+357 96 030922
info@marketpublishers.com

Global Mobile Games IP Market 2026 by Company, Regions, Type and Application, Forecast to 2032

https://marketpublishers.com/r/G23A7B68EE2EEN.html
Date: October 2026
Pages: 106
Price: US$ 3,480.00 (Single User License)
ID: G23A7B68EE2EEN

Abstracts

According to our (Global Info Research) latest study, the global Mobile Games IP market size was valued at US$ million in 2025 and is forecast to a readjusted size of US$ million by 2032 with a CAGR of %during review period.

Mobile Games IP, or Intellectual Property, refers to the ownership and legal rights associated with creative elements within mobile games. These elements can include characters, storylines, artwork, music, and unique gameplay mechanics. IP protection ensures that game developers have exclusive rights to their creations, preventing others from copying or using them without permission. This safeguards the financial and creative investments made in mobile game development and allows for the potential monetization of IP through licensing or merchandise.

The mobile games IP industry has witnessed a dynamic shift in recent years. The trend was marked by a growing focus on established IP adaptations (e.g., movie tie-ins, popular franchises) for mobile gaming to leverage existing fan bases. Additionally, the industry was exploring augmented reality (AR) and virtual reality (VR) integration, enhancing the immersive potential of mobile games. Monetization models were diversifying, with in-game purchases, subscription services, and ad-based revenue becoming prominent. Continuous technological advancements and evolving player preferences were shaping the landscape, making innovation and adaptability key to success.

This report is a detailed and comprehensive analysis for global Mobile Games IP market. Both quantitative and qualitative analyses are presented by company, by region & country, by Type and by Application. As the market is constantly changing, this report explores the competition, supply and demand trends, as well as key factors that

+357 96 030922
info@marketpublishers.com

contribute to its changing demands across many markets. Company profiles and product examples of selected competitors, along with market share estimates of some of the selected leaders for the year 2025, are provided.

Key Features:

Global Mobile Games IP market size and forecasts, in consumption value ($ Million), 2021-2032

Global Mobile Games IP market size and forecasts by region and country, in consumption value ($ Million), 2021-2032

Global Mobile Games IP market size and forecasts, by Type and by Application, in consumption value ($ Million), 2021-2032

Global Mobile Games IP market shares of main players, in revenue ($ Million), 2021-2026

The Primary Objectives in This Report Are:

To determine the size of the total market opportunity of global and key countries

To assess the growth potential for Mobile Games IP

To forecast future growth in each product and end-use market

To assess competitive factors affecting the marketplace

This report profiles key players in the global Mobile Games IP 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 Bandai Namco, Niantic, Tencent, Scopely, Nintendo, FoxNext, Minecraft, TYPE-MOON, Kabam, Riot Games, etc.

This report also provides key insights about market drivers, restraints, opportunities, new product launches or approvals.

+357 96 030922
info@marketpublishers.com

Market segmentation

Mobile Games IP market is split by Type and by Application. For the period 2021-2032, the growth among segments provides accurate calculations and forecasts for Consumption Value by Type and by Application. This analysis can help you expand your business by targeting qualified niche markets.

Market segment by Type

Television

Comics

Others

Market segment by Application

Android

IOS

Market segment by players, this report covers

Bandai Namco

Niantic

Tencent

Scopely

Nintendo

FoxNext

+357 96 030922
info@marketpublishers.com

Minecraft

TYPE-MOON

Kabam

Riot Games

Jam City, Inc

Roblox

Fuchun 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 and Rest of Asia-Pacific)

South America (Brazil, 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 13 chapters:

Chapter 1, to describe Mobile Games IP product scope, market overview, market estimation caveats and base year.

Chapter 2, to profile the top players of Mobile Games IP, with revenue, gross margin, and global market share of Mobile Games IP from 2021 to 2026.

+357 96 030922
info@marketpublishers.com

Chapter 3, the Mobile Games IP 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 by Application, with consumption value and growth rate by Type, by Application, from 2021 to 2032.

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 2021 to 2026.and Mobile Games IP market forecast, by regions, by Type and by Application, with consumption value, from 2027 to 2032.

