

Global Gambling Mobile Games Market 2022 by Company, Regions, Type and Application, Forecast to 2028

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Abstracts

The Gambling Mobile Games market report provides a detailed analysis of global market size, regional and country-level market size, segmentation market growth, market share, competitive Landscape, sales analysis, impact of domestic and global market players, value chain optimization, trade regulations, recent developments, opportunities analysis, strategic market growth analysis, product launches, area marketplace expanding, and technological innovations.

According to our (Global Info Research) latest study, due to COVID-19 pandemic, the global Gambling Mobile Games market size is estimated to be worth US\$ million in 2021 and is forecast to a readjusted size of USD million by 2028 with a CAGR of % during review period. Gambling Enthusiasts accounting for % of the Gambling Mobile Games global market in 2021, is projected to value USD million by 2028, growing at a % CAGR in next six years. While Poker segment is altered to a % CAGR between 2022 and 2028.

Global key companies of Gambling Mobile Games include King, Playrix, Playtika, Zynga, and Electronic Arts, etc. In terms of revenue, the global top four players hold a share over % in 2021.

Market segmentation

Gambling Mobile Games market is split by Type and by Application. For the period 2017-2028, the growth among segments provide accurate calculations and forecasts for revenue by Type and by Application. This analysis can help you expand your business by targeting qualified niche markets.

Market segment by Type, covers

Poker

Betting

Lottery

Casino

Other

Market segment by Application, can be divided into

Gambling Enthusiasts

Dabblers

Social Exuberant

Other

Market segment by players, this report covers

King

Playrix

Playtika

Zynga

Electronic Arts

Jam City

Rovio

Scientific Games

Supercell

Big Fish Games

GAME.co.uk

Beijing Elex Technology

Tencent

FunPlus

Beijing Longtech Network

IGG Tap5Fun

Fuzhou Longteng Jianhe Network Technology

Market segment by regions, regional analysis covers

North America (United States, Canada, and Mexico)

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

Asia-Pacific (China, Japan, South Korea, India, Southeast Asia, Australia, and Rest of Asia-Pacific)

South America (Brazil, Argentina, Rest of South America)

Middle East & Africa (Turkey, Saudi Arabia, UAE, Rest of Middle East & Africa)

The content of the study subjects, includes a total of 12 chapters:

Chapter 1, to describe Gambling Mobile Games product scope, market overview, market opportunities, market driving force and market risks.

Chapter 2, to profile the top players of Gambling Mobile Games, with revenue, gross margin and global market share of Gambling Mobile Games from 2019 to 2022.

Chapter 3, the Gambling Mobile Games competitive situation, revenue and global market share of top players are analyzed emphatically by landscape contrast.

Chapter 4 and 5, to segment the market size by Type and application, with revenue and growth rate by Type, application, from 2017 to 2028.

Chapter 6, 7, 8, 9, and 10, to break the market size data at the country level, with revenue and market share for key countries in the world, from 2017 to 2022. and Gambling Mobile Games market forecast, by regions, type and application, with revenue, from 2023 to 2028.

Chapter 11 and 12, to describe Gambling Mobile Games research findings and conclusion, appendix and data source.

