

Global Artificial Intelligence in Video Games Market 2018 by Manufacturers, Countries, Type and Application, Forecast to 2023

<https://marketpublishers.com/r/GCFB795F2CFGEN.html>

Date: December 2018

Pages: 138

Price: US\$ 3,480.00 (Single User License)

ID: GCFB795F2CFGEN

Abstracts

In video games, artificial intelligence (AI) is used to generate responsive, adaptive or intelligent behaviors primarily in non-player characters (NPCs) similar to human-like intelligence. Artificial intelligence has been an integral part of video games since their inception in the 1950s. The role of AI in video games has expanded greatly since its introduction. Modern games often implement existing techniques from the field of artificial intelligence such as pathfinding and decision trees to guide the actions of NPCs. Additionally, AI is often used in mechanisms which are not immediately visible to the user, such as data mining and procedural-content generation.

SCOPE OF THE REPORT:

The global Artificial Intelligence in Video Games 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 Artificial Intelligence in Video Games.

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%.

This report studies the Artificial Intelligence in Video Games 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 Artificial Intelligence in Video Games market by product type and applications/end industries.

Market Segment by Companies, this report covers

Ubisoft

EA

Tencent

Sony

Microsoft

Playtika

Activision Blizzard

NetEase

Nintendo

Google

Nexon

Square Enix

Konami

Take-Two Interactive

NCSOFT

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

On-Premise

Cloud-based

Market Segment by Applications, can be divided into

PC

TV

Smartphone & Tablet

Contents

1 ARTIFICIAL INTELLIGENCE IN VIDEO GAMES MARKET OVERVIEW

1.1 Product Overview and Scope of Artificial Intelligence in Video Games

1.2 Classification of Artificial Intelligence in Video Games by Types

1.2.1 Global Artificial Intelligence in Video Games Revenue Comparison by Types (2017-2023)

1.2.2 Global Artificial Intelligence in Video Games Revenue Market Share by Types in 2017

1.2.3 On-Premise

1.2.4 Cloud-based

1.3 Global Artificial Intelligence in Video Games Market by Application

1.3.1 Global Artificial Intelligence in Video Games Market Size and Market Share Comparison by Applications (2013-2023)

1.3.2 PC

1.3.3 TV

1.3.4 Smartphone & Tablet

1.4 Global Artificial Intelligence in Video Games Market by Regions

1.4.1 Global Artificial Intelligence in Video Games Market Size (Million USD) Comparison by Regions (2013-2023)

1.4.1 North America (USA, Canada and Mexico) Artificial Intelligence in Video Games Status and Prospect (2013-2023)

1.4.2 Europe (Germany, France, UK, Russia and Italy) Artificial Intelligence in Video Games Status and Prospect (2013-2023)

1.4.3 Asia-Pacific (China, Japan, Korea, India and Southeast Asia) Artificial Intelligence in Video Games Status and Prospect (2013-2023)

1.4.4 South America (Brazil, Argentina, Colombia) Artificial Intelligence in Video Games Status and Prospect (2013-2023)

1.4.5 Middle East and Africa (Saudi Arabia, UAE, Egypt, Nigeria and South Africa) Artificial Intelligence in Video Games Status and Prospect (2013-2023)

