

Global Mobile Games Market Growth (Status and Outlook) 2024-2030

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Abstracts

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According to our LPI (LP Information) latest study, the global Mobile Games market size was valued at US\$ 38390 million in 2023. With growing demand in downstream market, the Mobile Games is forecast to a readjusted size of US\$ 45340 million by 2030 with a CAGR of 2.4% during review period.

The research report highlights the growth potential of the global Mobile Games market. Mobile Games are expected to show stable growth in the future market. However, product differentiation, reducing costs, and supply chain optimization remain crucial for the widespread adoption of Mobile Games. Market players need to invest in research and development, forge strategic partnerships, and align their offerings with evolving consumer preferences to capitalize on the immense opportunities presented by the Mobile Games market.

A mobile game is a video game played on a feature phone, smartphone/tablet, smartwatch, PDA, portable media player or graphing calculator.

Key Features:

The report on Mobile Games market reflects various aspects and provide valuable insights into the industry.

Market Size and Growth: The research report provide an overview of the current size and growth of the Mobile Games market. It may include historical data, market segmentation by Type (e.g., Single Player Games, MMO), and regional breakdowns.

Market Drivers and Challenges: The report can identify and analyse the factors driving the growth of the Mobile Games market, such as government regulations, environmental concerns, technological advancements, and changing consumer preferences. It can also highlight the challenges faced by the industry, including infrastructure limitations, range anxiety, and high upfront costs.

Competitive Landscape: The research report provides analysis of the competitive landscape within the Mobile Games market. It includes profiles of key players, their market share, strategies, and product offerings. The report can also highlight emerging players and their potential impact on the market.

Technological Developments: The research report can delve into the latest technological developments in the Mobile Games industry. This include advancements in Mobile Games technology, Mobile Games new entrants, Mobile Games new investment, and other innovations that are shaping the future of Mobile Games.

Downstream Procumbent Preference: The report can shed light on customer procumbent behaviour and adoption trends in the Mobile Games market. It includes factors influencing customer ' purchasing decisions, preferences for Mobile Games product.

Government Policies and Incentives: The research report analyse the impact of government policies and incentives on the Mobile Games market. This may include an assessment of regulatory frameworks, subsidies, tax incentives, and other measures aimed at promoting Mobile Games market. The report also evaluates the effectiveness of these policies in driving market growth.

Environmental Impact and Sustainability: The research report assess the environmental impact and sustainability aspects of the Mobile Games market.

Market Forecasts and Future Outlook: Based on the analysis conducted, the research report provide market forecasts and outlook for the Mobile Games industry. This includes projections of market size, growth rates, regional trends, and predictions on technological advancements and policy developments.

Recommendations and Opportunities: The report conclude with recommendations for industry stakeholders, policymakers, and investors. It highlights potential opportunities for market players to capitalize on emerging trends, overcome challenges, and

contribute to the growth and development of the Mobile Games market.

Market Segmentation:

Mobile Games market is split by Type and by Application. For the period 2019-2030, the growth among segments provides accurate calculations and forecasts for consumption value by Type, and by Application in terms of value.

Segmentation by type

Single Player Games

MMO

Segmentation by application

Children (
Teenagers (13 ~ 17 Years Old)

Adult (?18 Years Old)

This report also splits the market by region:

Americas

United States

Canada

Mexico

Brazil

APAC

China

Japan

Korea

Southeast Asia

India

Australia

Europe

Germany

France

UK

Italy

Russia

Middle East & Africa

Egypt

South Africa

Israel

Turkey

GCC Countries

The below companies that are profiled have been selected based on inputs gathered from primary experts and analyzing the company's coverage, product portfolio, its market penetration.

