

Global Mobile Shooter Production, Demand and Key Producers, 2022-2028

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Abstracts

This report studies the global Mobile Shooter demand, key companies, and key regions.

This report is a detailed and comprehensive analysis of the world market for Mobile Shooter, and provides market size (US\$ million) and Year-over-Year (YoY) growth, considering 2021 as the base year. This report explores demand trends and competition, as well as details the characteristics of Mobile Shooter that contribute to its increasing demand across many markets.

The global Mobile Shooter market size is expected to reach \$ million by 2028, rising at a market growth of % CAGR during the forecast period (2022-2028).

Highlights and key features of the study

Global Mobile Shooter total market, 2017-2028, (USD Million)

Global Mobile Shooter total market by region & country, CAGR, 2017-2028, (USD Million)

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

Global Mobile Shooter revenue by player and market share 2017-2022, (USD Million)

Global Mobile Shooter total market by Type, CAGR, 2017-2028, (USD Million)

Global Mobile Shooter total market by Application, CAGR, 2017-2028, (USD Million)

This reports profiles major players in the global Mobile Shooter 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 Krafton, Netease Games, ElectronicArts, 2K Games, DoubleTap Software, Tencent, TapTap and Dreamon Studios, 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 Mobile Shooter 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 2017-2028 by year with 2021 as the base year, 2022 as the estimate year, and 2028 as the forecast year.

Global Mobile Shooter Market, By Region:

United States

China

Europe

Japan

South Korea

ASEAN

India

Rest of World

Global Mobile Shooter Market, Segmentation by Type

Free Games

Pay To Play

Global Mobile Shooter Market, Segmentation by Application

Android System

Mac OS

Companies Profiled:

Krafton

Netease Games

ElectronicArts

2K Games

DoubleTap Software

Tencent

TapTap

Dreamon Studios

Key Questions Answered

1. How big is the global Mobile Shooter market?
2. What is the demand of the global Mobile Shooter market?

3. What is the year over year growth of the global Mobile Shooter market?
4. What is the total value of the global Mobile Shooter market?
5. Who are the major players in the global Mobile Shooter market?
6. What are the growth factors driving the market demand?

Contents

1 SUPPLY SUMMARY

- 1.1 Mobile Shooter Introduction
- 1.2 World Mobile Shooter Market Size & Forecast (2017 & 2021 & 2028)
- 1.3 World Mobile Shooter Total Market by Region
 - 1.3.1 World Mobile Shooter Market Size by Region (2017-2028)
 - 1.3.2 United States Mobile Shooter Market Size (2017-2028)
 - 1.3.3 China Mobile Shooter Market Size (2017-2028)
 - 1.3.4 Europe Mobile Shooter Market Size (2017-2028)
 - 1.3.5 Japan Mobile Shooter Market Size (2017-2028)
 - 1.3.6 South Korea Mobile Shooter Market Size (2017-2028)
 - 1.3.7 ASEAN Mobile Shooter Market Size (2017-2028)
 - 1.3.8 India Mobile Shooter Market Size (2017-2028)
- 1.4 Market Drivers, Restraints and Trends
 - 1.4.1 Mobile Shooter Market Drivers
 - 1.4.2 Factors Affecting Demand
 - 1.4.3 Mobile Shooter 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 WORLD MOBILE SHOOTER COMPANIES COMPETITIVE ANALYSIS

- 2.1 World Mobile Shooter Revenue by Player (2017-2022)
- 2.2 Industry Rank and Concentration Rate (CR)
 - 2.2.1 Global Mobile Shooter Industry Rank of Major Players
 - 2.2.2 Global Concentration Ratios (CR4) for Mobile Shooter in 2021
 - 2.2.3 Global Concentration Ratios (CR8) for Mobile Shooter in 2021
- 2.3 Mobile Shooter Company Evaluation Quadrant
- 2.4 Mobile Shooter Market: Overall Company Footprint Analysis
 - 2.4.1 Mobile Shooter Market: Region Footprint
 - 2.4.2 Mobile Shooter Market: Company Product Type Footprint
 - 2.4.3 Mobile Shooter Market: Company Product Application Footprint
- 2.5 Competitive Environment
 - 2.5.1 Historical Structure of the Industry
 - 2.5.2 Barriers of Market Entry
 - 2.5.3 Factors of Competition

