

Global Casual Game Supply, Demand and Key Producers, 2023-2029

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Abstracts

The global Casual Game market size is expected to reach \$ million by 2029, rising at a market growth of % CAGR during the forecast period (2023-2029).

This report studies the global Casual Game demand, key companies, and key regions.

This report is a detailed and comprehensive analysis of the world market for Casual Game, and provides market size (US\$ million) and Year-over-Year (YoY) growth, considering 2022 as the base year. This report explores demand trends and competition, as well as details the characteristics of Casual Game that contribute to its increasing demand across many markets.

Highlights and key features of the study

Global Casual Game total market, 2018-2029, (USD Million)

Global Casual Game total market by region & country, CAGR, 2018-2029, (USD Million)

U.S. VS China: Casual Game total market, key domestic companies and share, (USD Million)

Global Casual Game revenue by player and market share 2018-2023, (USD Million)

Global Casual Game total market by Type, CAGR, 2018-2029, (USD Million)

Global Casual Game total market by Application, CAGR, 2018-2029, (USD Million)

This reports profiles major players in the global Casual Game market based on the following parameters – company overview, revenue, gross margin, product portfolio, geographical presence, and key developments. Key companies covered as a part of this study include Kwalee, Supersonic Studios, Ubisoft Entertainment, Tasty pill, Zynga Inc, SayGames, Gismart, BoomBit and Voodoo, etc.

This report also provides key insights about market drivers, restraints, opportunities, new product launches or approvals, COVID-19 and Russia-Ukraine War Influence.

Stakeholders would have ease in decision-making through various strategy matrices used in analyzing the World Casual Game market

Detailed Segmentation:

Each section contains quantitative market data including market by value (US\$ Millions), by player, by regions, by Type, and by Application. Data is given for the years 2018-2029 by year with 2022 as the base year, 2023 as the estimate year, and 2024-2029 as the forecast year.

Global Casual Game Market, By Region:

United States

China

Europe

Japan

South Korea

ASEAN

India

Rest of World

Global Casual Game Market, Segmentation by Type

Match-3 Game

Puzzle Game

Card Game

Board Game

Others

Global Casual Game Market, Segmentation by Application

Online Game

Stand-Alone Game

Companies Profiled:

Kwalee

Supersonic Studios

Ubisoft Entertainment

Tastypill

Zynga Inc

SayGames

Gismart

BoomBit

Voodoo

JoyPac

YSO Corp

Kevuru Games

Good Job Games

Lion Studios

Playgendary

Goodoo Games

Key Questions Answered

1. How big is the global Casual Game market?
2. What is the demand of the global Casual Game market?
3. What is the year over year growth of the global Casual Game market?
4. What is the total value of the global Casual Game market?
5. Who are the major players in the global Casual Game market?
6. What are the growth factors driving the market demand?

Contents

1 SUPPLY SUMMARY

- 1.1 Casual Game Introduction
- 1.2 World Casual Game Market Size & Forecast (2018 & 2022 & 2029)
- 1.3 World Casual Game Total Market by Region (by Headquarter Location)
 - 1.3.1 World Casual Game Market Size by Region (2018-2029), (by Headquarter Location)
 - 1.3.2 United States Casual Game Market Size (2018-2029)
 - 1.3.3 China Casual Game Market Size (2018-2029)
 - 1.3.4 Europe Casual Game Market Size (2018-2029)
 - 1.3.5 Japan Casual Game Market Size (2018-2029)
 - 1.3.6 South Korea Casual Game Market Size (2018-2029)
 - 1.3.7 ASEAN Casual Game Market Size (2018-2029)
 - 1.3.8 India Casual Game Market Size (2018-2029)
- 1.4 Market Drivers, Restraints and Trends
 - 1.4.1 Casual Game Market Drivers
 - 1.4.2 Factors Affecting Demand
 - 1.4.3 Casual Game Major Market Trends
- 1.5 Influence of COVID-19 and Russia-Ukraine War
 - 1.5.1 Influence of COVID-19
 - 1.5.2 Influence of Russia-Ukraine War