Supercell

Niantic

Machine Zone

Big Fish Games

Gameloft

Tencent Games

King

Fruit Ninja

Imangi Studios

Nintendo

EA

Bandai Namco

Epic Games

Playrix

IGG

SEGA

Mojang

Contents

1 SCOPE OF THE REPORT

- 1.1 Market Introduction
- 1.2 Years Considered
- 1.3 Research Objectives
- 1.4 Market Research Methodology
- 1.5 Research Process and Data Source
- 1.6 Economic Indicators
- 1.7 Currency Considered
- 1.8 Market Estimation Caveats

2 EXECUTIVE SUMMARY

- 2.1 World Market Overview
 - 2.1.1 Global Mobile Games Market Size 2019-2030
 - 2.1.2 Mobile Games Market Size CAGR by Region 2019 VS 2023 VS 2030
- 2.2 Mobile Games Segment by Type
 - 2.2.1 Single Player Games
 - 2.2.2 MMO
- 2.3 Mobile Games Market Size by Type
 - 2.3.1 Mobile Games Market Size CAGR by Type (2019 VS 2023 VS 2030)
 - 2.3.2 Global Mobile Games Market Size Market Share by Type (2019-2024)
- 2.4 Mobile Games Segment by Application
 - 2.4.1 Children (2.4.2 Teenagers (13 ~ 17 Years Old)
 - 2.4.3 Adult (?18 Years Old)
- 2.5 Mobile Games Market Size by Application
 - 2.5.1 Mobile Games Market Size CAGR by Application (2019 VS 2023 VS 2030)
 - 2.5.2 Global Mobile Games Market Size Market Share by Application (2019-2024)

3 MOBILE GAMES MARKET SIZE BY PLAYER

- 3.1 Mobile Games Market Size Market Share by Players
 - 3.1.1 Global Mobile Games Revenue by Players (2019-2024)
 - 3.1.2 Global Mobile Games Revenue Market Share by Players (2019-2024)
- 3.2 Global Mobile Games Key Players Head office and Products Offered
- 3.3 Market Concentration Rate Analysis
 - 3.3.1 Competition Landscape Analysis

- 3.3.2 Concentration Ratio (CR3, CR5 and CR10) & (2022-2024)
- 3.4 New Products and Potential Entrants
- 3.5 Mergers & Acquisitions, Expansion

4 MOBILE GAMES BY REGIONS

- 4.1 Mobile Games Market Size by Regions (2019-2024)
- 4.2 Americas Mobile Games Market Size Growth (2019-2024)
- 4.3 APAC Mobile Games Market Size Growth (2019-2024)
- 4.4 Europe Mobile Games Market Size Growth (2019-2024)
- 4.5 Middle East & Africa Mobile Games Market Size Growth (2019-2024)

5 AMERICAS

- 5.1 Americas Mobile Games Market Size by Country (2019-2024)
- 5.2 Americas Mobile Games Market Size by Type (2019-2024)
- 5.3 Americas Mobile Games Market Size by Application (2019-2024)
- 5.4 United States
- 5.5 Canada
- 5.6 Mexico
- 5.7 Brazil

6 APAC

- 6.1 APAC Mobile Games Market Size by Region (2019-2024)
- 6.2 APAC Mobile Games Market Size by Type (2019-2024)
- 6.3 APAC Mobile Games Market Size by Application (2019-2024)
- 6.4 China
- 6.5 Japan
- 6.6 Korea
- 6.7 Southeast Asia
- 6.8 India
- 6.9 Australia

7 EUROPE

- 7.1 Europe Mobile Games by Country (2019-2024)
- 7.2 Europe Mobile Games Market Size by Type (2019-2024)
- 7.3 Europe Mobile Games Market Size by Application (2019-2024)