Contents

1 MARKET OVERVIEW

1.1 Product Overview and Scope of Gambling Mobile Games

1.2 Classification of Gambling Mobile Games by Type

1.2.1 Overview: Global Gambling Mobile Games Market Size by Type: 2017 Versus 2021 Versus 2028

1.2.2 Global Gambling Mobile Games Revenue Market Share by Type in 2021

1.2.3 Poker

1.2.4 Betting

1.2.5 Lottery

1.2.6 Casino

1.2.7 Other

1.3 Global Gambling Mobile Games Market by Application

1.3.1 Overview: Global Gambling Mobile Games Market Size by Application: 2017 Versus 2021 Versus 2028

1.3.2 Gambling Enthusiasts

1.3.3 Dabblers

1.3.4 Social Exuberant

1.3.5 Other

1.4 Global Gambling Mobile Games Market Size & Forecast

1.5 Global Gambling Mobile Games Market Size and Forecast by Region

1.5.1 Global Gambling Mobile Games Market Size by Region: 2017 VS 2021 VS 2028

1.5.2 Global Gambling Mobile Games Market Size by Region, (2017-2022)

1.5.3 North America Gambling Mobile Games Market Size and Prospect (2017-2028)

1.5.4 Europe Gambling Mobile Games Market Size and Prospect (2017-2028)

1.5.5 Asia-Pacific Gambling Mobile Games Market Size and Prospect (2017-2028)

1.5.6 South America Gambling Mobile Games Market Size and Prospect (2017-2028)

1.5.7 Middle East and Africa Gambling Mobile Games Market Size and Prospect (2017-2028)

1.6 Market Drivers, Restraints and Trends

1.6.1 Gambling Mobile Games Market Drivers

1.6.2 Gambling Mobile Games Market Restraints

1.6.3 Gambling Mobile Games Trends Analysis

2 COMPANY PROFILES

2.1 King

- 2.1.1 King Details
- 2.1.2 King Major Business
- 2.1.3 King Gambling Mobile Games Product and Solutions
- 2.1.4 King Gambling Mobile Games Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)
- 2.1.5 King Recent Developments and Future Plans
- 2.2 Playrix
 - 2.2.1 Playrix Details
 - 2.2.2 Playrix Major Business
 - 2.2.3 Playrix Gambling Mobile Games Product and Solutions
 - 2.2.4 Playrix Gambling Mobile Games Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)
 - 2.2.5 Playrix Recent Developments and Future Plans
- 2.3 Playtika
 - 2.3.1 Playtika Details
 - 2.3.2 Playtika Major Business
 - 2.3.3 Playtika Gambling Mobile Games Product and Solutions
 - 2.3.4 Playtika Gambling Mobile Games Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)
 - 2.3.5 Playtika Recent Developments and Future Plans
- 2.4 Zynga
 - 2.4.1 Zynga Details
 - 2.4.2 Zynga Major Business
 - 2.4.3 Zynga Gambling Mobile Games Product and Solutions
 - 2.4.4 Zynga Gambling Mobile Games Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)
 - 2.4.5 Zynga Recent Developments and Future Plans
- 2.5 Electronic Arts
 - 2.5.1 Electronic Arts Details
 - 2.5.2 Electronic Arts Major Business
 - 2.5.3 Electronic Arts Gambling Mobile Games Product and Solutions
 - 2.5.4 Electronic Arts Gambling Mobile Games Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)
 - 2.5.5 Electronic Arts Recent Developments and Future Plans
- 2.6 Jam City
 - 2.6.1 Jam City Details
 - 2.6.2 Jam City Major Business
 - 2.6.3 Jam City Gambling Mobile Games Product and Solutions
 - 2.6.4 Jam City Gambling Mobile Games Revenue, Gross Margin and Market Share

(2019, 2020, 2021, and 2022)

2.6.5 Jam City Recent Developments and Future Plans

2.7 Rovio

2.7.1 Rovio Details

2.7.2 Rovio Major Business

2.7.3 Rovio Gambling Mobile Games Product and Solutions

2.7.4 Rovio Gambling Mobile Games Revenue, Gross Margin and Market Share

(2019, 2020, 2021, and 2022)