Chapter 11, market dynamics, drivers, restraints, trends, Porters Five Forces analysis.

Chapter 12, the key raw materials and key suppliers, and industry chain of Mobile Games IP.

Chapter 13, to describe Mobile Games IP research findings and conclusion.

+357 96 030922
info@marketpublishers.com

Contents

1 MARKET OVERVIEW

1.1 Product Overview and Scope
1.2 Market Estimation Caveats and Base Year
1.3 Classification of Mobile Games IP by Type
  1.3.1 Overview: Global Mobile Games IP Market Size by Type: 2021 Versus 2025 Versus 2032
  1.3.2 Global Mobile Games IP Consumption Value Market Share by Type in 2025
  1.3.3 Television
  1.3.4 Comics
  1.3.5 Others
1.4 Global Mobile Games IP Market by Application
  1.4.1 Overview: Global Mobile Games IP Market Size by Application: 2021 Versus 2025 Versus 2032
  1.4.2 Android
  1.4.3 IOS
1.5 Global Mobile Games IP Market Size & Forecast
1.6 Global Mobile Games IP Market Size and Forecast by Region
  1.6.1 Global Mobile Games IP Market Size by Region: 2021 VS 2025 VS 2032
  1.6.2 Global Mobile Games IP Market Size by Region, (2021-2032)
  1.6.3 North America Mobile Games IP Market Size and Prospect (2021-2032)
  1.6.4 Europe Mobile Games IP Market Size and Prospect (2021-2032)
  1.6.5 Asia-Pacific Mobile Games IP Market Size and Prospect (2021-2032)
  1.6.6 South America Mobile Games IP Market Size and Prospect (2021-2032)
  1.6.7 Middle East & Africa Mobile Games IP Market Size and Prospect (2021-2032)

2 COMPANY PROFILES

2.1 Bandai Namco
  2.1.1 Bandai Namco Details
  2.1.2 Bandai Namco Major Business
  2.1.3 Bandai Namco Mobile Games IP Product and Solutions
  2.1.4 Bandai Namco Mobile Games IP Revenue, Gross Margin and Market Share (2021-2026)
  2.1.5 Bandai Namco Recent Developments and Future Plans
2.2 Niantic
  2.2.1 Niantic Details

+357 96 030922
info@marketpublishers.com

2.2.2 Niantic Major Business
2.2.3 Niantic Mobile Games IP Product and Solutions
2.2.4 Niantic Mobile Games IP Revenue, Gross Margin and Market Share (2021-2026)
2.2.5 Niantic Recent Developments and Future Plans
2.3 Tencent
2.3.1 Tencent Details
2.3.2 Tencent Major Business
2.3.3 Tencent Mobile Games IP Product and Solutions
2.3.4 Tencent Mobile Games IP Revenue, Gross Margin and Market Share (2021-2026)
2.3.5 Tencent Recent Developments and Future Plans
2.4 Scopely
2.4.1 Scopely Details
2.4.2 Scopely Major Business
2.4.3 Scopely Mobile Games IP Product and Solutions
2.4.4 Scopely Mobile Games IP Revenue, Gross Margin and Market Share (2021-2026)
2.4.5 Scopely Recent Developments and Future Plans
2.5 Nintendo
2.5.1 Nintendo Details
2.5.2 Nintendo Major Business
2.5.3 Nintendo Mobile Games IP Product and Solutions
2.5.4 Nintendo Mobile Games IP Revenue, Gross Margin and Market Share (2021-2026)
2.5.5 Nintendo Recent Developments and Future Plans
2.6 FoxNext
2.6.1 FoxNext Details
2.6.2 FoxNext Major Business
2.6.3 FoxNext Mobile Games IP Product and Solutions
2.6.4 FoxNext Mobile Games IP Revenue, Gross Margin and Market Share (2021-2026)
2.6.5 FoxNext Recent Developments and Future Plans
2.7 Minecraft
2.7.1 Minecraft Details
2.7.2 Minecraft Major Business
2.7.3 Minecraft Mobile Games IP Product and Solutions
2.7.4 Minecraft Mobile Games IP Revenue, Gross Margin and Market Share (2021-2026)
2.7.5 Minecraft Recent Developments and Future Plans

