

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

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## Abstracts

Social Gaming or Online gaming refers to the activity or practice of playing an online game on a social media platform.

### SCOPE OF THE REPORT:

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

The global Social 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 Social 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

Activision Blizzard

Electronic Arts

King Digital Entertainment

Supercell

Behaviour Interactive

Wooga

Zynga

Etermax

Peak Games

Tencent

TinyCo

Gameloft

CrowdStar

Aeria Games GmbH

DeNA Co., Ltd

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

Voice Social Gaming

Video Social Gaming

Market Segment by Applications, can be divided into

Male

Female

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