2.7.5 Rovio Recent Developments and Future Plans

2.8 Scientific Games

2.8.1 Scientific Games Details

2.8.2 Scientific Games Major Business

2.8.3 Scientific Games Gambling Mobile Games Product and Solutions

2.8.4 Scientific Games Gambling Mobile Games Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)

2.8.5 Scientific Games Recent Developments and Future Plans

2.9 Supercell

2.9.1 Supercell Details

2.9.2 Supercell Major Business

2.9.3 Supercell Gambling Mobile Games Product and Solutions

2.9.4 Supercell Gambling Mobile Games Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)

2.9.5 Supercell Recent Developments and Future Plans

2.10 Big Fish Games

2.10.1 Big Fish Games Details

2.10.2 Big Fish Games Major Business

2.10.3 Big Fish Games Gambling Mobile Games Product and Solutions

2.10.4 Big Fish Games Gambling Mobile Games Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)

2.10.5 Big Fish Games Recent Developments and Future Plans

2.11 GAME.co.uk

2.11.1 GAME.co.uk Details

2.11.2 GAME.co.uk Major Business

2.11.3 GAME.co.uk Gambling Mobile Games Product and Solutions

2.11.4 GAME.co.uk Gambling Mobile Games Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)

2.11.5 GAME.co.uk Recent Developments and Future Plans

2.12 Beijing Elex Technology

2.12.1 Beijing Elex Technology Details

- 2.12.2 Beijing Elex Technology Major Business
- 2.12.3 Beijing Elex Technology Gambling Mobile Games Product and Solutions
- 2.12.4 Beijing Elex Technology Gambling Mobile Games Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)
- 2.12.5 Beijing Elex Technology Recent Developments and Future Plans
- 2.13 Tencent
 - 2.13.1 Tencent Details
 - 2.13.2 Tencent Major Business
 - 2.13.3 Tencent Gambling Mobile Games Product and Solutions
 - 2.13.4 Tencent Gambling Mobile Games Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)
 - 2.13.5 Tencent Recent Developments and Future Plans
- 2.14 FunPlus
 - 2.14.1 FunPlus Details
 - 2.14.2 FunPlus Major Business
 - 2.14.3 FunPlus Gambling Mobile Games Product and Solutions
 - 2.14.4 FunPlus Gambling Mobile Games Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)
 - 2.14.5 FunPlus Recent Developments and Future Plans
- 2.15 Beijing Longtech Network
 - 2.15.1 Beijing Longtech Network Details
 - 2.15.2 Beijing Longtech Network Major Business
 - 2.15.3 Beijing Longtech Network Gambling Mobile Games Product and Solutions
 - 2.15.4 Beijing Longtech Network Gambling Mobile Games Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)
 - 2.15.5 Beijing Longtech Network Recent Developments and Future Plans
- 2.16 IGG Tap5Fun
 - 2.16.1 IGG Tap5Fun Details
 - 2.16.2 IGG Tap5Fun Major Business
 - 2.16.3 IGG Tap5Fun Gambling Mobile Games Product and Solutions
 - 2.16.4 IGG Tap5Fun Gambling Mobile Games Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)
 - 2.16.5 IGG Tap5Fun Recent Developments and Future Plans
- 2.17 Fuzhou Longteng Jianhe Network Technology
 - 2.17.1 Fuzhou Longteng Jianhe Network Technology Details
 - 2.17.2 Fuzhou Longteng Jianhe Network Technology Major Business
 - 2.17.3 Fuzhou Longteng Jianhe Network Technology Gambling Mobile Games Product and Solutions
 - 2.17.4 Fuzhou Longteng Jianhe Network Technology Gambling Mobile Games

Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)

