

Global Social Gaming Market Growth (Status and Outlook) 2024-2030

<https://marketpublishers.com/r/G76B70BC4C34EN.html>

Date: May 2024

Pages: 126

Price: US\$ 3,660.00 (Single User License)

ID: G76B70BC4C34EN

Abstracts

The report requires updating with new data and is sent in 48 hours after order is placed.

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

The global Social Gaming market size is projected to grow from US\$ 13480 million in 2023 to US\$ 31050 million in 2030; it is expected to grow at a CAGR of 12.7% from 2024 to 2030.

LPI (LP Information)' newest research report, the “Social Gaming Industry Forecast” looks at past sales and reviews total world Social Gaming sales in 2023, providing a comprehensive analysis by region and market sector of projected Social Gaming sales for 2024 through 2030. With Social Gaming sales broken down by region, market sector and sub-sector, this report provides a detailed analysis in US\$ millions of the world Social Gaming industry.

This Insight Report provides a comprehensive analysis of the global Social Gaming landscape and highlights key trends related to product segmentation, company formation, revenue, and market share, latest development, and M&A activity. This report also analyzes the strategies of leading global companies with a focus on Social Gaming portfolios and capabilities, market entry strategies, market positions, and geographic footprints, to better understand these firms' unique position in an accelerating global Social Gaming market.

This Insight Report evaluates the key market trends, drivers, and affecting factors shaping the global outlook for Social Gaming and breaks down the forecast by Type, by

Application, geography, and market size to highlight emerging pockets of opportunity. With a transparent methodology based on hundreds of bottom-up qualitative and quantitative market inputs, this study forecast offers a highly nuanced view of the current state and future trajectory in the global Social Gaming.

United States market for Social Gaming is estimated to increase from US\$ million in 2023 to US\$ million by 2030, at a CAGR of % from 2024 through 2030.

China market for Social Gaming is estimated to increase from US\$ million in 2023 to US\$ million by 2030, at a CAGR of % from 2024 through 2030.

Europe market for Social Gaming is estimated to increase from US\$ million in 2023 to US\$ million by 2030, at a CAGR of % from 2024 through 2030.

Global key Social Gaming players cover Activision Blizzard, Electronic Arts, King Digital Entertainment, Supercell and Behaviour Interactive, etc. In terms of revenue, the global two largest companies occupied for a share nearly % in 2023.

This report presents a comprehensive overview, market shares, and growth opportunities of Social Gaming market by product type, application, key players and key regions and countries.

Segmentation by type

Voice Social Gaming

Video Social Gaming

Others

Segmentation by application

Male

Female

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.

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

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 Social Gaming Market Size 2019-2030
 - 2.1.2 Social Gaming Market Size CAGR by Region 2019 VS 2023 VS 2030
- 2.2 Social Gaming Segment by Type
 - 2.2.1 Voice Social Gaming
 - 2.2.2 Video Social Gaming
 - 2.2.3 Others
- 2.3 Social Gaming Market Size by Type
 - 2.3.1 Social Gaming Market Size CAGR by Type (2019 VS 2023 VS 2030)
 - 2.3.2 Global Social Gaming Market Size Market Share by Type (2019-2024)
- 2.4 Social Gaming Segment by Application
 - 2.4.1 Male
 - 2.4.2 Female
- 2.5 Social Gaming Market Size by Application
 - 2.5.1 Social Gaming Market Size CAGR by Application (2019 VS 2023 VS 2030)
 - 2.5.2 Global Social Gaming Market Size Market Share by Application (2019-2024)

3 SOCIAL GAMING MARKET SIZE BY PLAYER

- 3.1 Social Gaming Market Size Market Share by Players
 - 3.1.1 Global Social Gaming Revenue by Players (2019-2024)
 - 3.1.2 Global Social Gaming Revenue Market Share by Players (2019-2024)
- 3.2 Global Social Gaming 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 SOCIAL GAMING BY REGIONS

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

5 AMERICAS

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

6 APAC

- 6.1 APAC Social Gaming Market Size by Region (2019-2024)
- 6.2 APAC Social Gaming Market Size by Type (2019-2024)
- 6.3 APAC Social Gaming 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 Social Gaming by Country (2019-2024)
- 7.2 Europe Social Gaming Market Size by Type (2019-2024)

