

Global Mobile Game Apps Market 2022 by Company, Regions, Type and Application, Forecast to 2028

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Abstracts

The Mobile Game Apps 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 Mobile Game Apps 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. Below 15 Years Old accounting for % of the Mobile Game Apps global market in 2021, is projected to value USD million by 2028, growing at a % CAGR in next six years. While Mobile Stand-alone Game segment is altered to a % CAGR between 2022 and 2028.

Global key companies of Mobile Game Apps include NetEase, Tencent Holdings, WeMade Entertainment, Activision Blizzard, and , etc. In terms of revenue, the global top four players hold a share over % in 2021.

Market segmentation

Mobile Game Apps 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

Mobile Stand-alone Game

Mobile Online Games

Market segment by Application, can be divided into

Below 15 Years Old

15-25 Years Old

25-35 Years Old

35-45 Years Old

Above 45 Years Old

Market segment by players, this report covers

NetEase

Tencent Holdings

WeMade Entertainment

Activision Blizzard

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 Mobile Game Apps product scope, market overview, market opportunities, market driving force and market risks.

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

Chapter 3, the Mobile Game Apps 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 Mobile Game Apps market forecast, by regions, type and application, with revenue, from 2023 to 2028.

Chapter 11 and 12, to describe Mobile Game Apps research findings and conclusion, appendix and data source.

Contents

1 MARKET OVERVIEW

- 1.1 Product Overview and Scope of Mobile Game Apps
- 1.2 Classification of Mobile Game Apps by Type
 - 1.2.1 Overview: Global Mobile Game Apps Market Size by Type: 2017 Versus 2021 Versus 2028
 - 1.2.2 Global Mobile Game Apps Revenue Market Share by Type in 2021
 - 1.2.3 Mobile Stand-alone Game
 - 1.2.4 Mobile Online Games
- 1.3 Global Mobile Game Apps Market by Application
 - 1.3.1 Overview: Global Mobile Game Apps Market Size by Application: 2017 Versus 2021 Versus 2028
 - 1.3.2 Below 15 Years Old
 - 1.3.3 15-25 Years Old
 - 1.3.4 25-35 Years Old
 - 1.3.5 35-45 Years Old
 - 1.3.6 Above 45 Years Old
- 1.4 Global Mobile Game Apps Market Size & Forecast
- 1.5 Global Mobile Game Apps Market Size and Forecast by Region
 - 1.5.1 Global Mobile Game Apps Market Size by Region: 2017 VS 2021 VS 2028
 - 1.5.2 Global Mobile Game Apps Market Size by Region, (2017-2022)
 - 1.5.3 North America Mobile Game Apps Market Size and Prospect (2017-2028)
 - 1.5.4 Europe Mobile Game Apps Market Size and Prospect (2017-2028)
 - 1.5.5 Asia-Pacific Mobile Game Apps Market Size and Prospect (2017-2028)
 - 1.5.6 South America Mobile Game Apps Market Size and Prospect (2017-2028)
 - 1.5.7 Middle East and Africa Mobile Game Apps Market Size and Prospect (2017-2028)
- 1.6 Market Drivers, Restraints and Trends
 - 1.6.1 Mobile Game Apps Market Drivers
 - 1.6.2 Mobile Game Apps Market Restraints
 - 1.6.3 Mobile Game Apps Trends Analysis