2.6 Mergers, Acquisitions Activity

3 UNITED STATES VS CHINA VS REST OF THE WORLD

3.1 United States VS China: Mobile Shooter Market Comparison

3.1.1 United States VS China: Mobile Shooter Market Size Comparison (2017 & 2021 & 2028)

3.1.2 United States VS China: Mobile Shooter Market Size Market Share Comparison (2017 & 2021 & 2028)

3.2 United States Mobile Shooter Major Players and Market Share, 2017-2022

3.2.1 Major Players of Mobile Shooter in United States, Headquarters (States, Country)

3.2.2 United States Mobile Shooter Revenue by Domestic Player, (2017-2022)

3.3 China Mobile Shooter Major Players and Market Share, 2017-2022

3.3.1 Major Players of Mobile Shooter in China, Headquarters (Province, Country)

3.3.2 China Mobile Shooter Revenue by Domestic Player, (2017-2022)

3.4 Rest of World Mobile Shooter Major Players and Market Share, 2017-2022

3.4.1 Major Players of Mobile Shooter in Rest of World, Headquarters (State, Country)

3.4.2 Rest of World Mobile Shooter Revenue by Domestic Player, (2017-2022)

4 MARKET ANALYSIS BY TYPE

4.1 World Mobile Shooter Market Size Overview by Type: 2017 VS 2021 VS 2028

4.2 Segment Introduction by Type

4.2.1 Free Games

4.2.2 Pay To Play

4.3 Market Segment by Type

4.3.1 World Mobile Shooter Market Size by Type (2017-2022)

4.3.2 World Mobile Shooter Market Size by Type (2023-2028)

4.3.3 World Mobile Shooter Market Size Market Share by Type (2017-2028)

5 MARKET ANALYSIS BY APPLICATION

5.1 World Mobile Shooter Market Size Overview by Application: 2017 VS 2021 VS 2028

5.2 Segment Introduction by Application

5.2.1 Android System

5.2.2 Mac OS

5.3 Market Segment by Application

5.3.1 World Mobile Shooter Market Size by Application (2017-2022)

5.3.2 World Mobile Shooter Market Size by Application (2023-2028)

5.3.3 World Mobile Shooter Market Size by Application (2017-2028)

6 COMPANY PROFILES

6.1 Krafton

6.1.1 Krafton Details

6.1.2 Krafton Major Business

6.1.3 Krafton Mobile Shooter Product and Services

6.1.4 Krafton Mobile Shooter Revenue, Gross Margin and Market Share (2017-2022)

6.1.5 Krafton Recent Developments/Updates

6.1.6 Krafton Competitive Strengths & Weaknesses

6.2 Netease Games

6.2.1 Netease Games Details

6.2.2 Netease Games Major Business

6.2.3 Netease Games Mobile Shooter Product and Services

6.2.4 Netease Games Mobile Shooter Revenue, Gross Margin and Market Share
(2017-2022)

6.2.5 Netease Games Recent Developments/Updates

6.2.6 Netease Games Competitive Strengths & Weaknesses

6.3 ElectronicArts

6.3.1 ElectronicArts Details

6.3.2 ElectronicArts Major Business

6.3.3 ElectronicArts Mobile Shooter Product and Services

6.3.4 ElectronicArts Mobile Shooter Revenue, Gross Margin and Market Share
(2017-2022)

6.3.5 ElectronicArts Recent Developments/Updates

6.3.6 ElectronicArts Competitive Strengths & Weaknesses

6.4 2K Games

6.4.1 2K Games Details

6.4.2 2K Games Major Business

6.4.3 2K Games Mobile Shooter Product and Services

6.4.4 2K Games Mobile Shooter Revenue, Gross Margin and Market Share
(2017-2022)