7.3 Europe Social Gaming 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 Social Gaming by Region (2019-2024)

8.2 Middle East & Africa Social Gaming Market Size by Type (2019-2024)

8.3 Middle East & Africa Social Gaming 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 SOCIAL GAMING MARKET FORECAST

10.1 Global Social Gaming Forecast by Regions (2025-2030)

10.1.1 Global Social Gaming Forecast by Regions (2025-2030)

10.1.2 Americas Social Gaming Forecast

10.1.3 APAC Social Gaming Forecast

10.1.4 Europe Social Gaming Forecast

10.1.5 Middle East & Africa Social Gaming Forecast

10.2 Americas Social Gaming Forecast by Country (2025-2030)

10.2.1 United States Social Gaming Market Forecast

10.2.2 Canada Social Gaming Market Forecast

10.2.3 Mexico Social Gaming Market Forecast

10.2.4 Brazil Social Gaming Market Forecast

10.3 APAC Social Gaming Forecast by Region (2025-2030)

10.3.1 China Social Gaming Market Forecast

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

11 KEY PLAYERS ANALYSIS

- 11.1 Activision Blizzard
 - 11.1.1 Activision Blizzard Company Information
 - 11.1.2 Activision Blizzard Social Gaming Product Offered
 - 11.1.3 Activision Blizzard Social Gaming Revenue, Gross Margin and Market Share (2019-2024)
 - 11.1.4 Activision Blizzard Main Business Overview
 - 11.1.5 Activision Blizzard Latest Developments
- 11.2 Electronic Arts
 - 11.2.1 Electronic Arts Company Information
 - 11.2.2 Electronic Arts Social Gaming Product Offered
 - 11.2.3 Electronic Arts Social Gaming Revenue, Gross Margin and Market Share (2019-2024)
 - 11.2.4 Electronic Arts Main Business Overview
 - 11.2.5 Electronic Arts Latest Developments
- 11.3 King Digital Entertainment
 - 11.3.1 King Digital Entertainment Company Information
 - 11.3.2 King Digital Entertainment Social Gaming Product Offered

- 11.3.3 King Digital Entertainment Social Gaming Revenue, Gross Margin and Market Share (2019-2024)
- 11.3.4 King Digital Entertainment Main Business Overview
- 11.3.5 King Digital Entertainment Latest Developments
- 11.4 Supercell
 - 11.4.1 Supercell Company Information
 - 11.4.2 Supercell Social Gaming Product Offered
 - 11.4.3 Supercell Social Gaming Revenue, Gross Margin and Market Share (2019-2024)
 - 11.4.4 Supercell Main Business Overview
 - 11.4.5 Supercell Latest Developments
- 11.5 Behaviour Interactive
 - 11.5.1 Behaviour Interactive Company Information
 - 11.5.2 Behaviour Interactive Social Gaming Product Offered
 - 11.5.3 Behaviour Interactive Social Gaming Revenue, Gross Margin and Market Share (2019-2024)
 - 11.5.4 Behaviour Interactive Main Business Overview
 - 11.5.5 Behaviour Interactive Latest Developments
- 11.6 Wooga
 - 11.6.1 Wooga Company Information
 - 11.6.2 Wooga Social Gaming Product Offered
 - 11.6.3 Wooga Social Gaming Revenue, Gross Margin and Market Share (2019-2024)
 - 11.6.4 Wooga Main Business Overview
 - 11.6.5 Wooga Latest Developments
- 11.7 Zynga
 - 11.7.1 Zynga Company Information
 - 11.7.2 Zynga Social Gaming Product Offered
 - 11.7.3 Zynga Social Gaming Revenue, Gross Margin and Market Share (2019-2024)
 - 11.7.4 Zynga Main Business Overview
 - 11.7.5 Zynga Latest Developments
- 11.8 Etermax
 - 11.8.1 Etermax Company Information
 - 11.8.2 Etermax Social Gaming Product Offered
 - 11.8.3 Etermax Social Gaming Revenue, Gross Margin and Market Share (2019-2024)
 - 11.8.4 Etermax Main Business Overview
 - 11.8.5 Etermax Latest Developments
- 11.9 Peak Games
 - 11.9.1 Peak Games Company Information
 - 11.9.2 Peak Games Social Gaming Product Offered