2 COMPANY PROFILES

- 2.1 NetEase
 - 2.1.1 NetEase Details
 - 2.1.2 NetEase Major Business

- 2.1.3 NetEase Mobile Game Apps Product and Solutions
- 2.1.4 NetEase Mobile Game Apps Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)
- 2.1.5 NetEase Recent Developments and Future Plans
- 2.2 Tencent Holdings
 - 2.2.1 Tencent Holdings Details
 - 2.2.2 Tencent Holdings Major Business
 - 2.2.3 Tencent Holdings Mobile Game Apps Product and Solutions
 - 2.2.4 Tencent Holdings Mobile Game Apps Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)
 - 2.2.5 Tencent Holdings Recent Developments and Future Plans
- 2.3 WeMade Entertainment
 - 2.3.1 WeMade Entertainment Details
 - 2.3.2 WeMade Entertainment Major Business
 - 2.3.3 WeMade Entertainment Mobile Game Apps Product and Solutions
 - 2.3.4 WeMade Entertainment Mobile Game Apps Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)
 - 2.3.5 WeMade Entertainment Recent Developments and Future Plans
- 2.4 Activision Blizzard
 - 2.4.1 Activision Blizzard Details
 - 2.4.2 Activision Blizzard Major Business
 - 2.4.3 Activision Blizzard Mobile Game Apps Product and Solutions
 - 2.4.4 Activision Blizzard Mobile Game Apps Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)
 - 2.4.5 Activision Blizzard Recent Developments and Future Plans

3 MARKET COMPETITION, BY PLAYERS

- 3.1 Global Mobile Game Apps Revenue and Share by Players (2019, 2020, 2021, and 2022)
- 3.2 Market Concentration Rate
 - 3.2.1 Top 3 Mobile Game Apps Players Market Share in 2021
 - 3.2.2 Top 10 Mobile Game Apps Players Market Share in 2021
 - 3.2.3 Market Competition Trend
- 3.3 Mobile Game Apps Players Head Office, Products and Services Provided
- 3.4 Mobile Game Apps Mergers & Acquisitions
- 3.5 Mobile Game Apps New Entrants and Expansion Plans

4 MARKET SIZE SEGMENT BY TYPE

- 4.1 Global Mobile Game Apps Revenue and Market Share by Type (2017-2022)
- 4.2 Global Mobile Game Apps Market Forecast by Type (2023-2028)

5 MARKET SIZE SEGMENT BY APPLICATION

- 5.1 Global Mobile Game Apps Revenue Market Share by Application (2017-2022)
- 5.2 Global Mobile Game Apps Market Forecast by Application (2023-2028)

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

- 6.1 North America Mobile Game Apps Revenue by Type (2017-2028)
- 6.2 North America Mobile Game Apps Revenue by Application (2017-2028)
- 6.3 North America Mobile Game Apps Market Size by Country
 - 6.3.1 North America Mobile Game Apps Revenue by Country (2017-2028)
 - 6.3.2 United States Mobile Game Apps Market Size and Forecast (2017-2028)
 - 6.3.3 Canada Mobile Game Apps Market Size and Forecast (2017-2028)
 - 6.3.4 Mexico Mobile Game Apps Market Size and Forecast (2017-2028)

7 EUROPE BY COUNTRY, BY TYPE, AND BY APPLICATION

- 7.1 Europe Mobile Game Apps Revenue by Type (2017-2028)
- 7.2 Europe Mobile Game Apps Revenue by Application (2017-2028)
- 7.3 Europe Mobile Game Apps Market Size by Country
 - 7.3.1 Europe Mobile Game Apps Revenue by Country (2017-2028)
 - 7.3.2 Germany Mobile Game Apps Market Size and Forecast (2017-2028)
 - 7.3.3 France Mobile Game Apps Market Size and Forecast (2017-2028)
 - 7.3.4 United Kingdom Mobile Game Apps Market Size and Forecast (2017-2028)
 - 7.3.5 Russia Mobile Game Apps Market Size and Forecast (2017-2028)
 - 7.3.6 Italy Mobile Game Apps Market Size and Forecast (2017-2028)

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

- 8.1 Asia-Pacific Mobile Game Apps Revenue by Type (2017-2028)
- 8.2 Asia-Pacific Mobile Game Apps Revenue by Application (2017-2028)
- 8.3 Asia-Pacific Mobile Game Apps Market Size by Region
 - 8.3.1 Asia-Pacific Mobile Game Apps Revenue by Region (2017-2028)
 - 8.3.2 China Mobile Game Apps Market Size and Forecast (2017-2028)
 - 8.3.3 Japan Mobile Game Apps Market Size and Forecast (2017-2028)