1.5 Global Market Size of Artificial Intelligence in Video Games (2013-2023)

2 MANUFACTURERS PROFILES

2.1 Ubisoft

2.1.1 Business Overview

2.1.2 Artificial Intelligence in Video Games Type and Applications

2.1.2.1 Product A

2.1.2.2 Product B

2.1.3 Ubisoft Artificial Intelligence in Video Games Revenue, Gross Margin and Market Share (2016-2017)

2.2 EA

2.2.1 Business Overview

2.2.2 Artificial Intelligence in Video Games Type and Applications

2.2.2.1 Product A

2.2.2.2 Product B

2.2.3 EA Artificial Intelligence in Video Games Revenue, Gross Margin and Market Share (2016-2017)

2.3 Tencent

2.3.1 Business Overview

2.3.2 Artificial Intelligence in Video Games Type and Applications

2.3.2.1 Product A

2.3.2.2 Product B

2.3.3 Tencent Artificial Intelligence in Video Games Revenue, Gross Margin and Market Share (2016-2017)

2.4 Sony

2.4.1 Business Overview

2.4.2 Artificial Intelligence in Video Games Type and Applications

2.4.2.1 Product A

2.4.2.2 Product B

2.4.3 Sony Artificial Intelligence in Video Games Revenue, Gross Margin and Market Share (2016-2017)

2.5 Microsoft

2.5.1 Business Overview

2.5.2 Artificial Intelligence in Video Games Type and Applications

2.5.2.1 Product A

2.5.2.2 Product B

2.5.3 Microsoft Artificial Intelligence in Video Games Revenue, Gross Margin and Market Share (2016-2017)

2.6 Playtika

2.6.1 Business Overview

2.6.2 Artificial Intelligence in Video Games Type and Applications

2.6.2.1 Product A

2.6.2.2 Product B

2.6.3 Playtika Artificial Intelligence in Video Games Revenue, Gross Margin and Market Share (2016-2017)

2.7 Activision Blizzard

- 2.7.1 Business Overview
- 2.7.2 Artificial Intelligence in Video Games Type and Applications
 - 2.7.2.1 Product A
 - 2.7.2.2 Product B
- 2.7.3 Activision Blizzard Artificial Intelligence in Video Games Revenue, Gross Margin and Market Share (2016-2017)
- 2.8 NetEase
 - 2.8.1 Business Overview
 - 2.8.2 Artificial Intelligence in Video Games Type and Applications
 - 2.8.2.1 Product A
 - 2.8.2.2 Product B
 - 2.8.3 NetEase Artificial Intelligence in Video Games Revenue, Gross Margin and Market Share (2016-2017)
- 2.9 Nintendo
 - 2.9.1 Business Overview
 - 2.9.2 Artificial Intelligence in Video Games Type and Applications
 - 2.9.2.1 Product A
 - 2.9.2.2 Product B
 - 2.9.3 Nintendo Artificial Intelligence in Video Games Revenue, Gross Margin and Market Share (2016-2017)
- 2.10 Google
 - 2.10.1 Business Overview
 - 2.10.2 Artificial Intelligence in Video Games Type and Applications
 - 2.10.2.1 Product A
 - 2.10.2.2 Product B
 - 2.10.3 Google Artificial Intelligence in Video Games Revenue, Gross Margin and Market Share (2016-2017)
- 2.11 Nexon
 - 2.11.1 Business Overview
 - 2.11.2 Artificial Intelligence in Video Games Type and Applications
 - 2.11.2.1 Product A
 - 2.11.2.2 Product B
 - 2.11.3 Nexon Artificial Intelligence in Video Games Revenue, Gross Margin and Market Share (2016-2017)
- 2.12 Square Enix
 - 2.12.1 Business Overview
 - 2.12.2 Artificial Intelligence in Video Games Type and Applications
 - 2.12.2.1 Product A
 - 2.12.2.2 Product B

