

Global Social Gaming Market 2022 by Company, Regions, Type and Application, Forecast to 2028

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Abstracts

The Social Gaming market report provides a detailed analysis of global market size, regional and country-level market size, segmentation market growth, market share, competitive Landscape, sales analysis, impact of domestic and global market players, value chain optimization, trade regulations, recent developments, opportunities analysis, strategic market growth analysis, product launches, area marketplace expanding, and technological innovations.

According to our (Global Info Research) latest study, due to COVID-19 pandemic, the global Social Gaming market size is estimated to be worth US\$ 14180 million in 2021 and is forecast to a readjusted size of USD 30720 million by 2028 with a CAGR of 11.7% during review period. Male accounting for % of the Social Gaming global market in 2021, is projected to value USD million by 2028, growing at a % CAGR in next six years. While Voice Social Gaming segment is altered to a % CAGR between 2022 and 2028.

Global key companies of Social Gaming include Activision Blizzard, Electronic Arts, King Digital Entertainment, Supercell, and Behaviour Interactive, etc. In terms of revenue, the global top four players hold a share over % in 2021.

Market segmentation

Social Gaming market is split by Type and by Application. For the period 2017-2028, the growth among segments provide accurate calculations and forecasts for revenue by Type and by Application. This analysis can help you expand your business by targeting qualified niche markets.

Market segment by Type, covers

Voice Social Gaming

Video Social Gaming

Others

Market segment by Application, can be divided into

Male

Female

Market segment by players, 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, Italy, and Rest of Europe)

Asia-Pacific (China, Japan, South Korea, India, Southeast Asia, Australia, and Rest of Asia-Pacific)

South America (Brazil, Argentina, 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 12 chapters:

Chapter 1, to describe Social Gaming product scope, market overview, market opportunities, market driving force and market risks.

Chapter 2, to profile the top players of Social Gaming, with revenue, gross margin and global market share of Social Gaming from 2019 to 2022.

Chapter 3, the Social Gaming 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 application, with revenue and growth rate by Type, application, from 2017 to 2028.

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 2017 to 2022.and Social Gaming market forecast, by regions, type and application, with revenue, from 2023 to 2028.

Chapter 11 and 12, to describe Social Gaming research findings and conclusion, appendix and data source.

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