

Global Online Games of Skill Market 2019 by Manufacturers, Countries, Type and Application, Forecast to 2024

https://marketpublishers.com/r/GB230975586EN.html

Date: January 2019

Pages: 120

Price: US\$ 3,480.00 (Single User License)

ID: GB230975586EN

Abstracts

Online skill-based games are online games in which the outcome of the game is determined by the player's physical skill or mental skill.

Scope of the Report:

The global Online Games of Skill market is valued at xx million USD in 2017 and is expected to reach xx million USD by the end of 2023, growing at a CAGR of xx% between 2017 and 2023.

The Asia-Pacific will occupy for more market share in following years, especially in China, also fast growing India and Southeast Asia regions.

North America, especially The United States, will still play an important role which cannot be ignored. Any changes from United States might affect the development trend of Online Games of Skill.

Europe also play important roles in global market, with market size of xx million USD in 2017 and will be xx million USD in 2023, with a CAGR of xx%.

This report studies the Online Games of Skill market status and outlook of Global and major regions, from angles of players, countries, product types and end industries; this report analyzes the top players in global market, and splits the Online Games of Skill market by product type and applications/end industries.

Market Segment by Companies, this report covers

Playtech

Activision



EA	
Square Enix	
Bet 365	
Riot Games	
Rovio Entertainment	
Market Segment by Regions, regional analysis covers	
North America (United States, Canada and Mexico)	
Europe (Germany, France, UK, Russia and Italy)	
Asia-Pacific (China, Japan, Korea, India and Southeast Asia)	
South America (Brazil, Argentina, Colombia)	
Middle East and Africa (Saudi Arabia, UAE, Egypt, Nigeria and South Africa)	
Market Segment by Type, covers	
Fantasy Sport	
Card Based Games	
E-Sports	
Strategy Games	
Market Segment by Applications, can be divided into	

Smartphone and Tablet





PC

 TV

Others



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