2.12.3 Square Enix Artificial Intelligence in Video Games Revenue, Gross Margin and Market Share (2016-2017)

2.13 Konami

2.13.1 Business Overview

2.13.2 Artificial Intelligence in Video Games Type and Applications

2.13.2.1 Product A

2.13.2.2 Product B

2.13.3 Konami Artificial Intelligence in Video Games Revenue, Gross Margin and Market Share (2016-2017)

2.14 Take-Two Interactive

2.14.1 Business Overview

2.14.2 Artificial Intelligence in Video Games Type and Applications

2.14.2.1 Product A

2.14.2.2 Product B

2.14.3 Take-Two Interactive Artificial Intelligence in Video Games Revenue, Gross Margin and Market Share (2016-2017)

2.15 NCSOFT

2.15.1 Business Overview

2.15.2 Artificial Intelligence in Video Games Type and Applications

2.15.2.1 Product A

2.15.2.2 Product B

2.15.3 NCSOFT Artificial Intelligence in Video Games Revenue, Gross Margin and Market Share (2016-2017)

3 GLOBAL ARTIFICIAL INTELLIGENCE IN VIDEO GAMES MARKET COMPETITION, BY PLAYERS

3.1 Global Artificial Intelligence in Video Games Revenue and Share by Players (2013-2018)

3.2 Market Concentration Rate

3.2.1 Top 5 Artificial Intelligence in Video Games Players Market Share

3.2.2 Top 10 Artificial Intelligence in Video Games Players Market Share

3.3 Market Competition Trend

4 GLOBAL ARTIFICIAL INTELLIGENCE IN VIDEO GAMES MARKET SIZE BY REGIONS

4.1 Global Artificial Intelligence in Video Games Revenue and Market Share by Regions

4.2 North America Artificial Intelligence in Video Games Revenue and Growth Rate

(2013-2018)

4.3 Europe Artificial Intelligence in Video Games Revenue and Growth Rate

(2013-2018)

4.4 Asia-Pacific Artificial Intelligence in Video Games Revenue and Growth Rate

(2013-2018)

4.5 South America Artificial Intelligence in Video Games Revenue and Growth Rate

(2013-2018)

4.6 Middle East and Africa Artificial Intelligence in Video Games Revenue and Growth Rate (2013-2018)

5 NORTH AMERICA ARTIFICIAL INTELLIGENCE IN VIDEO GAMES REVENUE BY COUNTRIES

5.1 North America Artificial Intelligence in Video Games Revenue by Countries

(2013-2018)

5.2 USA Artificial Intelligence in Video Games Revenue and Growth Rate (2013-2018)

5.3 Canada Artificial Intelligence in Video Games Revenue and Growth Rate

(2013-2018)

5.4 Mexico Artificial Intelligence in Video Games Revenue and Growth Rate

(2013-2018)

6 EUROPE ARTIFICIAL INTELLIGENCE IN VIDEO GAMES REVENUE BY COUNTRIES

6.1 Europe Artificial Intelligence in Video Games Revenue by Countries (2013-2018)

6.2 Germany Artificial Intelligence in Video Games Revenue and Growth Rate

(2013-2018)

6.3 UK Artificial Intelligence in Video Games Revenue and Growth Rate (2013-2018)

6.4 France Artificial Intelligence in Video Games Revenue and Growth Rate

(2013-2018)

6.5 Russia Artificial Intelligence in Video Games Revenue and Growth Rate

(2013-2018)

6.6 Italy Artificial Intelligence in Video Games Revenue and Growth Rate (2013-2018)

7 ASIA-PACIFIC ARTIFICIAL INTELLIGENCE IN VIDEO GAMES REVENUE BY COUNTRIES

7.1 Asia-Pacific Artificial Intelligence in Video Games Revenue by Countries

(2013-2018)

- 7.2 China Artificial Intelligence in Video Games Revenue and Growth Rate (2013-2018)
- 7.3 Japan Artificial Intelligence in Video Games Revenue and Growth Rate (2013-2018)
- 7.4 Korea Artificial Intelligence in Video Games Revenue and Growth Rate (2013-2018)
- 7.5 India Artificial Intelligence in Video Games Revenue and Growth Rate (2013-2018)
- 7.6 Southeast Asia Artificial Intelligence in Video Games Revenue and Growth Rate (2013-2018)

8 SOUTH AMERICA ARTIFICIAL INTELLIGENCE IN VIDEO GAMES REVENUE BY COUNTRIES

- 8.1 South America Artificial Intelligence in Video Games Revenue by Countries (2013-2018)
- 8.2 Brazil Artificial Intelligence in Video Games Revenue and Growth Rate (2013-2018)
- 8.3 Argentina Artificial Intelligence in Video Games Revenue and Growth Rate (2013-2018)
- 8.4 Colombia Artificial Intelligence in Video Games Revenue and Growth Rate (2013-2018)