2.17.5 Fuzhou Longteng Jianhe Network Technology Recent Developments and Future Plans

3 MARKET COMPETITION, BY PLAYERS

3.1 Global Gambling Mobile Games Revenue and Share by Players (2019, 2020, 2021, and 2022)

3.2 Market Concentration Rate

3.2.1 Top 3 Gambling Mobile Games Players Market Share in 2021

3.2.2 Top 10 Gambling Mobile Games Players Market Share in 2021

3.2.3 Market Competition Trend

3.3 Gambling Mobile Games Players Head Office, Products and Services Provided

3.4 Gambling Mobile Games Mergers & Acquisitions

3.5 Gambling Mobile Games New Entrants and Expansion Plans

4 MARKET SIZE SEGMENT BY TYPE

4.1 Global Gambling Mobile Games Revenue and Market Share by Type (2017-2022)

4.2 Global Gambling Mobile Games Market Forecast by Type (2023-2028)

5 MARKET SIZE SEGMENT BY APPLICATION

5.1 Global Gambling Mobile Games Revenue Market Share by Application (2017-2022)

5.2 Global Gambling Mobile Games Market Forecast by Application (2023-2028)

6 NORTH AMERICA BY COUNTRY, BY TYPE, AND BY APPLICATION

6.1 North America Gambling Mobile Games Revenue by Type (2017-2028)

6.2 North America Gambling Mobile Games Revenue by Application (2017-2028)

6.3 North America Gambling Mobile Games Market Size by Country

6.3.1 North America Gambling Mobile Games Revenue by Country (2017-2028)

6.3.2 United States Gambling Mobile Games Market Size and Forecast (2017-2028)

6.3.3 Canada Gambling Mobile Games Market Size and Forecast (2017-2028)

6.3.4 Mexico Gambling Mobile Games Market Size and Forecast (2017-2028)

7 EUROPE BY COUNTRY, BY TYPE, AND BY APPLICATION

7.1 Europe Gambling Mobile Games Revenue by Type (2017-2028)

7.2 Europe Gambling Mobile Games Revenue by Application (2017-2028)

7.3 Europe Gambling Mobile Games Market Size by Country

7.3.1 Europe Gambling Mobile Games Revenue by Country (2017-2028)

7.3.2 Germany Gambling Mobile Games Market Size and Forecast (2017-2028)

7.3.3 France Gambling Mobile Games Market Size and Forecast (2017-2028)

7.3.4 United Kingdom Gambling Mobile Games Market Size and Forecast (2017-2028)

7.3.5 Russia Gambling Mobile Games Market Size and Forecast (2017-2028)

7.3.6 Italy Gambling Mobile Games Market Size and Forecast (2017-2028)

8 ASIA-PACIFIC BY REGION, BY TYPE, AND BY APPLICATION

8.1 Asia-Pacific Gambling Mobile Games Revenue by Type (2017-2028)

8.2 Asia-Pacific Gambling Mobile Games Revenue by Application (2017-2028)

8.3 Asia-Pacific Gambling Mobile Games Market Size by Region

8.3.1 Asia-Pacific Gambling Mobile Games Revenue by Region (2017-2028)

8.3.2 China Gambling Mobile Games Market Size and Forecast (2017-2028)

8.3.3 Japan Gambling Mobile Games Market Size and Forecast (2017-2028)

8.3.4 South Korea Gambling Mobile Games Market Size and Forecast (2017-2028)

8.3.5 India Gambling Mobile Games Market Size and Forecast (2017-2028)

8.3.6 Southeast Asia Gambling Mobile Games Market Size and Forecast (2017-2028)

8.3.7 Australia Gambling Mobile Games Market Size and Forecast (2017-2028)

9 SOUTH AMERICA BY COUNTRY, BY TYPE, AND BY APPLICATION

9.1 South America Gambling Mobile Games Revenue by Type (2017-2028)

9.2 South America Gambling Mobile Games Revenue by Application (2017-2028)

9.3 South America Gambling Mobile Games Market Size by Country

9.3.1 South America Gambling Mobile Games Revenue by Country (2017-2028)

9.3.2 Brazil Gambling Mobile Games Market Size and Forecast (2017-2028)

9.3.3 Argentina Gambling Mobile Games Market Size and Forecast (2017-2028)

10 MIDDLE EAST & AFRICA BY COUNTRY, BY TYPE, AND BY APPLICATION

10.1 Middle East & Africa Gambling Mobile Games Revenue by Type (2017-2028)

10.2 Middle East & Africa Gambling Mobile Games Revenue by Application
(2017-2028)

10.3 Middle East & Africa Gambling Mobile Games Market Size by Country

10.3.1 Middle East & Africa Gambling Mobile Games Revenue by Country
(2017-2028)

10.3.2 Turkey Gambling Mobile Games Market Size and Forecast (2017-2028)

10.3.3 Saudi Arabia Gambling Mobile Games Market Size and Forecast (2017-2028)

10.3.4 UAE Gambling Mobile Games Market Size and Forecast (2017-2028)

11 RESEARCH FINDINGS AND CONCLUSION

12 APPENDIX

12.1 Methodology

12.2 Research Process and Data Source

12.3 Disclaimer

List Of Tables

LIST OF TABLES

Table 1. Global Gambling Mobile Games Revenue by Type, (USD Million), 2017 VS 2021 VS 2028