6.4.5 2K Games Recent Developments/Updates

6.4.6 2K Games Competitive Strengths & Weaknesses

6.5 DoubleTap Software

6.5.1 DoubleTap Software Details

6.5.2 DoubleTap Software Major Business

- 6.5.3 DoubleTap Software Mobile Shooter Product and Services
- 6.5.4 DoubleTap Software Mobile Shooter Revenue, Gross Margin and Market Share (2017-2022)
- 6.5.5 DoubleTap Software Recent Developments/Updates
- 6.5.6 DoubleTap Software Competitive Strengths & Weaknesses
- 6.6 Tencent
 - 6.6.1 Tencent Details
 - 6.6.2 Tencent Major Business
 - 6.6.3 Tencent Mobile Shooter Product and Services
 - 6.6.4 Tencent Mobile Shooter Revenue, Gross Margin and Market Share (2017-2022)
 - 6.6.5 Tencent Recent Developments/Updates
 - 6.6.6 Tencent Competitive Strengths & Weaknesses
- 6.7 TapTap
 - 6.7.1 TapTap Details
 - 6.7.2 TapTap Major Business
 - 6.7.3 TapTap Mobile Shooter Product and Services
 - 6.7.4 TapTap Mobile Shooter Revenue, Gross Margin and Market Share (2017-2022)
 - 6.7.5 TapTap Recent Developments/Updates
 - 6.7.6 TapTap Competitive Strengths & Weaknesses
- 6.8 DREAMON Studios
 - 6.8.1 DREAMON Studios Details
 - 6.8.2 DREAMON Studios Major Business
 - 6.8.3 DREAMON Studios Mobile Shooter Product and Services
 - 6.8.4 DREAMON Studios Mobile Shooter Revenue, Gross Margin and Market Share (2017-2022)
 - 6.8.5 DREAMON Studios Recent Developments/Updates
 - 6.8.6 DREAMON Studios Competitive Strengths & Weaknesses

7 RAW MATERIAL AND INDUSTRY CHAIN

- 7.1 Raw Material of Mobile Shooter and Key Manufacturers
- 7.2 Mobile Shooter Manufacturing Costs
- 7.3 Mobile Shooter Production Process
- 7.4 Mobile Shooter Industrial Chain

8 DISTRIBUTION CHANNEL ANALYSIS

- 8.1 Distribution Channel Breakdown for Mobile Shooter Shipments (%): 2017-2028
 - 8.1.1 Direct Channel

- 8.1.2 Indirect Channel
- 8.2 Mobile Shooter Typical Distributors
- 8.3 Mobile Shooter Typical Customers

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 Mobile Shooter Market Size by Region (2017, 2022 and 2028) & (USD Million)

Table 2. World Mobile Shooter Market Size by Region (2017-2022) & (USD Million)

Table 3. World Mobile Shooter Market Size by Region (2023-2028) & (USD Million)

Table 4. World Mobile Shooter Market Size Market Share by Region (2017-2022)

Table 5. World Mobile Shooter Market Size Market Share by Region (2023-2028)

Table 6. Major Market Trends

Table 7. World Mobile Shooter Revenue by Player (2017-2022) & (USD Million)

Table 8. Revenue Market Share of Key Mobile Shooter Players in 2021

Table 9. World Mobile Shooter Industry Rank of Major Player, Based on Revenue in 2021

Table 10. Global Mobile Shooter Company Evaluation Quadrant

Table 11. Head Office of Key Mobile Shooter Player

Table 12. Mobile Shooter Market: Company Product Type Footprint

Table 13. Mobile Shooter Market: Company Product Application Footprint

Table 14. Mobile Shooter Mergers & Acquisitions Activity

Table 15. United States VS China Mobile Shooter Market Size Comparison, (2017 & 2021 & 2028) & (USD Million)

