

Mobile Gaming Market - Forecasts from 2019 to 2024

<https://marketpublishers.com/r/MCCE5D94BE0EN.html>

Date: December 2019

Pages: 132

Price: US\$ 3,950.00 (Single User License)

ID: MCCE5D94BE0EN

Abstracts

The mobile gaming market was valued at US\$59.323 billion in 2018 and is projected to grow at a CAGR of 15.67% over the forecast period to reach US\$142.085 billion by 2024. Mobile games range from the basic snake game which was earlier found on the old Nokia phones to advanced 3D and augmented reality games and are designed for mobile devices such as smartphones, personal digital assistants (PDA) and tablet PCs among others. An increasing number of mobile users worldwide is one of the major drivers of the global mobile gaming market. The shift from feature phones to smartphones, growing popularity of games in social media, the transition from 3G networks to 4G networks and increasing consumer interest in games are some of the other factors boosting the market growth. Technological advancements will provide ample opportunities for the expansion of the mobile gaming market making them more accessible and affordable to all the users. The Asia Pacific region is expected to hold a significant market share in the forecasted period owing to the rising number of mobile phone users and expanding social media outreach.

The Mobile Gaming Market – Forecasts from 2019 to 2024 is an exhaustive study that aims to present the key market trends through various chapters focusing on different aspects of the market. The study provides a detailed market overview through the market dynamics sections which detail key market, drivers, restraints, and opportunities in the current market. The report analyzes key opportunity regional markets, and the current technology penetration through lifecycle analysis. The report also analyzes the market through comprehensive market segmentation by revenue source, by genre, and by geography.

The mobile gaming market has been segmented based on revenue source, genre, and geography. On the basis of revenue source, the market has been segmented as third-party store revenues, google play revenues, ios revenues. By genre, the market is segmented as multiplayer online battle arena, MMORPG, digital card games, puzzle

games, others.

Regional analysis has been provided with detailed analysis and forecast for the period 2018 to 2024. The global market has been broken down into North America, South America, Europe, Middle East and Africa (MEA), and the Asia Pacific regions. The report also analyzes 15 major countries across these regions with thorough analysis and forecast along with prevailing market trends and opportunities which each of these countries present for the manufacturers.

Major players in the mobile gaming market have been covered along with their relative competitive position and strategies. The report also mentions recent deals and investments of different market players over the last year. The company profiles section details the business overview, financial performance for the past three years, key products and services being offered along with the recent developments of these important players in the mobile gaming market.

Segmentation:

By Revenue Source

Third-Party Store Revenues

Google Play Revenues

ios Revenues

By Genre

Multiplayer Online Battle Arena

MMORPG

Digital Card Games

Puzzle Games

Others

By Geography

North America

USA

Canada

Mexico

South America

Brazil

Argentina

Others

Europe

Germany

France

United Kingdom

Spain

Others

Middle East and Africa

Saudi Arabia

Israel

Others

Asia Pacific

China

Japan

South Korea

India

Others

'The report will be delivered in 3 working days.'

Contents

1. INTRODUCTION

- 1.1. Market Definition
- 1.2. Market Segmentation

2. RESEARCH METHODOLOGY

- 2.1. Research Data
- 2.2. Assumptions

3. EXECUTIVE SUMMARY

- 3.1. Research Highlights

4. MARKET DYNAMICS

- 4.1. Market Drivers
- 4.2. Market Restraints
- 4.3. Porters Five Forces Analysis
 - 4.3.1. Bargaining Power of Suppliers
 - 4.3.2. Bargaining Power of Buyers
 - 4.3.3. Threat of New Entrants
 - 4.3.4. Threat of Substitutes
 - 4.3.5. Competitive Rivalry in the Industry
- 4.4. Industry Value Chain Analysis

5. MOBILE GAMING MARKET ANALYSIS, BY REVENUE SOURCE

- 5.1. Introduction
- 5.2. Third-Party Store Revenues
- 5.3. Google Play Revenues
- 5.4. Ios Revenues