Table 2. Global Gambling Mobile Games Revenue by Application, (USD Million), 2017 VS 2021 VS 2028

Table 3. Global Market Gambling Mobile Games Revenue (Million USD) Comparison by Region (2017 VS 2021 VS 2028)

Table 4. Global Gambling Mobile Games Revenue (USD Million) by Region (2017-2022)

Table 5. Global Gambling Mobile Games Revenue Market Share by Region (2023-2028)

Table 6. King Corporate Information, Head Office, and Major Competitors

Table 7. King Major Business

Table 8. King Gambling Mobile Games Product and Solutions

Table 9. King Gambling Mobile Games Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)

Table 10. Playrix Corporate Information, Head Office, and Major Competitors

Table 11. Playrix Major Business

Table 12. Playrix Gambling Mobile Games Product and Solutions

Table 13. Playrix Gambling Mobile Games Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)

Table 14. Playtika Corporate Information, Head Office, and Major Competitors

Table 15. Playtika Major Business

Table 16. Playtika Gambling Mobile Games Product and Solutions

Table 17. Playtika Gambling Mobile Games Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)

Table 18. Zynga Corporate Information, Head Office, and Major Competitors

Table 19. Zynga Major Business

Table 20. Zynga Gambling Mobile Games Product and Solutions

Table 21. Zynga Gambling Mobile Games Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)

Table 22. Electronic Arts Corporate Information, Head Office, and Major Competitors

Table 23. Electronic Arts Major Business

Table 24. Electronic Arts Gambling Mobile Games Product and Solutions

Table 25. Electronic Arts Gambling Mobile Games Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)

Table 26. Jam City Corporate Information, Head Office, and Major Competitors
Table 27. Jam City Major Business
Table 28. Jam City Gambling Mobile Games Product and Solutions
Table 29. Jam City Gambling Mobile Games Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)
Table 30. Rovio Corporate Information, Head Office, and Major Competitors
Table 31. Rovio Major Business
Table 32. Rovio Gambling Mobile Games Product and Solutions
Table 33. Rovio Gambling Mobile Games Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)
Table 34. Scientific Games Corporate Information, Head Office, and Major Competitors
Table 35. Scientific Games Major Business
Table 36. Scientific Games Gambling Mobile Games Product and Solutions
Table 37. Scientific Games Gambling Mobile Games Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)
Table 38. Supercell Corporate Information, Head Office, and Major Competitors
Table 39. Supercell Major Business
Table 40. Supercell Gambling Mobile Games Product and Solutions
Table 41. Supercell Gambling Mobile Games Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)
Table 42. Big Fish Games Corporate Information, Head Office, and Major Competitors
Table 43. Big Fish Games Major Business
Table 44. Big Fish Games Gambling Mobile Games Product and Solutions
Table 45. Big Fish Games Gambling Mobile Games Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)
Table 46. GAME.co.uk Corporate Information, Head Office, and Major Competitors
Table 47. GAME.co.uk Major Business
Table 48. GAME.co.uk Gambling Mobile Games Product and Solutions
Table 49. GAME.co.uk Gambling Mobile Games Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)
Table 50. Beijing Elex Technology Corporate Information, Head Office, and Major Competitors
Table 51. Beijing Elex Technology Major Business
Table 52. Beijing Elex Technology Gambling Mobile Games Product and Solutions
Table 53. Beijing Elex Technology Gambling Mobile Games Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)
Table 54. Tencent Corporate Information, Head Office, and Major Competitors
Table 55. Tencent Major Business
Table 56. Tencent Gambling Mobile Games Product and Solutions