2 DEMAND SUMMARY

- 2.1 World Casual Game Consumption Value (2018-2029)
- 2.2 World Casual Game Consumption Value by Region
 - 2.2.1 World Casual Game Consumption Value by Region (2018-2023)
 - 2.2.2 World Casual Game Consumption Value Forecast by Region (2024-2029)
- 2.3 United States Casual Game Consumption Value (2018-2029)
- 2.4 China Casual Game Consumption Value (2018-2029)
- 2.5 Europe Casual Game Consumption Value (2018-2029)
- 2.6 Japan Casual Game Consumption Value (2018-2029)
- 2.7 South Korea Casual Game Consumption Value (2018-2029)
- 2.8 ASEAN Casual Game Consumption Value (2018-2029)
- 2.9 India Casual Game Consumption Value (2018-2029)

3 WORLD CASUAL GAME COMPANIES COMPETITIVE ANALYSIS

- 3.1 World Casual Game Revenue by Player (2018-2023)
- 3.2 Industry Rank and Concentration Rate (CR)
 - 3.2.1 Global Casual Game Industry Rank of Major Players
 - 3.2.2 Global Concentration Ratios (CR4) for Casual Game in 2022
 - 3.2.3 Global Concentration Ratios (CR8) for Casual Game in 2022
- 3.3 Casual Game Company Evaluation Quadrant
- 3.4 Casual Game Market: Overall Company Footprint Analysis
 - 3.4.1 Casual Game Market: Region Footprint
 - 3.4.2 Casual Game Market: Company Product Type Footprint
 - 3.4.3 Casual Game Market: Company Product Application Footprint
- 3.5 Competitive Environment
 - 3.5.1 Historical Structure of the Industry
 - 3.5.2 Barriers of Market Entry
 - 3.5.3 Factors of Competition
- 3.6 Mergers, Acquisitions Activity

4 UNITED STATES VS CHINA VS REST OF THE WORLD (BY HEADQUARTER LOCATION)

- 4.1 United States VS China: Casual Game Revenue Comparison (by Headquarter Location)
 - 4.1.1 United States VS China: Casual Game Market Size Comparison (2018 & 2022 & 2029) (by Headquarter Location)
 - 4.1.2 United States VS China: Casual Game Revenue Market Share Comparison (2018 & 2022 & 2029)
- 4.2 United States Based Companies VS China Based Companies: Casual Game Consumption Value Comparison
 - 4.2.1 United States VS China: Casual Game Consumption Value Comparison (2018 & 2022 & 2029)
 - 4.2.2 United States VS China: Casual Game Consumption Value Market Share Comparison (2018 & 2022 & 2029)
- 4.3 United States Based Casual Game Companies and Market Share, 2018-2023
 - 4.3.1 United States Based Casual Game Companies, Headquarters (States, Country)
 - 4.3.2 United States Based Companies Casual Game Revenue, (2018-2023)
- 4.4 China Based Companies Casual Game Revenue and Market Share, 2018-2023
 - 4.4.1 China Based Casual Game Companies, Company Headquarters (Province, Country)
 - 4.4.2 China Based Companies Casual Game Revenue, (2018-2023)