6. MOBILE GAMING MARKET ANALYSIS, BY GENRE

- 6.1. Introduction
- 6.2. Multiplayer Online Battle Arena

- 6.3. MMORPG
- 6.4. Digital Card Games
- 6.5. Puzzle Games
- 6.6. Others

7. MOBILE GAMING MARKET ANALYSIS, BY GEOGRAPHY

- 7.1. Introduction
- 7.2. North America
 - 7.2.1. North America Mobile Gaming Market, By Revenue Source, 2018 to 2024
 - 7.2.2. North America Mobile Gaming Market, By Genre, 2018 to 2024
 - 7.2.3. By Country
 - 7.2.3.1. USA
 - 7.2.3.1.1. By Revenue Source
 - 7.2.3.1.2. By Genre
 - 7.2.3.2. Canada
 - 7.2.3.2.1. By Revenue Source
 - 7.2.3.2.2. By Genre
 - 7.2.3.3. Mexico
 - 7.2.3.3.1. By Revenue Source
 - 7.2.3.3.2. By Genre
- 7.3. South America
 - 7.3.1. South America Mobile Gaming Market, By Revenue Source, 2018 to 2024
 - 7.3.2. South America Mobile Gaming Market, By Genre, 2018 to 2024
 - 7.3.3. By Country
 - 7.3.3.1. Brazil
 - 7.3.3.1.1. By Revenue Source
 - 7.3.3.1.2. By Genre
 - 7.3.3.2. Argentina
 - 7.3.3.2.1. By Revenue Source
 - 7.3.3.2.2. By Genre
 - 7.3.3.3. Others
- 7.4. Europe
 - 7.4.1. Europe Mobile Gaming Market, By Revenue Source, 2018 to 2024
 - 7.4.2. Europe Mobile Gaming Market, By Genre, 2018 to 2024
 - 7.4.3. By Country
 - 7.4.3.1. Germany
 - 7.4.3.1.1. By Revenue Source
 - 7.4.3.1.2. By Genre

7.4.3.2. France

7.4.3.2.1. By Revenue Source

7.4.3.2.2. By Genre

7.4.3.3. United Kingdom

7.4.3.3.1. By Revenue Source

7.4.3.3.2. By Genre

7.4.3.4. Spain

7.4.3.4.1. By Revenue Source

7.4.3.4.2. By Genre

7.4.3.5. Others

7.5. Middle East and Africa

7.5.1. Middle East and Africa Mobile Gaming Market, By Revenue Source, 2018 to 2024

7.5.2. Middle East and Africa Mobile Gaming Market, By Genre, 2018 to 2024

7.5.3. By Country

7.5.3.1. Saudi Arabia

7.5.3.1.1. By Revenue Source

7.5.3.1.2. By Genre

7.5.3.2. Israel

7.5.3.2.1. By Revenue Source

7.5.3.2.2. By Genre

7.5.3.3. Others

7.6. Asia Pacific

7.6.1. Asia Pacific Gaming Market, By Revenue Source, 2018 to 2024

7.6.2. Asia Pacific Mobile Gaming Market, By Genre, 2018 to 2024

7.6.3. By Country

7.6.3.1. China

7.6.3.1.1. By Revenue Source

7.6.3.1.2. By Genre

7.6.3.2. Japan

7.6.3.2.1. By Revenue Source

7.6.3.2.2. By Genre

7.6.3.3. South Korea

7.6.3.3.1. By Revenue Source

7.6.3.3.2. By Genre

7.6.3.4. India

7.6.3.4.1. By Revenue Source

7.6.3.4.2. By Genre

7.6.3.5. Others

8. COMPETITIVE ENVIRONMENT AND ANALYSIS

- 8.1. Major Players and Strategy Analysis
- 8.2. Emerging Players and Market Lucrativeness
- 8.3. Mergers, Acquisitions, Agreements, and Collaborations
- 8.4. Vendor Competitiveness Matrix

9. COMPANY PROFILES

- 9.1. Acitivison Publishing, Inc.
- 9.2. Electronics Arts, Inc.
- 9.3. Gameloft
- 9.4. The Walt Disney Company
- 9.5. PUBG Corporation
- 9.6. Konami Digital Entertainment
- 9.7. Zynga
- 9.8. Epic Games
- 9.9. Rovio Entertainment Corporation
- 9.10. Kabam Games, Inc.

10. APPENDIX

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