+357 96 030922
info@marketpublishers.com

2.8 TYPE-MOON
2.8.1 TYPE-MOON Details
2.8.2 TYPE-MOON Major Business
2.8.3 TYPE-MOON Mobile Games IP Product and Solutions
2.8.4 TYPE-MOON Mobile Games IP Revenue, Gross Margin and Market Share (2021-2026)
2.8.5 TYPE-MOON Recent Developments and Future Plans
2.9 Kabam
2.9.1 Kabam Details
2.9.2 Kabam Major Business
2.9.3 Kabam Mobile Games IP Product and Solutions
2.9.4 Kabam Mobile Games IP Revenue, Gross Margin and Market Share (2021-2026)
2.9.5 Kabam Recent Developments and Future Plans
2.10 Riot Games
2.10.1 Riot Games Details
2.10.2 Riot Games Major Business
2.10.3 Riot Games Mobile Games IP Product and Solutions
2.10.4 Riot Games Mobile Games IP Revenue, Gross Margin and Market Share (2021-2026)
2.10.5 Riot Games Recent Developments and Future Plans
2.11 Jam City, Inc
2.11.1 Jam City, Inc Details
2.11.2 Jam City, Inc Major Business
2.11.3 Jam City, Inc Mobile Games IP Product and Solutions
2.11.4 Jam City, Inc Mobile Games IP Revenue, Gross Margin and Market Share (2021-2026)
2.11.5 Jam City, Inc Recent Developments and Future Plans
2.12 Roblox
2.12.1 Roblox Details
2.12.2 Roblox Major Business
2.12.3 Roblox Mobile Games IP Product and Solutions
2.12.4 Roblox Mobile Games IP Revenue, Gross Margin and Market Share (2021-2026)
2.12.5 Roblox Recent Developments and Future Plans
2.13 Fuchun Technology
2.13.1 Fuchun Technology Details
2.13.2 Fuchun Technology Major Business
2.13.3 Fuchun Technology Mobile Games IP Product and Solutions
2.13.4 Fuchun Technology Mobile Games IP Revenue, Gross Margin and Market

+357 96 030922
info@marketpublishers.com

Share (2021-2026)
2.13.5 Fuchun Technology Recent Developments and Future Plans

3 MARKET COMPETITION, BY PLAYERS

3.1 Global Mobile Games IP Revenue and Share by Players (2021-2026)
3.2 Market Share Analysis (2025)
3.2.1 Market Share of Mobile Games IP by Company Revenue
3.2.2 Top 3 Mobile Games IP Players Market Share in 2025
3.2.3 Top 6 Mobile Games IP Players Market Share in 2025
3.3 Mobile Games IP Market: Overall Company Footprint Analysis
3.3.1 Mobile Games IP Market: Region Footprint
3.3.2 Mobile Games IP Market: Company Product Type Footprint
3.3.3 Mobile Games IP Market: Company Product Application Footprint
3.4 New Market Entrants and Barriers to Market Entry
3.5 Mergers, Acquisition, Agreements, and Collaborations

4 MARKET SIZE SEGMENT BY TYPE

4.1 Global Mobile Games IP Consumption Value and Market Share by Type (2021-2026)
4.2 Global Mobile Games IP Market Forecast by Type (2027-2032)

5 MARKET SIZE SEGMENT BY APPLICATION

5.1 Global Mobile Games IP Consumption Value Market Share by Application (2021-2026)
5.2 Global Mobile Games IP Market Forecast by Application (2027-2032)

6 NORTH AMERICA

6.1 North America Mobile Games IP Consumption Value by Type (2021-2032)
6.2 North America Mobile Games IP Market Size by Application (2021-2032)
6.3 North America Mobile Games IP Market Size by Country
6.3.1 North America Mobile Games IP Consumption Value by Country (2021-2032)
6.3.2 United States Mobile Games IP Market Size and Forecast (2021-2032)
6.3.3 Canada Mobile Games IP Market Size and Forecast (2021-2032)
6.3.4 Mexico Mobile Games IP Market Size and Forecast (2021-2032)