4.5 Rest of World Based Casual Game Companies and Market Share, 2018-2023

4.5.1 Rest of World Based Casual Game Companies, Headquarters (States, Country)

4.5.2 Rest of World Based Companies Casual Game Revenue, (2018-2023)

5 MARKET ANALYSIS BY TYPE

5.1 World Casual Game Market Size Overview by Type: 2018 VS 2022 VS 2029

5.2 Segment Introduction by Type

5.2.1 Match-3 Game

5.2.2 Puzzle Game

5.2.3 Card Game

5.2.4 Board Game

5.2.5 Others

5.3 Market Segment by Type

5.3.1 World Casual Game Market Size by Type (2018-2023)

5.3.2 World Casual Game Market Size by Type (2024-2029)

5.3.3 World Casual Game Market Size Market Share by Type (2018-2029)

6 MARKET ANALYSIS BY APPLICATION

6.1 World Casual Game Market Size Overview by Application: 2018 VS 2022 VS 2029

6.2 Segment Introduction by Application

6.2.1 Online Game

6.2.2 Stand-Alone Game

6.3 Market Segment by Application

6.3.1 World Casual Game Market Size by Application (2018-2023)

6.3.2 World Casual Game Market Size by Application (2024-2029)

6.3.3 World Casual Game Market Size by Application (2018-2029)

7 COMPANY PROFILES

7.1 Kwalee

7.1.1 Kwalee Details

7.1.2 Kwalee Major Business

7.1.3 Kwalee Casual Game Product and Services

7.1.4 Kwalee Casual Game Revenue, Gross Margin and Market Share (2018-2023)

7.1.5 Kwalee Recent Developments/Updates

7.1.6 Kwalee Competitive Strengths & Weaknesses

7.2 Supersonic Studios

- 7.2.1 Supersonic Studios Details
- 7.2.2 Supersonic Studios Major Business
- 7.2.3 Supersonic Studios Casual Game Product and Services
- 7.2.4 Supersonic Studios Casual Game Revenue, Gross Margin and Market Share (2018-2023)
- 7.2.5 Supersonic Studios Recent Developments/Updates
- 7.2.6 Supersonic Studios Competitive Strengths & Weaknesses
- 7.3 Ubisoft Entertainment
 - 7.3.1 Ubisoft Entertainment Details
 - 7.3.2 Ubisoft Entertainment Major Business
 - 7.3.3 Ubisoft Entertainment Casual Game Product and Services
 - 7.3.4 Ubisoft Entertainment Casual Game Revenue, Gross Margin and Market Share (2018-2023)
 - 7.3.5 Ubisoft Entertainment Recent Developments/Updates
 - 7.3.6 Ubisoft Entertainment Competitive Strengths & Weaknesses
- 7.4 Tastypill
 - 7.4.1 Tastypill Details
 - 7.4.2 Tastypill Major Business
 - 7.4.3 Tastypill Casual Game Product and Services
 - 7.4.4 Tastypill Casual Game Revenue, Gross Margin and Market Share (2018-2023)
 - 7.4.5 Tastypill Recent Developments/Updates
 - 7.4.6 Tastypill Competitive Strengths & Weaknesses
- 7.5 Zynga Inc
 - 7.5.1 Zynga Inc Details
 - 7.5.2 Zynga Inc Major Business
 - 7.5.3 Zynga Inc Casual Game Product and Services
 - 7.5.4 Zynga Inc Casual Game Revenue, Gross Margin and Market Share (2018-2023)
 - 7.5.5 Zynga Inc Recent Developments/Updates
 - 7.5.6 Zynga Inc Competitive Strengths & Weaknesses
- 7.6 SayGames
 - 7.6.1 SayGames Details
 - 7.6.2 SayGames Major Business
 - 7.6.3 SayGames Casual Game Product and Services
 - 7.6.4 SayGames Casual Game Revenue, Gross Margin and Market Share (2018-2023)
 - 7.6.5 SayGames Recent Developments/Updates
 - 7.6.6 SayGames Competitive Strengths & Weaknesses
- 7.7 Gismart
 - 7.7.1 Gismart Details