Table 57. Tencent Gambling Mobile Games Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)

Table 58. FunPlus Corporate Information, Head Office, and Major Competitors

Table 59. FunPlus Major Business

Table 60. FunPlus Gambling Mobile Games Product and Solutions

Table 61. FunPlus Gambling Mobile Games Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)

Table 62. Beijing Longtech Network Corporate Information, Head Office, and Major Competitors

Table 63. Beijing Longtech Network Major Business

Table 64. Beijing Longtech Network Gambling Mobile Games Product and Solutions

Table 65. Beijing Longtech Network Gambling Mobile Games Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)

Table 66. IGG Tap5Fun Corporate Information, Head Office, and Major Competitors

Table 67. IGG Tap5Fun Major Business

Table 68. IGG Tap5Fun Gambling Mobile Games Product and Solutions

Table 69. IGG Tap5Fun Gambling Mobile Games Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)

Table 70. Fuzhou Longteng Jianhe Network Technology Corporate Information, Head Office, and Major Competitors

Table 71. Fuzhou Longteng Jianhe Network Technology Major Business

Table 72. Fuzhou Longteng Jianhe Network Technology Gambling Mobile Games Product and Solutions

Table 73. Fuzhou Longteng Jianhe Network Technology Gambling Mobile Games Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)

Table 74. Global Gambling Mobile Games Revenue (USD Million) by Players (2019, 2020, 2021, and 2022)

Table 75. Global Gambling Mobile Games Revenue Share by Players (2019, 2020, 2021, and 2022)

Table 76. Breakdown of Gambling Mobile Games by Company Type (Tier 1, Tier 2 and Tier 3)

Table 77. Gambling Mobile Games Players Head Office, Products and Services Provided

Table 78. Gambling Mobile Games Mergers & Acquisitions in the Past Five Years

Table 79. Gambling Mobile Games New Entrants and Expansion Plans

Table 80. Global Gambling Mobile Games Revenue (USD Million) by Type (2017-2022)

Table 81. Global Gambling Mobile Games Revenue Share by Type (2017-2022)

Table 82. Global Gambling Mobile Games Revenue Forecast by Type (2023-2028)

Table 83. Global Gambling Mobile Games Revenue by Application (2017-2022)

Table 84. Global Gambling Mobile Games Revenue Forecast by Application (2023-2028)

Table 85. North America Gambling Mobile Games Revenue by Type (2017-2022) & (USD Million)

Table 86. North America Gambling Mobile Games Revenue by Type (2023-2028) & (USD Million)

Table 87. North America Gambling Mobile Games Revenue by Application (2017-2022) & (USD Million)

Table 88. North America Gambling Mobile Games Revenue by Application (2023-2028) & (USD Million)

Table 89. North America Gambling Mobile Games Revenue by Country (2017-2022) & (USD Million)

Table 90. North America Gambling Mobile Games Revenue by Country (2023-2028) & (USD Million)

Table 91. Europe Gambling Mobile Games Revenue by Type (2017-2022) & (USD Million)

Table 92. Europe Gambling Mobile Games Revenue by Type (2023-2028) & (USD Million)

Table 93. Europe Gambling Mobile Games Revenue by Application (2017-2022) & (USD Million)

Table 94. Europe Gambling Mobile Games Revenue by Application (2023-2028) & (USD Million)

Table 95. Europe Gambling Mobile Games Revenue by Country (2017-2022) & (USD Million)

Table 96. Europe Gambling Mobile Games Revenue by Country (2023-2028) & (USD Million)

Table 97. Asia-Pacific Gambling Mobile Games Revenue by Type (2017-2022) & (USD Million)

Table 98. Asia-Pacific Gambling Mobile Games Revenue by Type (2023-2028) & (USD Million)

