

Game API Market - Forecasts from 2018 to 2023

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Abstracts

Global game API market is anticipated to witness a CAGR of 7.38% during the forecast period to reach a total market size of US\$2.740 billion by 2023, increasing from US\$1.788 billion in 2017. Major driving factors leading the growth of the global game API market are expected to be technological upgraded services, growing need of professional and managed services, and increasing awareness about cost-effective services.

Furthermore, other factors contributing to the growth of the API in gaming market are the use of micro architecture design and developing customized and optimized gaming software. Increasing demand for latest technologies in gaming industries, higher demand in gaming market due to higher disposable income and constant product innovation will provide impetus to the game API market. Whereas, other factors such as limited or lack of awareness about the technology, limitations of hardware and software among the virtual reality devices, and compatibility issues are expected to hinder the growth of the game API market.

Research Methodology

The report provides a brief introduction of the market and deals with detailed research methodology for calculating market size and forecasts, secondary data sources used and the primary inputs which were taken for data validation. This section also outlines various segments which have been covered as part of the report.

Market Dynamics

The next section provides comprehensive market dynamics through an overview section along with growth drivers, challenges and opportunities which exist in the current market. This section of the report also provides global and regional regulations which are determining the market growth and industry value chain analysis of Game API market. Complete industry analysis has also been covered through Porter's five forces model as a part of this report section.

Competitive Insight

The major players discussed in this report include NetEnt, Neteller, Microsoft

Corporation, and Google with many others.

The global game API market has been segmented by operating system and geography:

- By Type
 - o Identity Management
 - o Voice/Speech
 - o Maps and Location
 - o Others
- By Operating Systems
 - o Windows
 - o iOS
 - o Android
 - o Others
- By Application
 - o Smartphones
 - o Consoles
 - o PCs and Laptops
- By Geography
 - o North America
 - o South America
 - o Europe
 - o Middle East and Africa (MEA)
 - o Asia Pacific (APAC)

Contents

1. INTRODUCTION

- 1.1. Market Definition
- 1.2. Scope of the Study
- 1.3. Currency
- 1.4. Assumptions
- 1.5. Base, and Forecast Years Timeline

2. RESEARCH METHODOLOGY

- 2.1. Research Design
- 2.2. Secondary Sources
- 2.3. Validation

3. KEY FINDINGS OF THE STUDY

4. MARKET DYNAMICS

- 4.1. Drivers
- 4.2. Restraints
- 4.3. Opportunities and Market Trends
- 4.4. Market Segmentation
- 4.5. Porter's Five Forces Analysis
 - 4.5.1. Bargaining Power of Suppliers
 - 4.5.2. Bargaining Power of Buyers
 - 4.5.3. Threat of New Entrants
 - 4.5.4. Threat of Substitutes
 - 4.5.5. Competitive Rivalry in the Industry
- 4.6. Industry Value Chain Analysis
- 4.7. Industry Regulations
- 4.8. Scenario Analysis

5. GAME API MARKET FORECAST BY TYPE (US\$ BILLION)

- 5.1. Introduction
- 5.2. Identity Management
- 5.3. Voice/Speech

5.4. Maps & Location

5.5. Others

6. GAME API MARKET FORECAST BY OPERATING SYSTEM (US\$ BILLION)

6.1. Introduction

6.2. Windows

6.3. iOS

6.4. Android

6.5. Others

7. GAME API MARKET FORECAST BY APPLICATION (US\$ BILLION)

7.1. Introduction

7.2. Smartphones

7.3. Consoles

7.4. PCs and Laptops

7. GAME API MARKET FORECAST BY GEOGRAPHY (US\$ BILLION)

7.1. Introduction

7.2. North America

7.3. South America

7.4. Europe

7.5. Middle East and Africa (MEA)

7.6. Asia Pacific (APAC)

8. COMPETITIVE INTELLIGENCE

8.1. Market Share Analysis

8.2. Strategies of Key Players

8.3. Recent Investments and Deals

9. COMPANY PROFILES

9.1. Tibco Software Inc (U.S.)

9.1.1. Overview

9.1.2. Financials

9.1.3. Products and Services

- 9.1.4. Key Developments
- 9.2. NetEnt
 - 9.2.1. Overview
 - 9.2.2. Financials
 - 9.2.3. Products and Services
 - 9.2.4. Key Developments
- 9.3. CA Technologies (U.S.)
 - 9.3.1. Overview
 - 9.3.2. Financials
 - 9.3.3. Products and Services
 - 9.3.4. Key Developments
- 9.4. Neteller (England)
 - 9.4.1. Overview
 - 9.4.2. Financials
 - 9.4.3. Products and Services
 - 9.4.4. Key Developments
- 9.5. Microsoft Corporation (U.S.)
 - 9.5.1. Overview
 - 9.5.2. Financials
 - 9.5.3. Products and Services
 - 9.5.4. Key Developments
- 9.6. Google (U.S.)
 - 9.6.1. Overview
 - 9.6.2. Financials
 - 9.6.3. Products and Services
 - 9.6.4. Key Developments
- 9.7. Apigee Corp. (U.S.)
 - 9.7.1. Overview
 - 9.7.2. Financials
 - 9.7.3. Products and Services
 - 9.7.4. Key Developments
- 9.8. Amazon (U.S.)
 - 9.8.1. Overview
 - 9.8.2. Financials
 - 9.8.3. Products and Services
 - 9.8.4. Key Developments

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