- 8.3.4 South Korea Mobile Game Apps Market Size and Forecast (2017-2028)
- 8.3.5 India Mobile Game Apps Market Size and Forecast (2017-2028)
- 8.3.6 Southeast Asia Mobile Game Apps Market Size and Forecast (2017-2028)
- 8.3.7 Australia Mobile Game Apps Market Size and Forecast (2017-2028)

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

- 9.1 South America Mobile Game Apps Revenue by Type (2017-2028)
- 9.2 South America Mobile Game Apps Revenue by Application (2017-2028)
- 9.3 South America Mobile Game Apps Market Size by Country
 - 9.3.1 South America Mobile Game Apps Revenue by Country (2017-2028)
 - 9.3.2 Brazil Mobile Game Apps Market Size and Forecast (2017-2028)
 - 9.3.3 Argentina Mobile Game Apps Market Size and Forecast (2017-2028)

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

- 10.1 Middle East & Africa Mobile Game Apps Revenue by Type (2017-2028)
- 10.2 Middle East & Africa Mobile Game Apps Revenue by Application (2017-2028)
- 10.3 Middle East & Africa Mobile Game Apps Market Size by Country
 - 10.3.1 Middle East & Africa Mobile Game Apps Revenue by Country (2017-2028)
 - 10.3.2 Turkey Mobile Game Apps Market Size and Forecast (2017-2028)
 - 10.3.3 Saudi Arabia Mobile Game Apps Market Size and Forecast (2017-2028)
 - 10.3.4 UAE Mobile Game Apps 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 Mobile Game Apps Revenue by Type, (USD Million), 2017 VS 2021 VS 2028

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

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

Table 4. Global Mobile Game Apps Revenue (USD Million) by Region (2017-2022)

Table 5. Global Mobile Game Apps Revenue Market Share by Region (2023-2028)

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

Table 7. NetEase Major Business

Table 8. NetEase Mobile Game Apps Product and Solutions

Table 9. NetEase Mobile Game Apps Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)

Table 10. Tencent Holdings Corporate Information, Head Office, and Major Competitors

Table 11. Tencent Holdings Major Business

Table 12. Tencent Holdings Mobile Game Apps Product and Solutions

Table 13. Tencent Holdings Mobile Game Apps Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)

Table 14. WeMade Entertainment Corporate Information, Head Office, and Major Competitors

Table 15. WeMade Entertainment Major Business

Table 16. WeMade Entertainment Mobile Game Apps Product and Solutions

Table 17. WeMade Entertainment Mobile Game Apps Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)

Table 18. Activision Blizzard Corporate Information, Head Office, and Major Competitors

Table 19. Activision Blizzard Major Business

Table 20. Activision Blizzard Mobile Game Apps Product and Solutions

Table 21. Activision Blizzard Mobile Game Apps Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)

Table 22. Global Mobile Game Apps Revenue (USD Million) by Players (2019, 2020, 2021, and 2022)

Table 23. Global Mobile Game Apps Revenue Share by Players (2019, 2020, 2021, and 2022)

Table 24. Breakdown of Mobile Game Apps by Company Type (Tier 1, Tier 2 and Tier

3)

Table 25. Mobile Game Apps Players Head Office, Products and Services Provided

Table 26. Mobile Game Apps Mergers & Acquisitions in the Past Five Years

Table 27. Mobile Game Apps New Entrants and Expansion Plans

Table 28. Global Mobile Game Apps Revenue (USD Million) by Type (2017-2022)

Table 29. Global Mobile Game Apps Revenue Share by Type (2017-2022)

Table 30. Global Mobile Game Apps Revenue Forecast by Type (2023-2028)

Table 31. Global Mobile Game Apps Revenue by Application (2017-2022)

Table 32. Global Mobile Game Apps Revenue Forecast by Application (2023-2028)

Table 33. North America Mobile Game Apps Revenue by Type (2017-2022) & (USD Million)

Table 34. North America Mobile Game Apps Revenue by Type (2023-2028) & (USD Million)