+357 96 030922
info@marketpublishers.com

7 EUROPE

7.1 Europe Mobile Games IP Consumption Value by Type (2021-2032)
7.2 Europe Mobile Games IP Consumption Value by Application (2021-2032)
7.3 Europe Mobile Games IP Market Size by Country
  7.3.1 Europe Mobile Games IP Consumption Value by Country (2021-2032)
  7.3.2 Germany Mobile Games IP Market Size and Forecast (2021-2032)
  7.3.3 France Mobile Games IP Market Size and Forecast (2021-2032)
  7.3.4 United Kingdom Mobile Games IP Market Size and Forecast (2021-2032)
  7.3.5 Russia Mobile Games IP Market Size and Forecast (2021-2032)
  7.3.6 Italy Mobile Games IP Market Size and Forecast (2021-2032)

8 ASIA-PACIFIC

8.1 Asia-Pacific Mobile Games IP Consumption Value by Type (2021-2032)
8.2 Asia-Pacific Mobile Games IP Consumption Value by Application (2021-2032)
8.3 Asia-Pacific Mobile Games IP Market Size by Region
  8.3.1 Asia-Pacific Mobile Games IP Consumption Value by Region (2021-2032)
  8.3.2 China Mobile Games IP Market Size and Forecast (2021-2032)
  8.3.3 Japan Mobile Games IP Market Size and Forecast (2021-2032)
  8.3.4 South Korea Mobile Games IP Market Size and Forecast (2021-2032)
  8.3.5 India Mobile Games IP Market Size and Forecast (2021-2032)
  8.3.6 Southeast Asia Mobile Games IP Market Size and Forecast (2021-2032)
  8.3.7 Australia Mobile Games IP Market Size and Forecast (2021-2032)

9 SOUTH AMERICA

9.1 South America Mobile Games IP Consumption Value by Type (2021-2032)
9.2 South America Mobile Games IP Consumption Value by Application (2021-2032)
9.3 South America Mobile Games IP Market Size by Country
  9.3.1 South America Mobile Games IP Consumption Value by Country (2021-2032)
  9.3.2 Brazil Mobile Games IP Market Size and Forecast (2021-2032)
  9.3.3 Argentina Mobile Games IP Market Size and Forecast (2021-2032)

10 MIDDLE EAST & AFRICA

10.1 Middle East & Africa Mobile Games IP Consumption Value by Type (2021-2032)
10.2 Middle East & Africa Mobile Games IP Consumption Value by Application (2021-2032)

+357 96 030922
info@marketpublishers.com

10.3 Middle East & Africa Mobile Games IP Market Size by Country
10.3.1 Middle East & Africa Mobile Games IP Consumption Value by Country (2021-2032)
10.3.2 Turkey Mobile Games IP Market Size and Forecast (2021-2032)
10.3.3 Saudi Arabia Mobile Games IP Market Size and Forecast (2021-2032)
10.3.4 UAE Mobile Games IP Market Size and Forecast (2021-2032)

11 MARKET DYNAMICS

11.1 Mobile Games IP Market Drivers
11.2 Mobile Games IP Market Restraints
11.3 Mobile Games IP Trends Analysis
11.4 Porters Five Forces Analysis
11.4.1 Threat of New Entrants
11.4.2 Bargaining Power of Suppliers
11.4.3 Bargaining Power of Buyers
11.4.4 Threat of Substitutes
11.4.5 Competitive Rivalry

12 INDUSTRY CHAIN ANALYSIS

12.1 Mobile Games IP Industry Chain
12.2 Mobile Games IP Upstream Analysis
12.3 Mobile Games IP Midstream Analysis
12.4 Mobile Games IP Downstream Analysis