7.4 Germany

7.5 France

7.6 UK

7.7 Italy

7.8 Russia

8 MIDDLE EAST & AFRICA

8.1 Middle East & Africa Mobile Games by Region (2019-2024)

8.2 Middle East & Africa Mobile Games Market Size by Type (2019-2024)

8.3 Middle East & Africa Mobile Games Market Size by Application (2019-2024)

8.4 Egypt

8.5 South Africa

8.6 Israel

8.7 Turkey

8.8 GCC Countries

9 MARKET DRIVERS, CHALLENGES AND TRENDS

9.1 Market Drivers & Growth Opportunities

9.2 Market Challenges & Risks

9.3 Industry Trends

10 GLOBAL MOBILE GAMES MARKET FORECAST

10.1 Global Mobile Games Forecast by Regions (2025-2030)

10.1.1 Global Mobile Games Forecast by Regions (2025-2030)

10.1.2 Americas Mobile Games Forecast

10.1.3 APAC Mobile Games Forecast

10.1.4 Europe Mobile Games Forecast

10.1.5 Middle East & Africa Mobile Games Forecast

10.2 Americas Mobile Games Forecast by Country (2025-2030)

10.2.1 United States Mobile Games Market Forecast

10.2.2 Canada Mobile Games Market Forecast

10.2.3 Mexico Mobile Games Market Forecast

10.2.4 Brazil Mobile Games Market Forecast

10.3 APAC Mobile Games Forecast by Region (2025-2030)

10.3.1 China Mobile Games Market Forecast

10.3.2 Japan Mobile Games Market Forecast

- 10.3.3 Korea Mobile Games Market Forecast
- 10.3.4 Southeast Asia Mobile Games Market Forecast
- 10.3.5 India Mobile Games Market Forecast
- 10.3.6 Australia Mobile Games Market Forecast
- 10.4 Europe Mobile Games Forecast by Country (2025-2030)
 - 10.4.1 Germany Mobile Games Market Forecast
 - 10.4.2 France Mobile Games Market Forecast
 - 10.4.3 UK Mobile Games Market Forecast
 - 10.4.4 Italy Mobile Games Market Forecast
 - 10.4.5 Russia Mobile Games Market Forecast
- 10.5 Middle East & Africa Mobile Games Forecast by Region (2025-2030)
 - 10.5.1 Egypt Mobile Games Market Forecast
 - 10.5.2 South Africa Mobile Games Market Forecast
 - 10.5.3 Israel Mobile Games Market Forecast
 - 10.5.4 Turkey Mobile Games Market Forecast
 - 10.5.5 GCC Countries Mobile Games Market Forecast
- 10.6 Global Mobile Games Forecast by Type (2025-2030)
- 10.7 Global Mobile Games Forecast by Application (2025-2030)

11 KEY PLAYERS ANALYSIS

- 11.1 Supercell
 - 11.1.1 Supercell Company Information
 - 11.1.2 Supercell Mobile Games Product Offered
 - 11.1.3 Supercell Mobile Games Revenue, Gross Margin and Market Share (2019-2024)
 - 11.1.4 Supercell Main Business Overview
 - 11.1.5 Supercell Latest Developments
- 11.2 Niantic
 - 11.2.1 Niantic Company Information
 - 11.2.2 Niantic Mobile Games Product Offered
 - 11.2.3 Niantic Mobile Games Revenue, Gross Margin and Market Share (2019-2024)
 - 11.2.4 Niantic Main Business Overview
 - 11.2.5 Niantic Latest Developments
- 11.3 Machine Zone
 - 11.3.1 Machine Zone Company Information
 - 11.3.2 Machine Zone Mobile Games Product Offered
 - 11.3.3 Machine Zone Mobile Games Revenue, Gross Margin and Market Share (2019-2024)

- 11.3.4 Machine Zone Main Business Overview
- 11.3.5 Machine Zone Latest Developments
- 11.4 Big Fish Games
 - 11.4.1 Big Fish Games Company Information
 - 11.4.2 Big Fish Games Mobile Games Product Offered
 - 11.4.3 Big Fish Games Mobile Games Revenue, Gross Margin and Market Share (2019-2024)
 - 11.4.4 Big Fish Games Main Business Overview
 - 11.4.5 Big Fish Games Latest Developments
- 11.5 Gameloft
 - 11.5.1 Gameloft Company Information
 - 11.5.2 Gameloft Mobile Games Product Offered
 - 11.5.3 Gameloft Mobile Games Revenue, Gross Margin and Market Share (2019-2024)
 - 11.5.4 Gameloft Main Business Overview
 - 11.5.5 Gameloft Latest Developments
- 11.6 Tencent Games
 - 11.6.1 Tencent Games Company Information
 - 11.6.2 Tencent Games Mobile Games Product Offered
 - 11.6.3 Tencent Games Mobile Games Revenue, Gross Margin and Market Share (2019-2024)
 - 11.6.4 Tencent Games Main Business Overview
 - 11.6.5 Tencent Games Latest Developments
- 11.7 King
 - 11.7.1 King Company Information
 - 11.7.2 King Mobile Games Product Offered
 - 11.7.3 King Mobile Games Revenue, Gross Margin and Market Share (2019-2024)
 - 11.7.4 King Main Business Overview
 - 11.7.5 King Latest Developments
- 11.8 Fruit Ninja
 - 11.8.1 Fruit Ninja Company Information
 - 11.8.2 Fruit Ninja Mobile Games Product Offered
 - 11.8.3 Fruit Ninja Mobile Games Revenue, Gross Margin and Market Share (2019-2024)
 - 11.8.4 Fruit Ninja Main Business Overview
 - 11.8.5 Fruit Ninja Latest Developments
- 11.9 Imangi Studios
 - 11.9.1 Imangi Studios Company Information
 - 11.9.2 Imangi Studios Mobile Games Product Offered