9 MIDDLE EAST AND AFRICA REVENUE ARTIFICIAL INTELLIGENCE IN VIDEO GAMES BY COUNTRIES

- 9.1 Middle East and Africa Artificial Intelligence in Video Games Revenue by Countries (2013-2018)
- 9.2 Saudi Arabia Artificial Intelligence in Video Games Revenue and Growth Rate (2013-2018)
- 9.3 UAE Artificial Intelligence in Video Games Revenue and Growth Rate (2013-2018)
- 9.4 Egypt Artificial Intelligence in Video Games Revenue and Growth Rate (2013-2018)
- 9.5 Nigeria Artificial Intelligence in Video Games Revenue and Growth Rate (2013-2018)
- 9.6 South Africa Artificial Intelligence in Video Games Revenue and Growth Rate (2013-2018)

10 GLOBAL ARTIFICIAL INTELLIGENCE IN VIDEO GAMES MARKET SEGMENT BY TYPE

- 10.1 Global Artificial Intelligence in Video Games Revenue and Market Share by Type (2013-2018)
- 10.2 Global Artificial Intelligence in Video Games Market Forecast by Type (2018-2023)
- 10.3 On-Premise Revenue Growth Rate (2013-2023)

10.4 Cloud-based Revenue Growth Rate (2013-2023)

11 GLOBAL ARTIFICIAL INTELLIGENCE IN VIDEO GAMES MARKET SEGMENT BY APPLICATION

11.1 Global Artificial Intelligence in Video Games Revenue Market Share by Application (2013-2018)

11.2 Artificial Intelligence in Video Games Market Forecast by Application (2018-2023)

11.3 PC Revenue Growth (2013-2018)

11.4 TV Revenue Growth (2013-2018)

11.5 Smartphone & Tablet Revenue Growth (2013-2018)

12 GLOBAL ARTIFICIAL INTELLIGENCE IN VIDEO GAMES MARKET SIZE FORECAST (2018-2023)

12.1 Global Artificial Intelligence in Video Games Market Size Forecast (2018-2023)

12.2 Global Artificial Intelligence in Video Games Market Forecast by Regions (2018-2023)

12.3 North America Artificial Intelligence in Video Games Revenue Market Forecast (2018-2023)

12.4 Europe Artificial Intelligence in Video Games Revenue Market Forecast (2018-2023)

12.5 Asia-Pacific Artificial Intelligence in Video Games Revenue Market Forecast (2018-2023)

12.6 South America Artificial Intelligence in Video Games Revenue Market Forecast (2018-2023)

12.7 Middle East and Africa Artificial Intelligence in Video Games 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 Artificial Intelligence in Video Games Picture

Table Product Specifications of Artificial Intelligence in Video Games

Table Global Artificial Intelligence in Video Games and Revenue (Million USD) Market Split by Product Type

Figure Global Artificial Intelligence in Video Games Revenue Market Share by Types in 2017

Figure On-Premise Picture

Figure Cloud-based Picture

Table Global Artificial Intelligence in Video Games Revenue (Million USD) by Application (2013-2023)

Figure Artificial Intelligence in Video Games Revenue Market Share by Applications in 2017

Figure PC Picture

Figure TV Picture

Figure Smartphone & Tablet Picture

Table Global Market Artificial Intelligence in Video Games Revenue (Million USD) Comparison by Regions 2013-2023

Figure North America Artificial Intelligence in Video Games Revenue (Million USD) and Growth Rate (2013-2023)

Figure Europe Artificial Intelligence in Video Games Revenue (Million USD) and Growth Rate (2013-2023)

Figure Asia-Pacific Artificial Intelligence in Video Games Revenue (Million USD) and Growth Rate (2013-2023)

Figure South America Artificial Intelligence in Video Games Revenue (Million USD) and Growth Rate (2013-2023)

Figure Middle East and Africa Artificial Intelligence in Video Games Revenue (Million USD) and Growth Rate (2013-2023)

Figure Global Artificial Intelligence in Video Games Revenue (Million USD) and Growth Rate (2013-2023)

Table Ubisoft Basic Information, Manufacturing Base and Competitors

Table Ubisoft Artificial Intelligence in Video Games Type and Applications

Table Ubisoft Artificial Intelligence in Video Games Revenue, Gross Margin and Market Share (2016-2017)