- 7.7.2 Gismart Major Business
- 7.7.3 Gismart Casual Game Product and Services
- 7.7.4 Gismart Casual Game Revenue, Gross Margin and Market Share (2018-2023)
- 7.7.5 Gismart Recent Developments/Updates
- 7.7.6 Gismart Competitive Strengths & Weaknesses
- 7.8 BoomBit
 - 7.8.1 BoomBit Details
 - 7.8.2 BoomBit Major Business
 - 7.8.3 BoomBit Casual Game Product and Services
 - 7.8.4 BoomBit Casual Game Revenue, Gross Margin and Market Share (2018-2023)
 - 7.8.5 BoomBit Recent Developments/Updates
 - 7.8.6 BoomBit Competitive Strengths & Weaknesses
- 7.9 Voodoo
 - 7.9.1 Voodoo Details
 - 7.9.2 Voodoo Major Business
 - 7.9.3 Voodoo Casual Game Product and Services
 - 7.9.4 Voodoo Casual Game Revenue, Gross Margin and Market Share (2018-2023)
 - 7.9.5 Voodoo Recent Developments/Updates
 - 7.9.6 Voodoo Competitive Strengths & Weaknesses
- 7.10 JoyPac
 - 7.10.1 JoyPac Details
 - 7.10.2 JoyPac Major Business
 - 7.10.3 JoyPac Casual Game Product and Services
 - 7.10.4 JoyPac Casual Game Revenue, Gross Margin and Market Share (2018-2023)
 - 7.10.5 JoyPac Recent Developments/Updates
 - 7.10.6 JoyPac Competitive Strengths & Weaknesses
- 7.11 YSO Corp
 - 7.11.1 YSO Corp Details
 - 7.11.2 YSO Corp Major Business
 - 7.11.3 YSO Corp Casual Game Product and Services
 - 7.11.4 YSO Corp Casual Game Revenue, Gross Margin and Market Share (2018-2023)
 - 7.11.5 YSO Corp Recent Developments/Updates
 - 7.11.6 YSO Corp Competitive Strengths & Weaknesses
- 7.12 Kevuru Games
 - 7.12.1 Kevuru Games Details
 - 7.12.2 Kevuru Games Major Business
 - 7.12.3 Kevuru Games Casual Game Product and Services
 - 7.12.4 Kevuru Games Casual Game Revenue, Gross Margin and Market Share

(2018-2023)

7.12.5 Kevuru Games Recent Developments/Updates

7.12.6 Kevuru Games Competitive Strengths & Weaknesses

7.13 Good Job Games

7.13.1 Good Job Games Details

7.13.2 Good Job Games Major Business

7.13.3 Good Job Games Casual Game Product and Services

7.13.4 Good Job Games Casual Game Revenue, Gross Margin and Market Share

(2018-2023)

7.13.5 Good Job Games Recent Developments/Updates

7.13.6 Good Job Games Competitive Strengths & Weaknesses

7.14 Lion Studios

7.14.1 Lion Studios Details

7.14.2 Lion Studios Major Business

7.14.3 Lion Studios Casual Game Product and Services

7.14.4 Lion Studios Casual Game Revenue, Gross Margin and Market Share

(2018-2023)

7.14.5 Lion Studios Recent Developments/Updates

7.14.6 Lion Studios Competitive Strengths & Weaknesses

7.15 Playgendary

7.15.1 Playgendary Details

7.15.2 Playgendary Major Business

7.15.3 Playgendary Casual Game Product and Services

7.15.4 Playgendary Casual Game Revenue, Gross Margin and Market Share

(2018-2023)

7.15.5 Playgendary Recent Developments/Updates

7.15.6 Playgendary Competitive Strengths & Weaknesses

7.16 Goodoo Games

7.16.1 Goodoo Games Details

7.16.2 Goodoo Games Major Business

7.16.3 Goodoo Games Casual Game Product and Services

7.16.4 Goodoo Games Casual Game Revenue, Gross Margin and Market Share

(2018-2023)

7.16.5 Goodoo Games Recent Developments/Updates

7.16.6 Goodoo Games Competitive Strengths & Weaknesses

8 INDUSTRY CHAIN ANALYSIS

8.1 Casual Game Industry Chain

8.2 Casual Game Upstream Analysis

8.3 Casual Game Midstream Analysis

8.4 Casual Game Downstream Analysis

9 RESEARCH FINDINGS AND CONCLUSION

10 APPENDIX

10.1 Methodology

10.2 Research Process and Data Source

10.3 Disclaimer

List Of Tables

LIST OF TABLES

Table 1. World Casual Game Revenue by Region (2018, 2022 and 2029) & (USD Million), (by Headquarter Location)