11.9.3 Imangi Studios Mobile Games Revenue, Gross Margin and Market Share
(2019-2024)

11.9.4 Imangi Studios Main Business Overview

11.9.5 Imangi Studios Latest Developments

11.10 Nintendo

11.10.1 Nintendo Company Information

11.10.2 Nintendo Mobile Games Product Offered

11.10.3 Nintendo Mobile Games Revenue, Gross Margin and Market Share
(2019-2024)

11.10.4 Nintendo Main Business Overview

11.10.5 Nintendo Latest Developments

11.11 EA

11.11.1 EA Company Information

11.11.2 EA Mobile Games Product Offered

11.11.3 EA Mobile Games Revenue, Gross Margin and Market Share (2019-2024)

11.11.4 EA Main Business Overview

11.11.5 EA Latest Developments

11.12 Bandai Namco

11.12.1 Bandai Namco Company Information

11.12.2 Bandai Namco Mobile Games Product Offered

11.12.3 Bandai Namco Mobile Games Revenue, Gross Margin and Market Share
(2019-2024)

11.12.4 Bandai Namco Main Business Overview

11.12.5 Bandai Namco Latest Developments

11.13 Epic Games

11.13.1 Epic Games Company Information

11.13.2 Epic Games Mobile Games Product Offered

11.13.3 Epic Games Mobile Games Revenue, Gross Margin and Market Share
(2019-2024)

11.13.4 Epic Games Main Business Overview

11.13.5 Epic Games Latest Developments

11.14 Playrix

11.14.1 Playrix Company Information

11.14.2 Playrix Mobile Games Product Offered

11.14.3 Playrix Mobile Games Revenue, Gross Margin and Market Share (2019-2024)

11.14.4 Playrix Main Business Overview

11.14.5 Playrix Latest Developments

11.15 IGG

11.15.1 IGG Company Information

11.15.2 IGG Mobile Games Product Offered

11.15.3 IGG Mobile Games Revenue, Gross Margin and Market Share (2019-2024)

11.15.4 IGG Main Business Overview

11.15.5 IGG Latest Developments

11.16 SEGA

11.16.1 SEGA Company Information

11.16.2 SEGA Mobile Games Product Offered

11.16.3 SEGA Mobile Games Revenue, Gross Margin and Market Share (2019-2024)

11.16.4 SEGA Main Business Overview

11.16.5 SEGA Latest Developments

11.17 Mojang

11.17.1 Mojang Company Information

11.17.2 Mojang Mobile Games Product Offered

11.17.3 Mojang Mobile Games Revenue, Gross Margin and Market Share (2019-2024)

11.17.4 Mojang Main Business Overview

11.17.5 Mojang Latest Developments

12 RESEARCH FINDINGS AND CONCLUSION

List Of Tables

LIST OF TABLES

Table 1. Mobile Games Market Size CAGR by Region (2019 VS 2023 VS 2030) & (\$ Millions)

Table 2. Major Players of Single Player Games

Table 3. Major Players of MMO

Table 4. Mobile Games Market Size CAGR by Type (2019 VS 2023 VS 2030) & (\$ Millions)

Table 5. Global Mobile Games Market Size by Type (2019-2024) & (\$ Millions)

Table 6. Global Mobile Games Market Size Market Share by Type (2019-2024)

Table 7. Mobile Games Market Size CAGR by Application (2019 VS 2023 VS 2030) & (\$ Millions)