Table 16. Major Player of Mobile Shooter in United States, Headquarters (States, Country)

Table 17. United States Mobile Shooter Revenue by Domestic Player, (2017-2022) & (USD Million)

Table 18. United States Mobile Shooter Revenue Market Share by Domestic Player, (2017-2022)

Table 19. Major Player of Mobile Shooter in China, Company Headquarters (Province, Country)

Table 20. China Mobile Shooter Revenue by Domestic Player, (2017-2022) & (USD Million)

Table 21. China Mobile Shooter Revenue Market Share by Domestic Player, (2017-2022)

Table 22. Major Player of Mobile Shooter in Rest of World, Company Headquarters (State, Country)

Table 23. Rest of World Mobile Shooter Revenue by Domestic Player, (2017-2022) & (USD Million)

Table 24. Rest of World Mobile Shooter Revenue Market Share by Domestic Player,

(2017-2022)

Table 25. World Mobile Shooter Revenue by Type, (USD Million), 2017 & 2021 & 2028

Table 26. World Mobile Shooter Revenue by Type (2017-2022) & (USD Million)

Table 27. World Mobile Shooter Revenue by Type (2023-2028) & (USD Million)

Table 28. World Mobile Shooter Revenue by Application, (USD Million), 2017 & 2021 & 2028

Table 29. World Mobile Shooter Revenue by Application (2017-2022) & (USD Million)

Table 30. World Mobile Shooter Revenue by Application (2023-2028) & (USD Million)

Table 31. Krafton Basic Information, Area Served and Competitors

Table 32. Krafton Major Business

Table 33. Krafton Mobile Shooter Product and Services

Table 34. Krafton Mobile Shooter Revenue, Gross Margin and Market Share (2017-2022) & (USD Million)

Table 35. Krafton Recent Developments/Updates

Table 36. Krafton Competitive Strengths & Weaknesses

Table 37. Netease Games Basic Information, Area Served and Competitors

Table 38. Netease Games Major Business

Table 39. Netease Games Mobile Shooter Product and Services

Table 40. Netease Games Mobile Shooter Revenue, Gross Margin and Market Share (2017-2022) & (USD Million)

Table 41. Netease Games Recent Developments/Updates

Table 42. Netease Games Competitive Strengths & Weaknesses

Table 43. ElectronicArts Basic Information, Area Served and Competitors

Table 44. ElectronicArts Major Business

Table 45. ElectronicArts Mobile Shooter Product and Services

Table 46. ElectronicArts Mobile Shooter Revenue, Gross Margin and Market Share (2017-2022) & (USD Million)

Table 47. ElectronicArts Recent Developments/Updates

Table 48. ElectronicArts Competitive Strengths & Weaknesses

Table 49. 2K Games Basic Information, Area Served and Competitors

Table 50. 2K Games Major Business

Table 51. 2K Games Mobile Shooter Product and Services

Table 52. 2K Games Mobile Shooter Revenue, Gross Margin and Market Share (2017-2022) & (USD Million)

Table 53. 2K Games Recent Developments/Updates

Table 54. 2K Games Competitive Strengths & Weaknesses

Table 55. DoubleTap Software Basic Information, Area Served and Competitors

Table 56. DoubleTap Software Major Business

Table 57. DoubleTap Software Mobile Shooter Product and Services

Table 58. DoubleTap Software Mobile Shooter Revenue, Gross Margin and Market Share (2017-2022) & (USD Million)

Table 59. DoubleTap Software Recent Developments/Updates

Table 60. DoubleTap Software Competitive Strengths & Weaknesses

Table 61. Tencent Basic Information, Area Served and Competitors

Table 62. Tencent Major Business

Table 63. Tencent Mobile Shooter Product and Services

Table 64. Tencent Mobile Shooter Revenue, Gross Margin and Market Share (2017-2022) & (USD Million)