Table EA Basic Information, Manufacturing Base and Competitors

Table EA Artificial Intelligence in Video Games Type and Applications

Table EA Artificial Intelligence in Video Games Revenue, Gross Margin and Market Share (2016-2017)

Table Tencent Basic Information, Manufacturing Base and Competitors

Table Tencent Artificial Intelligence in Video Games Type and Applications

Table Tencent Artificial Intelligence in Video Games Revenue, Gross Margin and Market Share (2016-2017)

Table Sony Basic Information, Manufacturing Base and Competitors

Table Sony Artificial Intelligence in Video Games Type and Applications

Table Sony Artificial Intelligence in Video Games Revenue, Gross Margin and Market Share (2016-2017)

Table Microsoft Basic Information, Manufacturing Base and Competitors

Table Microsoft Artificial Intelligence in Video Games Type and Applications

Table Microsoft Artificial Intelligence in Video Games Revenue, Gross Margin and Market Share (2016-2017)

Table Playtika Basic Information, Manufacturing Base and Competitors

Table Playtika Artificial Intelligence in Video Games Type and Applications

Table Playtika Artificial Intelligence in Video Games Revenue, Gross Margin and Market Share (2016-2017)

Table Activision Blizzard Basic Information, Manufacturing Base and Competitors

Table Activision Blizzard Artificial Intelligence in Video Games Type and Applications

Table Activision Blizzard Artificial Intelligence in Video Games Revenue, Gross Margin and Market Share (2016-2017)

Table NetEase Basic Information, Manufacturing Base and Competitors

Table NetEase Artificial Intelligence in Video Games Type and Applications

Table NetEase Artificial Intelligence in Video Games Revenue, Gross Margin and Market Share (2016-2017)

Table Nintendo Basic Information, Manufacturing Base and Competitors

Table Nintendo Artificial Intelligence in Video Games Type and Applications

Table Nintendo Artificial Intelligence in Video Games Revenue, Gross Margin and Market Share (2016-2017)

Table Google Basic Information, Manufacturing Base and Competitors

Table Google Artificial Intelligence in Video Games Type and Applications

Table Google Artificial Intelligence in Video Games Revenue, Gross Margin and Market Share (2016-2017)

Table Nexon Basic Information, Manufacturing Base and Competitors

Table Nexon Artificial Intelligence in Video Games Type and Applications

Table Nexon Artificial Intelligence in Video Games Revenue, Gross Margin and Market Share (2016-2017)

Table Square Enix Basic Information, Manufacturing Base and Competitors

Table Square Enix Artificial Intelligence in Video Games Type and Applications
Table Square Enix Artificial Intelligence in Video Games Revenue, Gross Margin and Market Share (2016-2017)
Table Konami Basic Information, Manufacturing Base and Competitors
Table Konami Artificial Intelligence in Video Games Type and Applications
Table Konami Artificial Intelligence in Video Games Revenue, Gross Margin and Market Share (2016-2017)
Table Take-Two Interactive Basic Information, Manufacturing Base and Competitors
Table Take-Two Interactive Artificial Intelligence in Video Games Type and Applications
Table Take-Two Interactive Artificial Intelligence in Video Games Revenue, Gross Margin and Market Share (2016-2017)
Table NCSOFT Basic Information, Manufacturing Base and Competitors
Table NCSOFT Artificial Intelligence in Video Games Type and Applications
Table NCSOFT Artificial Intelligence in Video Games Revenue, Gross Margin and Market Share (2016-2017)
Table Global Artificial Intelligence in Video Games Revenue (Million USD) by Players (2013-2018)
Table Global Artificial Intelligence in Video Games Revenue Share by Players (2013-2018)
Figure Global Artificial Intelligence in Video Games Revenue Share by Players in 2016
Figure Global Artificial Intelligence in Video Games Revenue Share by Players in 2017
Figure Global Top 5 Players Artificial Intelligence in Video Games Revenue Market Share in 2017
Figure Global Top 10 Players Artificial Intelligence in Video Games Revenue Market Share in 2017
Figure Global Artificial Intelligence in Video Games Revenue (Million USD) and Growth Rate (%) (2013-2018)
Table Global Artificial Intelligence in Video Games Revenue (Million USD) by Regions (2013-2018)
Table Global Artificial Intelligence in Video Games Revenue Market Share by Regions (2013-2018)
Figure Global Artificial Intelligence in Video Games Revenue Market Share by Regions (2013-2018)
Figure Global Artificial Intelligence in Video Games Revenue Market Share by Regions in 2017
Figure North America Artificial Intelligence in Video Games Revenue and Growth Rate (2013-2018)
Figure Europe Artificial Intelligence in Video Games Revenue and Growth Rate (2013-2018)