13 RESEARCH FINDINGS AND CONCLUSION

14 APPENDIX

14.1 Methodology
14.2 Research Process and Data Source
14.3 Disclaimer

+357 96 030922
info@marketpublishers.com

List Of Tables

LIST OF TABLES

Table 1. Global Mobile Games IP Consumption Value by Type, (USD Million), 2021 & 2025 & 2032
Table 2. Global Mobile Games IP Consumption Value by Application, (USD Million), 2021 & 2025 & 2032
Table 3. Global Mobile Games IP Consumption Value by Region (2021-2026) & (USD Million)
Table 4. Global Mobile Games IP Consumption Value by Region (2027-2032) & (USD Million)
Table 5. Bandai Namco Company Information, Head Office, and Major Competitors
Table 6. Bandai Namco Major Business
Table 7. Bandai Namco Mobile Games IP Product and Solutions
Table 8. Bandai Namco Mobile Games IP Revenue (USD Million), Gross Margin and Market Share (2021-2026)
Table 9. Bandai Namco Recent Developments and Future Plans
Table 10. Niantic Company Information, Head Office, and Major Competitors
Table 11. Niantic Major Business
Table 12. Niantic Mobile Games IP Product and Solutions
Table 13. Niantic Mobile Games IP Revenue (USD Million), Gross Margin and Market Share (2021-2026)
Table 14. Niantic Recent Developments and Future Plans
Table 15. Tencent Company Information, Head Office, and Major Competitors
Table 16. Tencent Major Business
Table 17. Tencent Mobile Games IP Product and Solutions
Table 18. Tencent Mobile Games IP Revenue (USD Million), Gross Margin and Market Share (2021-2026)
Table 19. Scopely Company Information, Head Office, and Major Competitors
Table 20. Scopely Major Business
Table 21. Scopely Mobile Games IP Product and Solutions
Table 22. Scopely Mobile Games IP Revenue (USD Million), Gross Margin and Market Share (2021-2026)
Table 23. Scopely Recent Developments and Future Plans
Table 24. Nintendo Company Information, Head Office, and Major Competitors
Table 25. Nintendo Major Business
Table 26. Nintendo Mobile Games IP Product and Solutions
Table 27. Nintendo Mobile Games IP Revenue (USD Million), Gross Margin and Market

+357 96 030922
info@marketpublishers.com

Share (2021-2026)
Table 28. Nintendo Recent Developments and Future Plans
Table 29. FoxNext Company Information, Head Office, and Major Competitors
Table 30. FoxNext Major Business
Table 31. FoxNext Mobile Games IP Product and Solutions
Table 32. FoxNext Mobile Games IP Revenue (USD Million), Gross Margin and Market Share (2021-2026)
Table 33. FoxNext Recent Developments and Future Plans
Table 34. Minecraft Company Information, Head Office, and Major Competitors
Table 35. Minecraft Major Business
Table 36. Minecraft Mobile Games IP Product and Solutions
Table 37. Minecraft Mobile Games IP Revenue (USD Million), Gross Margin and Market Share (2021-2026)
Table 38. Minecraft Recent Developments and Future Plans
Table 39. TYPE-MOON Company Information, Head Office, and Major Competitors
Table 40. TYPE-MOON Major Business
Table 41. TYPE-MOON Mobile Games IP Product and Solutions
Table 42. TYPE-MOON Mobile Games IP Revenue (USD Million), Gross Margin and Market Share (2021-2026)
Table 43. TYPE-MOON Recent Developments and Future Plans
Table 44. Kabam Company Information, Head Office, and Major Competitors
Table 45. Kabam Major Business
Table 46. Kabam Mobile Games IP Product and Solutions
Table 47. Kabam Mobile Games IP Revenue (USD Million), Gross Margin and Market Share (2021-2026)
Table 48. Kabam Recent Developments and Future Plans
Table 49. Riot Games Company Information, Head Office, and Major Competitors
Table 50. Riot Games Major Business
Table 51. Riot Games Mobile Games IP Product and Solutions
Table 52. Riot Games Mobile Games IP Revenue (USD Million), Gross Margin and Market Share (2021-2026)
Table 53. Riot Games Recent Developments and Future Plans
Table 54. Jam City, Inc Company Information, Head Office, and Major Competitors
Table 55. Jam City, Inc Major Business
Table 56. Jam City, Inc Mobile Games IP Product and Solutions
Table 57. Jam City, Inc Mobile Games IP Revenue (USD Million), Gross Margin and Market Share (2021-2026)
Table 58. Jam City, Inc Recent Developments and Future Plans
Table 59. Roblox Company Information, Head Office, and Major Competitors