- 11.9.3 Peak Games Social Gaming Revenue, Gross Margin and Market Share (2019-2024)
 - 11.9.4 Peak Games Main Business Overview
 - 11.9.5 Peak Games Latest Developments
- 11.10 Tencent
 - 11.10.1 Tencent Company Information
 - 11.10.2 Tencent Social Gaming Product Offered
 - 11.10.3 Tencent Social Gaming Revenue, Gross Margin and Market Share (2019-2024)
 - 11.10.4 Tencent Main Business Overview
 - 11.10.5 Tencent Latest Developments
- 11.11 TinyCo
 - 11.11.1 TinyCo Company Information
 - 11.11.2 TinyCo Social Gaming Product Offered
 - 11.11.3 TinyCo Social Gaming Revenue, Gross Margin and Market Share (2019-2024)
 - 11.11.4 TinyCo Main Business Overview
 - 11.11.5 TinyCo Latest Developments
- 11.12 Gameloft
 - 11.12.1 Gameloft Company Information
 - 11.12.2 Gameloft Social Gaming Product Offered
 - 11.12.3 Gameloft Social Gaming Revenue, Gross Margin and Market Share (2019-2024)
 - 11.12.4 Gameloft Main Business Overview
 - 11.12.5 Gameloft Latest Developments
- 11.13 CrowdStar
 - 11.13.1 CrowdStar Company Information
 - 11.13.2 CrowdStar Social Gaming Product Offered
 - 11.13.3 CrowdStar Social Gaming Revenue, Gross Margin and Market Share (2019-2024)
 - 11.13.4 CrowdStar Main Business Overview
 - 11.13.5 CrowdStar Latest Developments
- 11.14 Aeria Games GmbH
 - 11.14.1 Aeria Games GmbH Company Information
 - 11.14.2 Aeria Games GmbH Social Gaming Product Offered
 - 11.14.3 Aeria Games GmbH Social Gaming Revenue, Gross Margin and Market Share (2019-2024)
 - 11.14.4 Aeria Games GmbH Main Business Overview
 - 11.14.5 Aeria Games GmbH Latest Developments
- 11.15 DeNA Co., Ltd

- 11.15.1 DeNA Co., Ltd Company Information
- 11.15.2 DeNA Co., Ltd Social Gaming Product Offered
- 11.15.3 DeNA Co., Ltd Social Gaming Revenue, Gross Margin and Market Share (2019-2024)
- 11.15.4 DeNA Co., Ltd Main Business Overview
- 11.15.5 DeNA Co., Ltd Latest Developments

12 RESEARCH FINDINGS AND CONCLUSION

List Of Tables

LIST OF TABLES

- Table 1. Social Gaming Market Size CAGR by Region (2019 VS 2023 VS 2030) & (\$ Millions)
- Table 2. Major Players of Voice Social Gaming
- Table 3. Major Players of Video Social Gaming
- Table 4. Major Players of Others
- Table 5. Social Gaming Market Size CAGR by Type (2019 VS 2023 VS 2030) & (\$ Millions)
- Table 6. Global Social Gaming Market Size by Type (2019-2024) & (\$ Millions)
- Table 7. Global Social Gaming Market Size Market Share by Type (2019-2024)
- Table 8. Social Gaming Market Size CAGR by Application (2019 VS 2023 VS 2030) & (\$ Millions)
- Table 9. Global Social Gaming Market Size by Application (2019-2024) & (\$ Millions)
- Table 10. Global Social Gaming Market Size Market Share by Application (2019-2024)
- Table 11. Global Social Gaming Revenue by Players (2019-2024) & (\$ Millions)
- Table 12. Global Social Gaming Revenue Market Share by Player (2019-2024)
- Table 13. Social Gaming Key Players Head office and Products Offered
- Table 14. Social Gaming Concentration Ratio (CR3, CR5 and CR10) & (2022-2024)
- Table 15. New Products and Potential Entrants
- Table 16. Mergers & Acquisitions, Expansion
- Table 17. Global Social Gaming Market Size by Regions 2019-2024 & (\$ Millions)
- Table 18. Global Social Gaming Market Size Market Share by Regions (2019-2024)
- Table 19. Global Social Gaming Revenue by Country/Region (2019-2024) & (\$ millions)
- Table 20. Global Social Gaming Revenue Market Share by Country/Region (2019-2024)
- Table 21. Americas Social Gaming Market Size by Country (2019-2024) & (\$ Millions)
- Table 22. Americas Social Gaming Market Size Market Share by Country (2019-2024)
- Table 23. Americas Social Gaming Market Size by Type (2019-2024) & (\$ Millions)
- Table 24. Americas Social Gaming Market Size Market Share by Type (2019-2024)
- Table 25. Americas Social Gaming Market Size by Application (2019-2024) & (\$ Millions)
- Table 26. Americas Social Gaming Market Size Market Share by Application (2019-2024)
- Table 27. APAC Social Gaming Market Size by Region (2019-2024) & (\$ Millions)
- Table 28. APAC Social Gaming Market Size Market Share by Region (2019-2024)
- Table 29. APAC Social Gaming Market Size by Type (2019-2024) & (\$ Millions)
- Table 30. APAC Social Gaming Market Size Market Share by Type (2019-2024)