Figure Asia-Pacific Artificial Intelligence in Video Games Revenue and Growth Rate (2013-2018)

Figure South America Artificial Intelligence in Video Games Revenue and Growth Rate (2013-2018)

Figure Middle East and Africa Artificial Intelligence in Video Games Revenue and Growth Rate (2013-2018)

Table North America Artificial Intelligence in Video Games Revenue by Countries (2013-2018)

Table North America Artificial Intelligence in Video Games Revenue Market Share by Countries (2013-2018)

Figure North America Artificial Intelligence in Video Games Revenue Market Share by Countries (2013-2018)

Figure North America Artificial Intelligence in Video Games Revenue Market Share by Countries in 2017

Figure USA Artificial Intelligence in Video Games Revenue and Growth Rate (2013-2018)

Figure Canada Artificial Intelligence in Video Games Revenue and Growth Rate (2013-2018)

Figure Mexico Artificial Intelligence in Video Games Revenue and Growth Rate (2013-2018)

Table Europe Artificial Intelligence in Video Games Revenue (Million USD) by Countries (2013-2018)

Figure Europe Artificial Intelligence in Video Games Revenue Market Share by Countries (2013-2018)

Figure Europe Artificial Intelligence in Video Games Revenue Market Share by Countries in 2017

Figure Germany Artificial Intelligence in Video Games Revenue and Growth Rate (2013-2018)

Figure UK Artificial Intelligence in Video Games Revenue and Growth Rate (2013-2018)

Figure France Artificial Intelligence in Video Games Revenue and Growth Rate (2013-2018)

Figure Russia Artificial Intelligence in Video Games Revenue and Growth Rate (2013-2018)

Figure Italy Artificial Intelligence in Video Games Revenue and Growth Rate (2013-2018)

Table Asia-Pacific Artificial Intelligence in Video Games Revenue (Million USD) by Countries (2013-2018)

Figure Asia-Pacific Artificial Intelligence in Video Games Revenue Market Share by Countries (2013-2018)

Figure Asia-Pacific Artificial Intelligence in Video Games Revenue Market Share by Countries in 2017

Figure China Artificial Intelligence in Video Games Revenue and Growth Rate (2013-2018)

Figure Japan Artificial Intelligence in Video Games Revenue and Growth Rate (2013-2018)

Figure Korea Artificial Intelligence in Video Games Revenue and Growth Rate (2013-2018)

Figure India Artificial Intelligence in Video Games Revenue and Growth Rate (2013-2018)

Figure Southeast Asia Artificial Intelligence in Video Games Revenue and Growth Rate (2013-2018)

Table South America Artificial Intelligence in Video Games Revenue by Countries (2013-2018)

Table South America Artificial Intelligence in Video Games Revenue Market Share by Countries (2013-2018)

Figure South America Artificial Intelligence in Video Games Revenue Market Share by Countries (2013-2018)

Figure South America Artificial Intelligence in Video Games Revenue Market Share by Countries in 2017

Figure Brazil Artificial Intelligence in Video Games Revenue and Growth Rate (2013-2018)

Figure Argentina Artificial Intelligence in Video Games Revenue and Growth Rate (2013-2018)

Figure Colombia Artificial Intelligence in Video Games Revenue and Growth Rate (2013-2018)

Table Middle East and Africa Artificial Intelligence in Video Games Revenue (Million USD) by Countries (2013-2018)