+357 96 030922
info@marketpublishers.com

Table 60. Roblox Major Business
Table 61. Roblox Mobile Games IP Product and Solutions
Table 62. Roblox Mobile Games IP Revenue (USD Million), Gross Margin and Market Share (2021-2026)
Table 63. Roblox Recent Developments and Future Plans
Table 64. Fuchun Technology Company Information, Head Office, and Major Competitors
Table 65. Fuchun Technology Major Business
Table 66. Fuchun Technology Mobile Games IP Product and Solutions
Table 67. Fuchun Technology Mobile Games IP Revenue (USD Million), Gross Margin and Market Share (2021-2026)
Table 68. Fuchun Technology Recent Developments and Future Plans
Table 69. Global Mobile Games IP Revenue (USD Million) by Players (2021-2026)
Table 70. Global Mobile Games IP Revenue Share by Players (2021-2026)
Table 71. Breakdown of Mobile Games IP by Company Type (Tier 1, Tier 2, and Tier 3)
Table 72. Market Position of Players in Mobile Games IP, (Tier 1, Tier 2, and Tier 3), Based on Revenue in 2025
Table 73. Head Office of Key Mobile Games IP Players
Table 74. Mobile Games IP Market: Company Product Type Footprint
Table 75. Mobile Games IP Market: Company Product Application Footprint
Table 76. Mobile Games IP New Market Entrants and Barriers to Market Entry
Table 77. Mobile Games IP Mergers, Acquisition, Agreements, and Collaborations
Table 78. Global Mobile Games IP Consumption Value (USD Million) by Type (2021-2026)
Table 79. Global Mobile Games IP Consumption Value Share by Type (2021-2026)
Table 80. Global Mobile Games IP Consumption Value Forecast by Type (2027-2032)
Table 81. Global Mobile Games IP Consumption Value by Application (2021-2026)
Table 82. Global Mobile Games IP Consumption Value Forecast by Application (2027-2032)
Table 83. North America Mobile Games IP Consumption Value by Type (2021-2026) & (USD Million)
Table 84. North America Mobile Games IP Consumption Value by Type (2027-2032) & (USD Million)
Table 85. North America Mobile Games IP Consumption Value by Application (2021-2026) & (USD Million)
Table 86. North America Mobile Games IP Consumption Value by Application (2027-2032) & (USD Million)
Table 87. North America Mobile Games IP Consumption Value by Country (2021-2026) & (USD Million)

+357 96 030922
info@marketpublishers.com

Table 88. North America Mobile Games IP Consumption Value by Country (2027-2032) & (USD Million)
Table 89. Europe Mobile Games IP Consumption Value by Type (2021-2026) & (USD Million)
Table 90. Europe Mobile Games IP Consumption Value by Type (2027-2032) & (USD Million)
Table 91. Europe Mobile Games IP Consumption Value by Application (2021-2026) & (USD Million)
Table 92. Europe Mobile Games IP Consumption Value by Application (2027-2032) & (USD Million)
Table 93. Europe Mobile Games IP Consumption Value by Country (2021-2026) & (USD Million)
Table 94. Europe Mobile Games IP Consumption Value by Country (2027-2032) & (USD Million)
Table 95. Asia-Pacific Mobile Games IP Consumption Value by Type (2021-2026) & (USD Million)
Table 96. Asia-Pacific Mobile Games IP Consumption Value by Type (2027-2032) & (USD Million)
Table 97. Asia-Pacific Mobile Games IP Consumption Value by Application (2021-2026) & (USD Million)
Table 98. Asia-Pacific Mobile Games IP Consumption Value by Application (2027-2032) & (USD Million)
Table 99. Asia-Pacific Mobile Games IP Consumption Value by Region (2021-2026) & (USD Million)
Table 100. Asia-Pacific Mobile Games IP Consumption Value by Region (2027-2032) & (USD Million)
Table 101. South America Mobile Games IP Consumption Value by Type (2021-2026) & (USD Million)
Table 102. South America Mobile Games IP Consumption Value by Type (2027-2032) & (USD Million)
Table 103. South America Mobile Games IP Consumption Value by Application (2021-2026) & (USD Million)
Table 104. South America Mobile Games IP Consumption Value by Application (2027-2032) & (USD Million)
Table 105. South America Mobile Games IP Consumption Value by Country (2021-2026) & (USD Million)
Table 106. South America Mobile Games IP Consumption Value by Country (2027-2032) & (USD Million)
Table 107. Middle East & Africa Mobile Games IP Consumption Value by Type