Table 8. Global Mobile Games Market Size by Application (2019-2024) & (\$ Millions)

Table 9. Global Mobile Games Market Size Market Share by Application (2019-2024)

Table 10. Global Mobile Games Revenue by Players (2019-2024) & (\$ Millions)

Table 11. Global Mobile Games Revenue Market Share by Player (2019-2024)

Table 12. Mobile Games Key Players Head office and Products Offered

Table 13. Mobile Games Concentration Ratio (CR3, CR5 and CR10) & (2022-2024)

Table 14. New Products and Potential Entrants

Table 15. Mergers & Acquisitions, Expansion

Table 16. Global Mobile Games Market Size by Regions 2019-2024 & (\$ Millions)

Table 17. Global Mobile Games Market Size Market Share by Regions (2019-2024)

Table 18. Global Mobile Games Revenue by Country/Region (2019-2024) & (\$ millions)

Table 19. Global Mobile Games Revenue Market Share by Country/Region (2019-2024)

Table 20. Americas Mobile Games Market Size by Country (2019-2024) & (\$ Millions)

Table 21. Americas Mobile Games Market Size Market Share by Country (2019-2024)

Table 22. Americas Mobile Games Market Size by Type (2019-2024) & (\$ Millions)

Table 23. Americas Mobile Games Market Size Market Share by Type (2019-2024)

Table 24. Americas Mobile Games Market Size by Application (2019-2024) & (\$ Millions)

Table 25. Americas Mobile Games Market Size Market Share by Application (2019-2024)

Table 26. APAC Mobile Games Market Size by Region (2019-2024) & (\$ Millions)

Table 27. APAC Mobile Games Market Size Market Share by Region (2019-2024)

Table 28. APAC Mobile Games Market Size by Type (2019-2024) & (\$ Millions)

Table 29. APAC Mobile Games Market Size Market Share by Type (2019-2024)

Table 30. APAC Mobile Games Market Size by Application (2019-2024) & (\$ Millions)

Table 31. APAC Mobile Games Market Size Market Share by Application (2019-2024)
Table 32. Europe Mobile Games Market Size by Country (2019-2024) & (\$ Millions)
Table 33. Europe Mobile Games Market Size Market Share by Country (2019-2024)
Table 34. Europe Mobile Games Market Size by Type (2019-2024) & (\$ Millions)
Table 35. Europe Mobile Games Market Size Market Share by Type (2019-2024)
Table 36. Europe Mobile Games Market Size by Application (2019-2024) & (\$ Millions)
Table 37. Europe Mobile Games Market Size Market Share by Application (2019-2024)
Table 38. Middle East & Africa Mobile Games Market Size by Region (2019-2024) & (\$ Millions)
Table 39. Middle East & Africa Mobile Games Market Size Market Share by Region (2019-2024)
Table 40. Middle East & Africa Mobile Games Market Size by Type (2019-2024) & (\$ Millions)
Table 41. Middle East & Africa Mobile Games Market Size Market Share by Type (2019-2024)
Table 42. Middle East & Africa Mobile Games Market Size by Application (2019-2024) & (\$ Millions)
Table 43. Middle East & Africa Mobile Games Market Size Market Share by Application (2019-2024)
Table 44. Key Market Drivers & Growth Opportunities of Mobile Games
Table 45. Key Market Challenges & Risks of Mobile Games
Table 46. Key Industry Trends of Mobile Games
Table 47. Global Mobile Games Market Size Forecast by Regions (2025-2030) & (\$ Millions)
Table 48. Global Mobile Games Market Size Market Share Forecast by Regions (2025-2030)
Table 49. Global Mobile Games Market Size Forecast by Type (2025-2030) & (\$ Millions)
Table 50. Global Mobile Games Market Size Forecast by Application (2025-2030) & (\$ Millions)
Table 51. Supercell Details, Company Type, Mobile Games Area Served and Its Competitors
Table 52. Supercell Mobile Games Product Offered
Table 53. Supercell Mobile Games Revenue (\$ million), Gross Margin and Market Share (2019-2024)
Table 54. Supercell Main Business
Table 55. Supercell Latest Developments
Table 56. Niantic Details, Company Type, Mobile Games Area Served and Its Competitors