- Table 31. APAC Social Gaming Market Size by Application (2019-2024) & (\$ Millions)
- Table 32. APAC Social Gaming Market Size Market Share by Application (2019-2024)
- Table 33. Europe Social Gaming Market Size by Country (2019-2024) & (\$ Millions)
- Table 34. Europe Social Gaming Market Size Market Share by Country (2019-2024)
- Table 35. Europe Social Gaming Market Size by Type (2019-2024) & (\$ Millions)
- Table 36. Europe Social Gaming Market Size Market Share by Type (2019-2024)
- Table 37. Europe Social Gaming Market Size by Application (2019-2024) & (\$ Millions)
- Table 38. Europe Social Gaming Market Size Market Share by Application (2019-2024)
- Table 39. Middle East & Africa Social Gaming Market Size by Region (2019-2024) & (\$ Millions)
- Table 40. Middle East & Africa Social Gaming Market Size Market Share by Region (2019-2024)
- Table 41. Middle East & Africa Social Gaming Market Size by Type (2019-2024) & (\$ Millions)
- Table 42. Middle East & Africa Social Gaming Market Size Market Share by Type (2019-2024)
- Table 43. Middle East & Africa Social Gaming Market Size by Application (2019-2024) & (\$ Millions)
- Table 44. Middle East & Africa Social Gaming Market Size Market Share by Application (2019-2024)
- Table 45. Key Market Drivers & Growth Opportunities of Social Gaming
- Table 46. Key Market Challenges & Risks of Social Gaming
- Table 47. Key Industry Trends of Social Gaming
- Table 48. Global Social Gaming Market Size Forecast by Regions (2025-2030) & (\$ Millions)
- Table 49. Global Social Gaming Market Size Market Share Forecast by Regions (2025-2030)
- Table 50. Global Social Gaming Market Size Forecast by Type (2025-2030) & (\$ Millions)
- Table 51. Global Social Gaming Market Size Forecast by Application (2025-2030) & (\$ Millions)
- Table 52. Activision Blizzard Details, Company Type, Social Gaming Area Served and Its Competitors
- Table 53. Activision Blizzard Social Gaming Product Offered
- Table 54. Activision Blizzard Social Gaming Revenue (\$ million), Gross Margin and Market Share (2019-2024)
- Table 55. Activision Blizzard Main Business
- Table 56. Activision Blizzard Latest Developments
- Table 57. Electronic Arts Details, Company Type, Social Gaming Area Served and Its

Competitors

Table 58. Electronic Arts Social Gaming Product Offered

Table 59. Electronic Arts Main Business

Table 60. Electronic Arts Social Gaming Revenue (\$ million), Gross Margin and Market Share (2019-2024)

Table 61. Electronic Arts Latest Developments

Table 62. King Digital Entertainment Details, Company Type, Social Gaming Area Served and Its Competitors

Table 63. King Digital Entertainment Social Gaming Product Offered

Table 64. King Digital Entertainment Main Business

Table 65. King Digital Entertainment Social Gaming Revenue (\$ million), Gross Margin and Market Share (2019-2024)