Table 35. North America Mobile Game Apps Revenue by Application (2017-2022) & (USD Million)

Table 36. North America Mobile Game Apps Revenue by Application (2023-2028) & (USD Million)

Table 37. North America Mobile Game Apps Revenue by Country (2017-2022) & (USD Million)

Table 38. North America Mobile Game Apps Revenue by Country (2023-2028) & (USD Million)

Table 39. Europe Mobile Game Apps Revenue by Type (2017-2022) & (USD Million)

Table 40. Europe Mobile Game Apps Revenue by Type (2023-2028) & (USD Million)

Table 41. Europe Mobile Game Apps Revenue by Application (2017-2022) & (USD Million)

Table 42. Europe Mobile Game Apps Revenue by Application (2023-2028) & (USD Million)

Table 43. Europe Mobile Game Apps Revenue by Country (2017-2022) & (USD Million)

Table 44. Europe Mobile Game Apps Revenue by Country (2023-2028) & (USD Million)

Table 45. Asia-Pacific Mobile Game Apps Revenue by Type (2017-2022) & (USD Million)

Table 46. Asia-Pacific Mobile Game Apps Revenue by Type (2023-2028) & (USD Million)

Table 47. Asia-Pacific Mobile Game Apps Revenue by Application (2017-2022) & (USD Million)

Table 48. Asia-Pacific Mobile Game Apps Revenue by Application (2023-2028) & (USD Million)

Table 49. Asia-Pacific Mobile Game Apps Revenue by Region (2017-2022) & (USD Million)

Table 50. Asia-Pacific Mobile Game Apps Revenue by Region (2023-2028) & (USD Million)

Table 51. South America Mobile Game Apps Revenue by Type (2017-2022) & (USD Million)

Table 52. South America Mobile Game Apps Revenue by Type (2023-2028) & (USD Million)

Table 53. South America Mobile Game Apps Revenue by Application (2017-2022) & (USD Million)

Table 54. South America Mobile Game Apps Revenue by Application (2023-2028) & (USD Million)

Table 55. South America Mobile Game Apps Revenue by Country (2017-2022) & (USD Million)

Table 56. South America Mobile Game Apps Revenue by Country (2023-2028) & (USD Million)

Table 57. Middle East & Africa Mobile Game Apps Revenue by Type (2017-2022) & (USD Million)

Table 58. Middle East & Africa Mobile Game Apps Revenue by Type (2023-2028) & (USD Million)

Table 59. Middle East & Africa Mobile Game Apps Revenue by Application (2017-2022) & (USD Million)

Table 60. Middle East & Africa Mobile Game Apps Revenue by Application (2023-2028) & (USD Million)

Table 61. Middle East & Africa Mobile Game Apps Revenue by Country (2017-2022) & (USD Million)

Table 62. Middle East & Africa Mobile Game Apps Revenue by Country (2023-2028) & (USD Million)

List Of Figures

LIST OF FIGURES

- Figure 1. Mobile Game Apps Picture
- Figure 2. Global Mobile Game Apps Revenue Market Share by Type in 2021
- Figure 3. Mobile Stand-alone Game
- Figure 4. Mobile Online Games
- Figure 5. Mobile Game Apps Revenue Market Share by Application in 2021
- Figure 6. Below 15 Years Old Picture
- Figure 7. 15-25 Years Old Picture
- Figure 8. 25-35 Years Old Picture
- Figure 9. 35-45 Years Old Picture
- Figure 10. Above 45 Years Old Picture
- Figure 11. Global Mobile Game Apps Market Size, (USD Million): 2017 VS 2021 VS 2028
- Figure 12. Global Mobile Game Apps Revenue and Forecast (2017-2028) & (USD Million)
- Figure 13. Global Mobile Game Apps Revenue Market Share by Region (2017-2028)
- Figure 14. Global Mobile Game Apps Revenue Market Share by Region in 2021
- Figure 15. North America Mobile Game Apps Revenue (USD Million) and Growth Rate (2017-2028)
- Figure 16. Europe Mobile Game Apps Revenue (USD Million) and Growth Rate (2017-2028)
- Figure 17. Asia-Pacific Mobile Game Apps Revenue (USD Million) and Growth Rate (2017-2028)
- Figure 18. South America Mobile Game Apps Revenue (USD Million) and Growth Rate (2017-2028)
- Figure 19. Middle East and Africa Mobile Game Apps Revenue (USD Million) and Growth Rate (2017-2028)
- Figure 20. Mobile Game Apps Market Drivers
- Figure 21. Mobile Game Apps Market Restraints
- Figure 22. Mobile Game Apps Market Trends
- Figure 23. NetEase Recent Developments and Future Plans
- Figure 24. Tencent Holdings Recent Developments and Future Plans
- Figure 25. WeMade Entertainment Recent Developments and Future Plans
- Figure 26. Activision Blizzard Recent Developments and Future Plans
- Figure 27. Global Mobile Game Apps Revenue Share by Players in 2021
- Figure 28. Mobile Game Apps Market Share by Company Type (Tier 1, Tier 2 and Tier 3)