Table 2. World Casual Game Revenue by Region (2018-2023) & (USD Million), (by Headquarter Location)

Table 3. World Casual Game Revenue by Region (2024-2029) & (USD Million), (by Headquarter Location)

Table 4. World Casual Game Revenue Market Share by Region (2018-2023), (by Headquarter Location)

Table 5. World Casual Game Revenue Market Share by Region (2024-2029), (by Headquarter Location)

Table 6. Major Market Trends

Table 7. World Casual Game Consumption Value Growth Rate Forecast by Region (2018 & 2022 & 2029) & (USD Million)

Table 8. World Casual Game Consumption Value by Region (2018-2023) & (USD Million)

Table 9. World Casual Game Consumption Value Forecast by Region (2024-2029) & (USD Million)

Table 10. World Casual Game Revenue by Player (2018-2023) & (USD Million)

Table 11. Revenue Market Share of Key Casual Game Players in 2022

Table 12. World Casual Game Industry Rank of Major Player, Based on Revenue in 2022

Table 13. Global Casual Game Company Evaluation Quadrant

Table 14. Head Office of Key Casual Game Player

Table 15. Casual Game Market: Company Product Type Footprint

Table 16. Casual Game Market: Company Product Application Footprint

Table 17. Casual Game Mergers & Acquisitions Activity

Table 18. United States VS China Casual Game Market Size Comparison, (2018 & 2022 & 2029) & (USD Million)

Table 19. United States VS China Casual Game Consumption Value Comparison, (2018 & 2022 & 2029) & (USD Million)

Table 20. United States Based Casual Game Companies, Headquarters (States, Country)

Table 21. United States Based Companies Casual Game Revenue, (2018-2023) & (USD Million)

Table 22. United States Based Companies Casual Game Revenue Market Share

(2018-2023)

Table 23. China Based Casual Game Companies, Headquarters (Province, Country)

Table 24. China Based Companies Casual Game Revenue, (2018-2023) & (USD Million)

Table 25. China Based Companies Casual Game Revenue Market Share (2018-2023)

Table 26. Rest of World Based Casual Game Companies, Headquarters (States, Country)

Table 27. Rest of World Based Companies Casual Game Revenue, (2018-2023) & (USD Million)

Table 28. Rest of World Based Companies Casual Game Revenue Market Share (2018-2023)

Table 29. World Casual Game Market Size by Type, (USD Million), 2018 & 2022 & 2029

Table 30. World Casual Game Market Size by Type (2018-2023) & (USD Million)

Table 31. World Casual Game Market Size by Type (2024-2029) & (USD Million)

Table 32. World Casual Game Market Size by Application, (USD Million), 2018 & 2022 & 2029

Table 33. World Casual Game Market Size by Application (2018-2023) & (USD Million)

Table 34. World Casual Game Market Size by Application (2024-2029) & (USD Million)

Table 35. Kwalee Basic Information, Area Served and Competitors

Table 36. Kwalee Major Business

Table 37. Kwalee Casual Game Product and Services

Table 38. Kwalee Casual Game Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)

Table 39. Kwalee Recent Developments/Updates

Table 40. Kwalee Competitive Strengths & Weaknesses

Table 41. Supersonic Studios Basic Information, Area Served and Competitors

Table 42. Supersonic Studios Major Business

Table 43. Supersonic Studios Casual Game Product and Services

Table 44. Supersonic Studios Casual Game Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)

Table 45. Supersonic Studios Recent Developments/Updates

Table 46. Supersonic Studios Competitive Strengths & Weaknesses

Table 47. Ubisoft Entertainment Basic Information, Area Served and Competitors

Table 48. Ubisoft Entertainment Major Business

Table 49. Ubisoft Entertainment Casual Game Product and Services

Table 50. Ubisoft Entertainment Casual Game Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)

