

Global Online Gaming Market 2018 by Manufacturers, Countries, Type and Application, Forecast to 2023

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Abstracts

An online game is a video game that is either partially or primarily played through the Internet or any other computer network available. Online games are ubiquitous on modern gaming platforms, including PCs, consoles and mobile devices, and span many genres, including first-person shooters, strategy games and massively multiplayer online role-playing games (MMORPG).

SCOPE OF THE REPORT:

This report studies the Online Gaming 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 Gaming market by product type and applications/end industries.

Owing to an augmented demand for online gaming, developers today are increasingly focusing on providing gamers with a better gaming experience by developing and designing high-end graphics-oriented games. Moreover, the introduction of advanced AV products that can be attached to the gaming consoles like XBOX and PS and an increase in the speed of broadband network to support online gaming are some of the other factors that will aid in the growth of the market.

The global Online Gaming 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 Gaming.

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%.

Market Segment by Companies, this report covers

Blizzard

Electronic Arts

Giant Interactive Group

GungHo Online Entertainment

King Digital Entertainment

Microsoft

NCSOFT

Sony

Take-Two Interactive Software

Tencent

Zynga

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

Smartphones Online Gaming

Tablets Online Gaming

Others

Market Segment by Applications, can be divided into

Young Adults

Adults

Mature Adults

Seniors

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