Table 57. Niantic Mobile Games Product Offered

Table 58. Niantic Main Business

Table 59. Niantic Mobile Games Revenue (\$ million), Gross Margin and Market Share (2019-2024)

Table 60. Niantic Latest Developments

Table 61. Machine Zone Details, Company Type, Mobile Games Area Served and Its Competitors

Table 62. Machine Zone Mobile Games Product Offered

Table 63. Machine Zone Main Business

Table 64. Machine Zone Mobile Games Revenue (\$ million), Gross Margin and Market Share (2019-2024)

Table 65. Machine Zone Latest Developments

Table 66. Big Fish Games Details, Company Type, Mobile Games Area Served and Its Competitors

Table 67. Big Fish Games Mobile Games Product Offered

Table 68. Big Fish Games Main Business

Table 69. Big Fish Games Mobile Games Revenue (\$ million), Gross Margin and Market Share (2019-2024)

Table 70. Big Fish Games Latest Developments

Table 71. Gameloft Details, Company Type, Mobile Games Area Served and Its Competitors

Table 72. Gameloft Mobile Games Product Offered

Table 73. Gameloft Main Business

Table 74. Gameloft Mobile Games Revenue (\$ million), Gross Margin and Market Share (2019-2024)

Table 75. Gameloft Latest Developments

Table 76. Tencent Games Details, Company Type, Mobile Games Area Served and Its Competitors

Table 77. Tencent Games Mobile Games Product Offered

Table 78. Tencent Games Main Business

Table 79. Tencent Games Mobile Games Revenue (\$ million), Gross Margin and Market Share (2019-2024)

Table 80. Tencent Games Latest Developments

Table 81. King Details, Company Type, Mobile Games Area Served and Its Competitors

Table 82. King Mobile Games Product Offered

Table 83. King Main Business

Table 84. King Mobile Games Revenue (\$ million), Gross Margin and Market Share (2019-2024)

Table 85. King Latest Developments

Table 86. Fruit Ninja Details, Company Type, Mobile Games Area Served and Its Competitors

Table 87. Fruit Ninja Mobile Games Product Offered

Table 88. Fruit Ninja Main Business

Table 89. Fruit Ninja Mobile Games Revenue (\$ million), Gross Margin and Market Share (2019-2024)

Table 90. Fruit Ninja Latest Developments

Table 91. Imangi Studios Details, Company Type, Mobile Games Area Served and Its Competitors

Table 92. Imangi Studios Mobile Games Product Offered

Table 93. Imangi Studios Main Business

Table 94. Imangi Studios Mobile Games Revenue (\$ million), Gross Margin and Market Share (2019-2024)

Table 95. Imangi Studios Latest Developments

Table 96. Nintendo Details, Company Type, Mobile Games Area Served and Its Competitors

Table 97. Nintendo Mobile Games Product Offered

Table 98. Nintendo Main Business

Table 99. Nintendo Mobile Games Revenue (\$ million), Gross Margin and Market Share (2019-2024)

Table 100. Nintendo Latest Developments

Table 101. EA Details, Company Type, Mobile Games Area Served and Its Competitors

Table 102. EA Mobile Games Product Offered

Table 103. EA Mobile Games Revenue (\$ million), Gross Margin and Market Share (2019-2024)

Table 104. EA Main Business

Table 105. EA Latest Developments

Table 106. Bandai Namco Details, Company Type, Mobile Games Area Served and Its Competitors

Table 107. Bandai Namco Mobile Games Product Offered

Table 108. Bandai Namco Main Business

Table 109. Bandai Namco Mobile Games Revenue (\$ million), Gross Margin and Market Share (2019-2024)

Table 110. Bandai Namco Latest Developments

Table 111. Epic Games Details, Company Type, Mobile Games Area Served and Its Competitors

Table 112. Epic Games Mobile Games Product Offered

Table 113. Epic Games Main Business

Table 114. Epic Games Mobile Games Revenue (\$ million), Gross Margin and Market

Share (2019-2024)

Table 115. Epic Games Latest Developments

Table 116. Playrix Details, Company Type, Mobile Games Area Served and Its Competitors