Table 51. Ubisoft Entertainment Recent Developments/Updates

Table 52. Ubisoft Entertainment Competitive Strengths & Weaknesses

Table 53. Tastypill Basic Information, Area Served and Competitors
Table 54. Tastypill Major Business
Table 55. Tastypill Casual Game Product and Services
Table 56. Tastypill Casual Game Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)
Table 57. Tastypill Recent Developments/Updates
Table 58. Tastypill Competitive Strengths & Weaknesses
Table 59. Zynga Inc Basic Information, Area Served and Competitors
Table 60. Zynga Inc Major Business
Table 61. Zynga Inc Casual Game Product and Services
Table 62. Zynga Inc Casual Game Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)
Table 63. Zynga Inc Recent Developments/Updates
Table 64. Zynga Inc Competitive Strengths & Weaknesses
Table 65. SayGames Basic Information, Area Served and Competitors
Table 66. SayGames Major Business
Table 67. SayGames Casual Game Product and Services
Table 68. SayGames Casual Game Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)
Table 69. SayGames Recent Developments/Updates
Table 70. SayGames Competitive Strengths & Weaknesses
Table 71. Gismart Basic Information, Area Served and Competitors
Table 72. Gismart Major Business
Table 73. Gismart Casual Game Product and Services
Table 74. Gismart Casual Game Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)
Table 75. Gismart Recent Developments/Updates
Table 76. Gismart Competitive Strengths & Weaknesses
Table 77. BoomBit Basic Information, Area Served and Competitors
Table 78. BoomBit Major Business
Table 79. BoomBit Casual Game Product and Services
Table 80. BoomBit Casual Game Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)
Table 81. BoomBit Recent Developments/Updates
Table 82. BoomBit Competitive Strengths & Weaknesses
Table 83. Voodoo Basic Information, Area Served and Competitors
Table 84. Voodoo Major Business
Table 85. Voodoo Casual Game Product and Services
Table 86. Voodoo Casual Game Revenue, Gross Margin and Market Share

(2018-2023) & (USD Million)

Table 87. Voodoo Recent Developments/Updates

Table 88. Voodoo Competitive Strengths & Weaknesses

Table 89. JoyPac Basic Information, Area Served and Competitors

Table 90. JoyPac Major Business

Table 91. JoyPac Casual Game Product and Services

Table 92. JoyPac Casual Game Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)

Table 93. JoyPac Recent Developments/Updates

Table 94. JoyPac Competitive Strengths & Weaknesses

Table 95. YSO Corp Basic Information, Area Served and Competitors

Table 96. YSO Corp Major Business

Table 97. YSO Corp Casual Game Product and Services

Table 98. YSO Corp Casual Game Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)

Table 99. YSO Corp Recent Developments/Updates

Table 100. YSO Corp Competitive Strengths & Weaknesses

Table 101. Kevuru Games Basic Information, Area Served and Competitors

Table 102. Kevuru Games Major Business

Table 103. Kevuru Games Casual Game Product and Services

Table 104. Kevuru Games Casual Game Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)

Table 105. Kevuru Games Recent Developments/Updates

Table 106. Kevuru Games Competitive Strengths & Weaknesses

Table 107. Good Job Games Basic Information, Area Served and Competitors

Table 108. Good Job Games Major Business

Table 109. Good Job Games Casual Game Product and Services

Table 110. Good Job Games Casual Game Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)

Table 111. Good Job Games Recent Developments/Updates

Table 112. Good Job Games Competitive Strengths & Weaknesses

Table 113. Lion Studios Basic Information, Area Served and Competitors

Table 114. Lion Studios Major Business

Table 115. Lion Studios Casual Game Product and Services

Table 116. Lion Studios Casual Game Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)

Table 117. Lion Studios Recent Developments/Updates

Table 118. Lion Studios Competitive Strengths & Weaknesses

Table 119. Playgendary Basic Information, Area Served and Competitors

Table 120. Playgendary Major Business

Table 121. Playgendary Casual Game Product and Services

Table 122. Playgendary Casual Game Revenue, Gross Margin and Market Share
(2018-2023) & (USD Million)

