Global Advanced Digital Gaming Market Size Forecast (2018-2023)
- 12.2 Global Advanced Digital Gaming Market Forecast by Regions (2018-2023)
- 12.3 North America Advanced Digital Gaming Revenue Market Forecast (2018-2023)
- 12.4 Europe Advanced Digital Gaming Revenue Market Forecast (2018-2023)
- 12.5 Asia-Pacific Advanced Digital Gaming Revenue Market Forecast (2018-2023)
- 12.6 South America Advanced Digital Gaming Revenue Market Forecast (2018-2023)
- 12.7 Middle East and Africa Advanced Digital Gaming Revenue Market Forecast (2018-2023)

13 RESEARCH FINDINGS AND CONCLUSION

14 APPENDIX

14.1 Methodology

14.2 Data Source

List Of Tables

LIST OF TABLES AND FIGURES

Figure Advanced Digital Gaming Picture

Table Product Specifications of Advanced Digital Gaming

Table Global Advanced Digital Gaming and Revenue (Million USD) Market Split by Product Type

Figure G

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