Table 65. Tencent Recent Developments/Updates

Table 66. Tencent Competitive Strengths & Weaknesses

Table 67. TapTap Basic Information, Area Served and Competitors

Table 68. TapTap Major Business

Table 69. TapTap Mobile Shooter Product and Services

Table 70. TapTap Mobile Shooter Revenue, Gross Margin and Market Share (2017-2022) & (USD Million)

Table 71. TapTap Recent Developments/Updates

Table 72. Dreamon Studios Basic Information, Area Served and Competitors

Table 73. Dreamon Studios Major Business

Table 74. Dreamon Studios Mobile Shooter Product and Services

Table 75. Dreamon Studios Mobile Shooter Revenue, Gross Margin and Market Share (2017-2022) & (USD Million)

Table 76. Mobile Shooter Raw Material

Table 77. Key Manufacturers of Mobile Shooter Raw Materials

Table 78. Mobile Shooter Typical Distributors

Table 79. Mobile Shooter Typical Customers

List Of Figures

LIST OF FIGURES

Figure 1. Mobile Shooter Picture

Figure 2. World Mobile Shooter Total Market Size: 2017 & 2021 & 2028, (USD Million)

Figure 3. World Mobile Shooter Total Market Size (2017-2028) & (USD Million)

Figure 4. World Mobile Shooter Market Size Market Share by Region (2017-2028)

Figure 5. United States Mobile Shooter Market Size (2017-2028) & (USD Million)

Figure 6. China Mobile Shooter Market Size (2017-2028) & (USD Million)

Figure 7. Europe Mobile Shooter Market Size (2017-2028) & (USD Million)

Figure 8. Japan Mobile Shooter Market Size (2017-2028) & (USD Million)

Figure 9. South Korea Mobile Shooter Market Size (2017-2028) & (USD Million)

Figure 10. ASEAN Mobile Shooter Market Size (2017-2028) & (USD Million)

Figure 11. India Mobile Shooter Market Size (2017-2028) & (USD Million)

Figure 12. Mobile Shooter Market Drivers

Figure 13. Factors Affecting Demand

Figure 14. Producer Shipments of Mobile Shooter by Player Revenue (\$MM) and Market Share (%): 2021

Figure 15. Global Four-firm Concentration Ratios (CR4) for Mobile Shooter Markets in 2021

Figure 16. Global Four-firm Concentration Ratios (CR8) for Mobile Shooter Markets in 2021

Figure 17. United States VS China: Mobile Shooter Market Size Market Share Comparison (2017 & 2021 & 2028)

Figure 18. World Mobile Shooter Market Size by Type, (USD Million), 2017 & 2021 & 2028

Figure 19. World Mobile Shooter Market Size Market Share by Type in 2021

Figure 20. Free Games

Figure 21. Pay To Play

Figure 22. World Mobile Shooter Market Size Market Share by Type (2017-2028)

Figure 23. World Mobile Shooter Market Size by Application, (USD Million), 2017 & 2021 & 2028

Figure 24. World Mobile Shooter Market Size Market Share by Application in 2021

Figure 25. Android System

Figure 26. Mac OS

Figure 27. World Mobile Shooter Market Size Market Share by Application (2017-2028)

Figure 28. Manufacturing Cost Structure Analysis of Mobile Shooter in 2021

Figure 29. Manufacturing Process Analysis of Mobile Shooter

Figure 30. Mobile Shooter Industrial Chain

Figure 31. Distribution Channel Breakdown for Mobile Shooter Shipments (%):
2017-2028

Figure 32. Direct Channel Pros & Cons

Figure 33. Indirect Channel Pros & Cons

Figure 34. Methodology

Figure 35. Research Process and Data Source

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