Table Middle East and Africa Artificial Intelligence in Video Games Revenue Market Share by Countries (2013-2018)

Figure Middle East and Africa Artificial Intelligence in Video Games Revenue Market Share by Countries (2013-2018)

Figure Middle East and Africa Artificial Intelligence in Video Games Revenue Market Share by Countries in 2017

Figure Saudi Arabia Artificial Intelligence in Video Games Revenue and Growth Rate (2013-2018)

Figure UAE Artificial Intelligence in Video Games Revenue and Growth Rate (2013-2018)

Figure Egypt Artificial Intelligence in Video Games Revenue and Growth Rate

(2013-2018)

Figure Nigeria Artificial Intelligence in Video Games Revenue and Growth Rate

(2013-2018)

Figure South Africa Artificial Intelligence in Video Games Revenue and Growth Rate

(2013-2018)

Table Global Artificial Intelligence in Video Games Revenue (Million USD) by Type

(2013-2018)

Table Global Artificial Intelligence in Video Games Revenue Share by Type (2013-2018)

Figure Global Artificial Intelligence in Video Games Revenue Share by Type

(2013-2018)

Figure Global Artificial Intelligence in Video Games Revenue Share by Type in 2017

Table Global Artificial Intelligence in Video Games Revenue Forecast by Type

(2018-2023)

Figure Global Artificial Intelligence in Video Games Market Share Forecast by Type

(2018-2023)

Figure Global On-Premise Revenue Growth Rate (2013-2018)

Figure Global Cloud-based Revenue Growth Rate (2013-2018)

Table Global Artificial Intelligence in Video Games Revenue by Application (2013-2018)

Table Global Artificial Intelligence in Video Games Revenue Share by Application

(2013-2018)

Figure Global Artificial Intelligence in Video Games Revenue Share by Application

(2013-2018)

Figure Global Artificial Intelligence in Video Games Revenue Share by Application in 2017

Table Global Artificial Intelligence in Video Games Revenue Forecast by Application

(2018-2023)

Figure Global Artificial Intelligence in Video Games Market Share Forecast by Application (2018-2023)

Figure Global PC Revenue Growth Rate (2013-2018)

Figure Global TV Revenue Growth Rate (2013-2018)

Figure Global Smartphone & Tablet Revenue Growth Rate (2013-2018)

Figure Global Artificial Intelligence in Video Games Revenue (Million USD) and Growth Rate Forecast (2018 -2023)

Table Global Artificial Intelligence in Video Games Revenue (Million USD) Forecast by Regions (2018-2023)

Figure Global Artificial Intelligence in Video Games Revenue Market Share Forecast by Regions (2018-2023)

Figure North America Artificial Intelligence in Video Games Revenue Market Forecast (2018-2023)

Figure Europe Artificial Intelligence in Video Games Revenue Market Forecast
(2018-2023)

Figure Asia-Pacific Artificial Intelligence in Video Games Revenue Market Forecast
(2018-2023)

Figure South America Artificial Intelligence in Video Games Revenue Market Forecast
(2018-2023)

Figure Middle East and Africa Artificial Intelligence in Video Games Revenue Market
Forecast (2018-2023)

I would like to order

Product name: Global Artificial Intelligence in Video Games Market 2018 by Manufacturers, Countries, Type and Application, Forecast to 2023

Product link: <https://marketpublishers.com/r/GCFB795F2CFGEN.html>

Price: US\$ 3,480.00 (Single User License / Electronic Delivery)

If you want to order Corporate License or Hard Copy, please, contact our Customer Service:

info@marketpublishers.com

Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/GCFB795F2CFGEN.html>

To pay by Wire Transfer, please, fill in your contact details in the form below:

First name:
Last name:
Email:
Company:
Address:
City:
Zip code:
Country:
Tel:
Fax:
Your message:

****All fields are required**

Customer signature _____

Please, note that by ordering from marketpublishers.com you are agreeing to our Terms & Conditions at <https://marketpublishers.com/docs/terms.html>

To place an order via fax simply print this form, fill in the information below and fax the completed form to +44 20 7900 3970