Table 123. Playgendary Recent Developments/Updates

Table 124. Goodoo Games Basic Information, Area Served and Competitors

Table 125. Goodoo Games Major Business

Table 126. Goodoo Games Casual Game Product and Services

Table 127. Goodoo Games Casual Game Revenue, Gross Margin and Market Share
(2018-2023) & (USD Million)

Table 128. Global Key Players of Casual Game Upstream (Raw Materials)

Table 129. Casual Game Typical Customers

List Of Figures

LIST OF FIGURES

Figure 1. Casual Game Picture

Figure 2. World Casual Game Total Market Size: 2018 & 2022 & 2029, (USD Million)

Figure 3. World Casual Game Total Market Size (2018-2029) & (USD Million)

Figure 4. World Casual Game Revenue Market Share by Region (2018, 2022 and 2029) & (USD Million) , (by Headquarter Location)

Figure 5. World Casual Game Revenue Market Share by Region (2018-2029), (by Headquarter Location)

Figure 6. United States Based Company Casual Game Revenue (2018-2029) & (USD Million)

Figure 7. China Based Company Casual Game Revenue (2018-2029) & (USD Million)

Figure 8. Europe Based Company Casual Game Revenue (2018-2029) & (USD Million)

Figure 9. Japan Based Company Casual Game Revenue (2018-2029) & (USD Million)

Figure 10. South Korea Based Company Casual Game Revenue (2018-2029) & (USD Million)

Figure 11. ASEAN Based Company Casual Game Revenue (2018-2029) & (USD Million)

Figure 12. India Based Company Casual Game Revenue (2018-2029) & (USD Million)

Figure 13. Casual Game Market Drivers

Figure 14. Factors Affecting Demand

Figure 15. World Casual Game Consumption Value (2018-2029) & (USD Million)

Figure 16. World Casual Game Consumption Value Market Share by Region (2018-2029)

Figure 17. United States Casual Game Consumption Value (2018-2029) & (USD Million)

Figure 18. China Casual Game Consumption Value (2018-2029) & (USD Million)

Figure 19. Europe Casual Game Consumption Value (2018-2029) & (USD Million)

Figure 20. Japan Casual Game Consumption Value (2018-2029) & (USD Million)

Figure 21. South Korea Casual Game Consumption Value (2018-2029) & (USD Million)

Figure 22. ASEAN Casual Game Consumption Value (2018-2029) & (USD Million)

Figure 23. India Casual Game Consumption Value (2018-2029) & (USD Million)

Figure 24. Producer Shipments of Casual Game by Player Revenue (\$MM) and Market Share (%): 2022

Figure 25. Global Four-firm Concentration Ratios (CR4) for Casual Game Markets in 2022

Figure 26. Global Four-firm Concentration Ratios (CR8) for Casual Game Markets in

2022

Figure 27. United States VS China: Casual Game Revenue Market Share Comparison (2018 & 2022 & 2029)

Figure 28. United States VS China: Casual Game Consumption Value Market Share Comparison (2018 & 2022 & 2029)

Figure 29. World Casual Game Market Size by Type, (USD Million), 2018 & 2022 & 2029

Figure 30. World Casual Game Market Size Market Share by Type in 2022

Figure 31. Match-3 Game

Figure 32. Puzzle Game

Figure 33. Card Game

Figure 34. Board Game

Figure 35. Others

Figure 36. World Casual Game Market Size Market Share by Type (2018-2029)

Figure 37. World Casual Game Market Size by Application, (USD Million), 2018 & 2022 & 2029

Figure 38. World Casual Game Market Size Market Share by Application in 2022

Figure 39. Online Game

Figure 40. Stand-Alone Game

Figure 41. Casual Game Industrial Chain

Figure 42. Methodology

Figure 43. Research Process and Data Source

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