Table 117. Playrix Mobile Games Product Offered

Table 118. Playrix Main Business

Table 119. Playrix Mobile Games Revenue (\$ million), Gross Margin and Market Share (2019-2024)

Table 120. Playrix Latest Developments

Table 121. IGG Details, Company Type, Mobile Games Area Served and Its Competitors

Table 122. IGG Mobile Games Product Offered

Table 123. IGG Main Business

Table 124. IGG Mobile Games Revenue (\$ million), Gross Margin and Market Share (2019-2024)

Table 125. IGG Latest Developments

Table 126. SEGA Details, Company Type, Mobile Games Area Served and Its Competitors

Table 127. SEGA Mobile Games Product Offered

Table 128. SEGA Main Business

Table 129. SEGA Mobile Games Revenue (\$ million), Gross Margin and Market Share (2019-2024)

Table 130. SEGA Latest Developments

Table 131. Mojang Details, Company Type, Mobile Games Area Served and Its Competitors

Table 132. Mojang Mobile Games Product Offered

Table 133. Mojang Main Business

Table 134. Mojang Mobile Games Revenue (\$ million), Gross Margin and Market Share (2019-2024)

Table 135. Mojang Latest Developments

List Of Figures

LIST OF FIGURES

- Figure 1. Mobile Games Report Years Considered
- Figure 2. Research Objectives
- Figure 3. Research Methodology
- Figure 4. Research Process and Data Source
- Figure 5. Global Mobile Games Market Size Growth Rate 2019-2030 (\$ Millions)
- Figure 6. Mobile Games Sales by Geographic Region (2019, 2023 & 2030) & (\$ millions)
- Figure 7. Mobile Games Sales Market Share by Country/Region (2023)
- Figure 8. Mobile Games Sales Market Share by Country/Region (2019, 2023 & 2030)
- Figure 9. Global Mobile Games Market Size Market Share by Type in 2023
- Figure 10. Mobile Games in Children (Figure 11. Global Mobile Games Market: Children (Figure 12. Mobile Games in Teenagers (13 ~ 17 Years Old)
- Figure 13. Global Mobile Games Market: Teenagers (13 ~ 17 Years Old) (2019-2024) & (\$ Millions)
- Figure 14. Mobile Games in Adult (?18 Years Old)
- Figure 15. Global Mobile Games Market: Adult (?18 Years Old) (2019-2024) & (\$ Millions)
- Figure 16. Global Mobile Games Market Size Market Share by Application in 2023
- Figure 17. Global Mobile Games Revenue Market Share by Player in 2023
- Figure 18. Global Mobile Games Market Size Market Share by Regions (2019-2024)
- Figure 19. Americas Mobile Games Market Size 2019-2024 (\$ Millions)
- Figure 20. APAC Mobile Games Market Size 2019-2024 (\$ Millions)
- Figure 21. Europe Mobile Games Market Size 2019-2024 (\$ Millions)
- Figure 22. Middle East & Africa Mobile Games Market Size 2019-2024 (\$ Millions)
- Figure 23. Americas Mobile Games Value Market Share by Country in 2023
- Figure 24. United States Mobile Games Market Size Growth 2019-2024 (\$ Millions)
- Figure 25. Canada Mobile Games Market Size Growth 2019-2024 (\$ Millions)
- Figure 26. Mexico Mobile Games Market Size Growth 2019-2024 (\$ Millions)
- Figure 27. Brazil Mobile Games Market Size Growth 2019-2024 (\$ Millions)
- Figure 28. APAC Mobile Games Market Size Market Share by Region in 2023
- Figure 29. APAC Mobile Games Market Size Market Share by Type in 2023
- Figure 30. APAC Mobile Games Market Size Market Share by Application in 2023
- Figure 31. China Mobile Games Market Size Growth 2019-2024 (\$ Millions)
- Figure 32. Japan Mobile Games Market Size Growth 2019-2024 (\$ Millions)
- Figure 33. Korea Mobile Games Market Size Growth 2019-2024 (\$ Millions)