+357 96 030922
info@marketpublishers.com

(2021-2026) & (USD Million)
Table 108. Middle East & Africa Mobile Games IP Consumption Value by Type (2027-2032) & (USD Million)
Table 109. Middle East & Africa Mobile Games IP Consumption Value by Application (2021-2026) & (USD Million)
Table 110. Middle East & Africa Mobile Games IP Consumption Value by Application (2027-2032) & (USD Million)
Table 111. Middle East & Africa Mobile Games IP Consumption Value by Country (2021-2026) & (USD Million)
Table 112. Middle East & Africa Mobile Games IP Consumption Value by Country (2027-2032) & (USD Million)
Table 113. Global Key Players of Mobile Games IP Upstream (Raw Materials)
Table 114. Global Mobile Games IP Typical Customers

+357 96 030922
info@marketpublishers.com

List Of Figures

LIST OF FIGURES

Figure 1. Mobile Games IP Picture
Figure 2. Global Mobile Games IP Consumption Value by Type, (USD Million), 2021 & 2025 & 2032
Figure 3. Global Mobile Games IP Consumption Value Market Share by Type in 2025
Figure 4. Television
Figure 5. Comics
Figure 6. Others
Figure 7. Global Mobile Games IP Consumption Value by Application, (USD Million), 2021 & 2025 & 2032
Figure 8. Mobile Games IP Consumption Value Market Share by Application in 2025
Figure 9. Android Picture
Figure 10. IOS Picture
Figure 11. Global Mobile Games IP Consumption Value, (USD Million): 2021 & 2025 & 2032
Figure 12. Global Mobile Games IP Consumption Value and Forecast (2021-2032) & (USD Million)
Figure 13. Global Market Mobile Games IP Consumption Value (USD Million) Comparison by Region (2021 VS 2025 VS 2032)
Figure 14. Global Mobile Games IP Consumption Value Market Share by Region (2021-2032)
Figure 15. Global Mobile Games IP Consumption Value Market Share by Region in 2025
Figure 16. North America Mobile Games IP Consumption Value (2021-2032) & (USD Million)
Figure 17. Europe Mobile Games IP Consumption Value (2021-2032) & (USD Million)
Figure 18. Asia-Pacific Mobile Games IP Consumption Value (2021-2032) & (USD Million)
Figure 19. South America Mobile Games IP Consumption Value (2021-2032) & (USD Million)
Figure 20. Middle East & Africa Mobile Games IP Consumption Value (2021-2032) & (USD Million)
Figure 21. Company Three Recent Developments and Future Plans
Figure 22. Global Mobile Games IP Revenue Share by Players in 2025
Figure 23. Mobile Games IP Market Share by Company Type (Tier 1, Tier 2, and Tier 3) in 2025