Table 99. Asia-Pacific Gambling Mobile Games Revenue by Application (2017-2022) & (USD Million)

Table 100. Asia-Pacific Gambling Mobile Games Revenue by Application (2023-2028) & (USD Million)

Table 101. Asia-Pacific Gambling Mobile Games Revenue by Region (2017-2022) & (USD Million)

Table 102. Asia-Pacific Gambling Mobile Games Revenue by Region (2023-2028) & (USD Million)

Table 103. South America Gambling Mobile Games Revenue by Type (2017-2022) &

(USD Million)

Table 104. South America Gambling Mobile Games Revenue by Type (2023-2028) & (USD Million)

Table 105. South America Gambling Mobile Games Revenue by Application (2017-2022) & (USD Million)

Table 106. South America Gambling Mobile Games Revenue by Application (2023-2028) & (USD Million)

Table 107. South America Gambling Mobile Games Revenue by Country (2017-2022) & (USD Million)

Table 108. South America Gambling Mobile Games Revenue by Country (2023-2028) & (USD Million)

Table 109. Middle East & Africa Gambling Mobile Games Revenue by Type (2017-2022) & (USD Million)

Table 110. Middle East & Africa Gambling Mobile Games Revenue by Type (2023-2028) & (USD Million)

Table 111. Middle East & Africa Gambling Mobile Games Revenue by Application (2017-2022) & (USD Million)

Table 112. Middle East & Africa Gambling Mobile Games Revenue by Application (2023-2028) & (USD Million)

Table 113. Middle East & Africa Gambling Mobile Games Revenue by Country (2017-2022) & (USD Million)

Table 114. Middle East & Africa Gambling Mobile Games Revenue by Country (2023-2028) & (USD Million)

List Of Figures

LIST OF FIGURES

S

Figure 1. Gambling Mobile Games Picture

Figure 2. Global Gambling Mobile Games Revenue Market Share by Type in 2021

Figure 3. Poker

Figure 4. Betting

Figure 5. Lottery

Figure 6. Casino

Figure 7. Other

Figure 8. Gambling Mobile Games Revenue Market Share by Application in 2021

Figure 9. Gambling Enthusiasts Picture

Figure 10. Dabblers Picture

Figure 11. Social Exuberant Picture

Figure 12. Other Picture

Figure 13. Global Gambling Mobile Games Market Size, (USD Million): 2017 VS 2021 VS 2028

Figure 14. Global Gambling Mobile Games Revenue and Forecast (2017-2028) & (USD Million)

Figure 15. Global Gambling Mobile Games Revenue Market Share by Region (2017-2028)

Figure 16. Global Gambling Mobile Games Revenue Market Share by Region in 2021

Figure 17. North America Gambling Mobile Games Revenue (USD Million) and Growth Rate (2017-2028)

Figure 18. Europe Gambling Mobile Games Revenue (USD Million) and Growth Rate (2017-2028)

Figure 19. Asia-Pacific Gambling Mobile Games Revenue (USD Million) and Growth Rate (2017-2028)

Figure 20. South America Gambling Mobile Games Revenue (USD Million) and Growth Rate (2017-2028)

Figure 21. Middle East and Africa Gambling Mobile Games Revenue (USD Million) and Growth Rate (2017-2028)