Table 66. King Digital Entertainment Latest Developments

Table 67. Supercell Details, Company Type, Social Gaming Area Served and Its Competitors

Table 68. Supercell Social Gaming Product Offered

Table 69. Supercell Main Business

Table 70. Supercell Social Gaming Revenue (\$ million), Gross Margin and Market Share (2019-2024)

Table 71. Supercell Latest Developments

Table 72. Behaviour Interactive Details, Company Type, Social Gaming Area Served and Its Competitors

Table 73. Behaviour Interactive Social Gaming Product Offered

Table 74. Behaviour Interactive Main Business

Table 75. Behaviour Interactive Social Gaming Revenue (\$ million), Gross Margin and Market Share (2019-2024)

Table 76. Behaviour Interactive Latest Developments

Table 77. Wooga Details, Company Type, Social Gaming Area Served and Its Competitors

Table 78. Wooga Social Gaming Product Offered

Table 79. Wooga Main Business

Table 80. Wooga Social Gaming Revenue (\$ million), Gross Margin and Market Share (2019-2024)

Table 81. Wooga Latest Developments

Table 82. Zynga Details, Company Type, Social Gaming Area Served and Its Competitors

Table 83. Zynga Social Gaming Product Offered

Table 84. Zynga Main Business

Table 85. Zynga Social Gaming Revenue (\$ million), Gross Margin and Market Share

(2019-2024)

Table 86. Zynga Latest Developments

Table 87. Etermax Details, Company Type, Social Gaming Area Served and Its Competitors

Table 88. Etermax Social Gaming Product Offered

Table 89. Etermax Main Business

Table 90. Etermax Social Gaming Revenue (\$ million), Gross Margin and Market Share (2019-2024)

Table 91. Etermax Latest Developments

Table 92. Peak Games Details, Company Type, Social Gaming Area Served and Its Competitors

Table 93. Peak Games Social Gaming Product Offered

Table 94. Peak Games Main Business

Table 95. Peak Games Social Gaming Revenue (\$ million), Gross Margin and Market Share (2019-2024)

Table 96. Peak Games Latest Developments

Table 97. Tencent Details, Company Type, Social Gaming Area Served and Its Competitors

Table 98. Tencent Social Gaming Product Offered

Table 99. Tencent Main Business

Table 100. Tencent Social Gaming Revenue (\$ million), Gross Margin and Market Share (2019-2024)

Table 101. Tencent Latest Developments

Table 102. TinyCo Details, Company Type, Social Gaming Area Served and Its Competitors

Table 103. TinyCo Social Gaming Product Offered

Table 104. TinyCo Social Gaming Revenue (\$ million), Gross Margin and Market Share (2019-2024)

Table 105. TinyCo Main Business

Table 106. TinyCo Latest Developments

Table 107. Gameloft Details, Company Type, Social Gaming Area Served and Its Competitors

Table 108. Gameloft Social Gaming Product Offered

Table 109. Gameloft Main Business

Table 110. Gameloft Social Gaming Revenue (\$ million), Gross Margin and Market Share (2019-2024)

Table 111. Gameloft Latest Developments

Table 112. CrowdStar Details, Company Type, Social Gaming Area Served and Its Competitors

- Table 113. CrowdStar Social Gaming Product Offered
- Table 114. CrowdStar Main Business
- Table 115. CrowdStar Social Gaming Revenue (\$ million), Gross Margin and Market Share (2019-2024)
- Table 116. CrowdStar Latest Developments
- Table 117. Aeria Games GmbH Details, Company Type, Social Gaming Area Served and Its Competitors
- Table 118. Aeria Games GmbH Social Gaming Product Offered
- Table 119. Aeria Games GmbH Main Business
- Table 120. Aeria Games GmbH Social Gaming Revenue (\$ million), Gross Margin and Market Share (2019-2024)
- Table 121. Aeria Games GmbH Latest Developments
- Table 122. DeNA Co., Ltd Details, Company Type, Social Gaming Area Served and Its Competitors
- Table 123. DeNA Co., Ltd Social Gaming Product Offered
- Table 124. DeNA Co., Ltd Main Business
- Table 125. DeNA Co., Ltd Social Gaming Revenue (\$ million), Gross Margin and Market Share (2019-2024)
- Table 126. DeNA Co., Ltd Latest Developments