- Figure 34. Southeast Asia Mobile Games Market Size Growth 2019-2024 (\$ Millions)
- Figure 35. India Mobile Games Market Size Growth 2019-2024 (\$ Millions)
- Figure 36. Australia Mobile Games Market Size Growth 2019-2024 (\$ Millions)
- Figure 37. Europe Mobile Games Market Size Market Share by Country in 2023
- Figure 38. Europe Mobile Games Market Size Market Share by Type (2019-2024)
- Figure 39. Europe Mobile Games Market Size Market Share by Application (2019-2024)
- Figure 40. Germany Mobile Games Market Size Growth 2019-2024 (\$ Millions)
- Figure 41. France Mobile Games Market Size Growth 2019-2024 (\$ Millions)
- Figure 42. UK Mobile Games Market Size Growth 2019-2024 (\$ Millions)
- Figure 43. Italy Mobile Games Market Size Growth 2019-2024 (\$ Millions)
- Figure 44. Russia Mobile Games Market Size Growth 2019-2024 (\$ Millions)
- Figure 45. Middle East & Africa Mobile Games Market Size Market Share by Region (2019-2024)
- Figure 46. Middle East & Africa Mobile Games Market Size Market Share by Type (2019-2024)
- Figure 47. Middle East & Africa Mobile Games Market Size Market Share by Application (2019-2024)
- Figure 48. Egypt Mobile Games Market Size Growth 2019-2024 (\$ Millions)
- Figure 49. South Africa Mobile Games Market Size Growth 2019-2024 (\$ Millions)
- Figure 50. Israel Mobile Games Market Size Growth 2019-2024 (\$ Millions)
- Figure 51. Turkey Mobile Games Market Size Growth 2019-2024 (\$ Millions)
- Figure 52. GCC Country Mobile Games Market Size Growth 2019-2024 (\$ Millions)
- Figure 53. Americas Mobile Games Market Size 2025-2030 (\$ Millions)
- Figure 54. APAC Mobile Games Market Size 2025-2030 (\$ Millions)
- Figure 55. Europe Mobile Games Market Size 2025-2030 (\$ Millions)
- Figure 56. Middle East & Africa Mobile Games Market Size 2025-2030 (\$ Millions)
- Figure 57. United States Mobile Games Market Size 2025-2030 (\$ Millions)
- Figure 58. Canada Mobile Games Market Size 2025-2030 (\$ Millions)
- Figure 59. Mexico Mobile Games Market Size 2025-2030 (\$ Millions)
- Figure 60. Brazil Mobile Games Market Size 2025-2030 (\$ Millions)
- Figure 61. China Mobile Games Market Size 2025-2030 (\$ Millions)
- Figure 62. Japan Mobile Games Market Size 2025-2030 (\$ Millions)
- Figure 63. Korea Mobile Games Market Size 2025-2030 (\$ Millions)
- Figure 64. Southeast Asia Mobile Games Market Size 2025-2030 (\$ Millions)
- Figure 65. India Mobile Games Market Size 2025-2030 (\$ Millions)
- Figure 66. Australia Mobile Games Market Size 2025-2030 (\$ Millions)
- Figure 67. Germany Mobile Games Market Size 2025-2030 (\$ Millions)
- Figure 68. France Mobile Games Market Size 2025-2030 (\$ Millions)
- Figure 69. UK Mobile Games Market Size 2025-2030 (\$ Millions)

- Figure 70. Italy Mobile Games Market Size 2025-2030 (\$ Millions)
- Figure 71. Russia Mobile Games Market Size 2025-2030 (\$ Millions)
- Figure 72. Spain Mobile Games Market Size 2025-2030 (\$ Millions)
- Figure 73. Egypt Mobile Games Market Size 2025-2030 (\$ Millions)
- Figure 74. South Africa Mobile Games Market Size 2025-2030 (\$ Millions)
- Figure 75. Israel Mobile Games Market Size 2025-2030 (\$ Millions)
- Figure 76. Turkey Mobile Games Market Size 2025-2030 (\$ Millions)
- Figure 77. GCC Countries Mobile Games Market Size 2025-2030 (\$ Millions)
- Figure 78. Global Mobile Games Market Size Market Share Forecast by Type (2025-2030)
- Figure 79. Global Mobile Games Market Size Market Share Forecast by Application (2025-2030)

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