Figure 22. Gambling Mobile Games Market Drivers

Figure 23. Gambling Mobile Games Market Restraints

Figure 24. Gambling Mobile Games Market Trends

Figure 25. King Recent Developments and Future Plans

Figure 26. Playrix Recent Developments and Future Plans

Figure 27. Playtika Recent Developments and Future Plans

- Figure 28. Zynga Recent Developments and Future Plans
- Figure 29. Electronic Arts Recent Developments and Future Plans
- Figure 30. Jam City Recent Developments and Future Plans
- Figure 31. Rovio Recent Developments and Future Plans
- Figure 32. Scientific Games Recent Developments and Future Plans
- Figure 33. Supercell Recent Developments and Future Plans
- Figure 34. Big Fish Games Recent Developments and Future Plans
- Figure 35. GAME.co.uk Recent Developments and Future Plans
- Figure 36. Beijing Elex Technology Recent Developments and Future Plans
- Figure 37. Tencent Recent Developments and Future Plans
- Figure 38. FunPlus Recent Developments and Future Plans
- Figure 39. Beijing Longtech Network Recent Developments and Future Plans
- Figure 40. IGG Tap5Fun Recent Developments and Future Plans
- Figure 41. Fuzhou Longteng Jianhe Network Technology Recent Developments and Future Plans
- Figure 42. Global Gambling Mobile Games Revenue Share by Players in 2021
- Figure 43. Gambling Mobile Games Market Share by Company Type (Tier 1, Tier 2 and Tier 3) in 2021
- Figure 44. Global Top 3 Players Gambling Mobile Games Revenue Market Share in 2021
- Figure 45. Global Top 10 Players Gambling Mobile Games Revenue Market Share in 2021
- Figure 46. Key Players Market Share Trend (Top 3 Market Share: 2020 VS 2021 VS 2022)
- Figure 47. Global Gambling Mobile Games Revenue Share by Type in 2021
- Figure 48. Global Gambling Mobile Games Market Share Forecast by Type (2023-2028)
- Figure 49. Global Gambling Mobile Games Revenue Share by Application in 2021
- Figure 50. Global Gambling Mobile Games Market Share Forecast by Application (2023-2028)
- Figure 51. North America Gambling Mobile Games Sales Market Share by Type (2017-2028)
- Figure 52. North America Gambling Mobile Games Sales Market Share by Application (2017-2028)
- Figure 53. North America Gambling Mobile Games Revenue Market Share by Country (2017-2028)
- Figure 54. United States Gambling Mobile Games Revenue and Growth Rate (2017-2028) & (USD Million)
- Figure 55. Canada Gambling Mobile Games Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 56. Mexico Gambling Mobile Games Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 57. Europe Gambling Mobile Games Sales Market Share by Type (2017-2028)

Figure 58. Europe Gambling Mobile Games Sales Market Share by Application (2017-2028)

Figure 59. Europe Gambling Mobile Games Revenue Market Share by Country (2017-2028)

Figure 60. Germany Gambling Mobile Games Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 61. France Gambling Mobile Games Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 62. United Kingdom Gambling Mobile Games Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 63. Russia Gambling Mobile Games Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 64. Italy Gambling Mobile Games Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 65. Asia-Pacific Gambling Mobile Games Sales Market Share by Type (2017-2028)

Figure 66. Asia-Pacific Gambling Mobile Games Sales Market Share by Application (2017-2028)

Figure 67. Asia-Pacific Gambling Mobile Games Revenue Market Share by Region (2017-2028)

Figure 68. China Gambling Mobile Games Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 69. Japan Gambling Mobile Games Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 70. South Korea Gambling Mobile Games Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 71. India Gambling Mobile Games Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 72. Southeast Asia Gambling Mobile Games Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 73. Australia Gambling Mobile Games Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 74. South America Gambling Mobile Games Sales Market Share by Type (2017-2028)

Figure 75. South America Gambling Mobile Games Sales Market Share by Application (2017-2028)

Figure 76. South America Gambling Mobile Games Revenue Market Share by Country (2017-2028)

Figure 77. Brazil Gambling Mobile Games Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 78. Argentina Gambling Mobile Games Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 79. Middle East and Africa Gambling Mobile Games Sales Market Share by Type (2017-2028)

Figure 80. Middle East and Africa Gambling Mobile Games Sales Market Share by Application (2017-2028)

Figure 81. Middle East and Africa Gambling Mobile Games Revenue Market Share by Country (2017-2028)

Figure 82. Turkey Gambling Mobile Games Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 83. Saudi Arabia Gambling Mobile Games Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 84. UAE Gambling Mobile Games Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 85. Methodology

Figure 86. Research Process and Data Source

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