+357 96 030922
info@marketpublishers.com

Figure 24. Market Share of Mobile Games IP by Player Revenue in 2025
Figure 25. Top 3 Mobile Games IP Players Market Share in 2025
Figure 26. Top 6 Mobile Games IP Players Market Share in 2025
Figure 27. Global Mobile Games IP Consumption Value Share by Type (2021-2026)
Figure 28. Global Mobile Games IP Market Share Forecast by Type (2027-2032)
Figure 29. Global Mobile Games IP Consumption Value Share by Application (2021-2026)
Figure 30. Global Mobile Games IP Market Share Forecast by Application (2027-2032)
Figure 31. North America Mobile Games IP Consumption Value Market Share by Type (2021-2032)
Figure 32. North America Mobile Games IP Consumption Value Market Share by Application (2021-2032)
Figure 33. North America Mobile Games IP Consumption Value Market Share by Country (2021-2032)
Figure 34. United States Mobile Games IP Consumption Value (2021-2032) & (USD Million)
Figure 35. Canada Mobile Games IP Consumption Value (2021-2032) & (USD Million)
Figure 36. Mexico Mobile Games IP Consumption Value (2021-2032) & (USD Million)
Figure 37. Europe Mobile Games IP Consumption Value Market Share by Type (2021-2032)
Figure 38. Europe Mobile Games IP Consumption Value Market Share by Application (2021-2032)
Figure 39. Europe Mobile Games IP Consumption Value Market Share by Country (2021-2032)
Figure 40. Germany Mobile Games IP Consumption Value (2021-2032) & (USD Million)
Figure 41. France Mobile Games IP Consumption Value (2021-2032) & (USD Million)
Figure 42. United Kingdom Mobile Games IP Consumption Value (2021-2032) & (USD Million)
Figure 43. Russia Mobile Games IP Consumption Value (2021-2032) & (USD Million)
Figure 44. Italy Mobile Games IP Consumption Value (2021-2032) & (USD Million)
Figure 45. Asia-Pacific Mobile Games IP Consumption Value Market Share by Type (2021-2032)
Figure 46. Asia-Pacific Mobile Games IP Consumption Value Market Share by Application (2021-2032)
Figure 47. Asia-Pacific Mobile Games IP Consumption Value Market Share by Region (2021-2032)
Figure 48. China Mobile Games IP Consumption Value (2021-2032) & (USD Million)
Figure 49. Japan Mobile Games IP Consumption Value (2021-2032) & (USD Million)
Figure 50. South Korea Mobile Games IP Consumption Value (2021-2032) & (USD

+357 96 030922
info@marketpublishers.com

Million)
Figure 51. India Mobile Games IP Consumption Value (2021-2032) & (USD Million)
Figure 52. Southeast Asia Mobile Games IP Consumption Value (2021-2032) & (USD Million)
Figure 53. Australia Mobile Games IP Consumption Value (2021-2032) & (USD Million)
Figure 54. South America Mobile Games IP Consumption Value Market Share by Type (2021-2032)
Figure 55. South America Mobile Games IP Consumption Value Market Share by Application (2021-2032)
Figure 56. South America Mobile Games IP Consumption Value Market Share by Country (2021-2032)
Figure 57. Brazil Mobile Games IP Consumption Value (2021-2032) & (USD Million)
Figure 58. Argentina Mobile Games IP Consumption Value (2021-2032) & (USD Million)
Figure 59. Middle East & Africa Mobile Games IP Consumption Value Market Share by Type (2021-2032)
Figure 60. Middle East & Africa Mobile Games IP Consumption Value Market Share by Application (2021-2032)
Figure 61. Middle East & Africa Mobile Games IP Consumption Value Market Share by Country (2021-2032)
Figure 62. Turkey Mobile Games IP Consumption Value (2021-2032) & (USD Million)
Figure 63. Saudi Arabia Mobile Games IP Consumption Value (2021-2032) & (USD Million)
Figure 64. UAE Mobile Games IP Consumption Value (2021-2032) & (USD Million)
Figure 65. Mobile Games IP Market Drivers
Figure 66. Mobile Games IP Market Restraints
Figure 67. Mobile Games IP Market Trends
Figure 68. Porters Five Forces Analysis
Figure 69. Mobile Games IP Industrial Chain
Figure 70. Methodology
Figure 71. Research Process and Data Source

+357 96 030922
info@marketpublishers.com

I would like to order

Product name: Global Mobile Games IP Market 2026 by Company, Regions, Type and Application, Forecast to 2032

Product link: https://marketpublishers.com/r/G23A7B68EE2EEN.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/G23A7B68EE2EEN.html