3) in 2021

Figure 29. Global Top 3 Players Mobile Game Apps Revenue Market Share in 2021

Figure 30. Global Top 10 Players Mobile Game Apps Revenue Market Share in 2021

Figure 31. Key Players Market Share Trend (Top 3 Market Share: 2020 VS 2021 VS 2022)

Figure 32. Global Mobile Game Apps Revenue Share by Type in 2021

Figure 33. Global Mobile Game Apps Market Share Forecast by Type (2023-2028)

Figure 34. Global Mobile Game Apps Revenue Share by Application in 2021

Figure 35. Global Mobile Game Apps Market Share Forecast by Application (2023-2028)

Figure 36. North America Mobile Game Apps Sales Market Share by Type (2017-2028)

Figure 37. North America Mobile Game Apps Sales Market Share by Application (2017-2028)

Figure 38. North America Mobile Game Apps Revenue Market Share by Country (2017-2028)

Figure 39. United States Mobile Game Apps Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 40. Canada Mobile Game Apps Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 41. Mexico Mobile Game Apps Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 42. Europe Mobile Game Apps Sales Market Share by Type (2017-2028)

Figure 43. Europe Mobile Game Apps Sales Market Share by Application (2017-2028)

Figure 44. Europe Mobile Game Apps Revenue Market Share by Country (2017-2028)

Figure 45. Germany Mobile Game Apps Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 46. France Mobile Game Apps Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 47. United Kingdom Mobile Game Apps Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 48. Russia Mobile Game Apps Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 49. Italy Mobile Game Apps Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 50. Asia-Pacific Mobile Game Apps Sales Market Share by Type (2017-2028)

Figure 51. Asia-Pacific Mobile Game Apps Sales Market Share by Application (2017-2028)

Figure 52. Asia-Pacific Mobile Game Apps Revenue Market Share by Region (2017-2028)

Figure 53. China Mobile Game Apps Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 54. Japan Mobile Game Apps Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 55. South Korea Mobile Game Apps Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 56. India Mobile Game Apps Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 57. Southeast Asia Mobile Game Apps Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 58. Australia Mobile Game Apps Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 59. South America Mobile Game Apps Sales Market Share by Type (2017-2028)

Figure 60. South America Mobile Game Apps Sales Market Share by Application (2017-2028)

Figure 61. South America Mobile Game Apps Revenue Market Share by Country (2017-2028)

Figure 62. Brazil Mobile Game Apps Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 63. Argentina Mobile Game Apps Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 64. Middle East and Africa Mobile Game Apps Sales Market Share by Type (2017-2028)

Figure 65. Middle East and Africa Mobile Game Apps Sales Market Share by Application (2017-2028)

Figure 66. Middle East and Africa Mobile Game Apps Revenue Market Share by Country (2017-2028)

Figure 67. Turkey Mobile Game Apps Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 68. Saudi Arabia Mobile Game Apps Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 69. UAE Mobile Game Apps Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 70. Methodology

Figure 71. Research Process and Data Source

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