List Of Figures

LIST OF FIGURES

- Figure 1. Social Gaming Report Years Considered
- Figure 2. Research Objectives
- Figure 3. Research Methodology
- Figure 4. Research Process and Data Source
- Figure 5. Global Social Gaming Market Size Growth Rate 2019-2030 (\$ Millions)
- Figure 6. Social Gaming Sales by Geographic Region (2019, 2023 & 2030) & (\$ millions)
- Figure 7. Social Gaming Sales Market Share by Country/Region (2023)
- Figure 8. Social Gaming Sales Market Share by Country/Region (2019, 2023 & 2030)
- Figure 9. Global Social Gaming Market Size Market Share by Type in 2023
- Figure 10. Social Gaming in Male
- Figure 11. Global Social Gaming Market: Male (2019-2024) & (\$ Millions)
- Figure 12. Social Gaming in Female
- Figure 13. Global Social Gaming Market: Female (2019-2024) & (\$ Millions)
- Figure 14. Global Social Gaming Market Size Market Share by Application in 2023
- Figure 15. Global Social Gaming Revenue Market Share by Player in 2023
- Figure 16. Global Social Gaming Market Size Market Share by Regions (2019-2024)
- Figure 17. Americas Social Gaming Market Size 2019-2024 (\$ Millions)
- Figure 18. APAC Social Gaming Market Size 2019-2024 (\$ Millions)
- Figure 19. Europe Social Gaming Market Size 2019-2024 (\$ Millions)
- Figure 20. Middle East & Africa Social Gaming Market Size 2019-2024 (\$ Millions)
- Figure 21. Americas Social Gaming Value Market Share by Country in 2023
- Figure 22. United States Social Gaming Market Size Growth 2019-2024 (\$ Millions)
- Figure 23. Canada Social Gaming Market Size Growth 2019-2024 (\$ Millions)
- Figure 24. Mexico Social Gaming Market Size Growth 2019-2024 (\$ Millions)
- Figure 25. Brazil Social Gaming Market Size Growth 2019-2024 (\$ Millions)
- Figure 26. APAC Social Gaming Market Size Market Share by Region in 2023
- Figure 27. APAC Social Gaming Market Size Market Share by Type in 2023
- Figure 28. APAC Social Gaming Market Size Market Share by Application in 2023
- Figure 29. China Social Gaming Market Size Growth 2019-2024 (\$ Millions)
- Figure 30. Japan Social Gaming Market Size Growth 2019-2024 (\$ Millions)
- Figure 31. Korea Social Gaming Market Size Growth 2019-2024 (\$ Millions)
- Figure 32. Southeast Asia Social Gaming Market Size Growth 2019-2024 (\$ Millions)
- Figure 33. India Social Gaming Market Size Growth 2019-2024 (\$ Millions)
- Figure 34. Australia Social Gaming Market Size Growth 2019-2024 (\$ Millions)

- Figure 35. Europe Social Gaming Market Size Market Share by Country in 2023
- Figure 36. Europe Social Gaming Market Size Market Share by Type (2019-2024)
- Figure 37. Europe Social Gaming Market Size Market Share by Application (2019-2024)
- Figure 38. Germany Social Gaming Market Size Growth 2019-2024 (\$ Millions)
- Figure 39. France Social Gaming Market Size Growth 2019-2024 (\$ Millions)
- Figure 40. UK Social Gaming Market Size Growth 2019-2024 (\$ Millions)
- Figure 41. Italy Social Gaming Market Size Growth 2019-2024 (\$ Millions)
- Figure 42. Russia Social Gaming Market Size Growth 2019-2024 (\$ Millions)
- Figure 43. Middle East & Africa Social Gaming Market Size Market Share by Region (2019-2024)
- Figure 44. Middle East & Africa Social Gaming Market Size Market Share by Type (2019-2024)
- Figure 45. Middle East & Africa Social Gaming Market Size Market Share by Application (2019-2024)
- Figure 46. Egypt Social Gaming Market Size Growth 2019-2024 (\$ Millions)
- Figure 47. South Africa Social Gaming Market Size Growth 2019-2024 (\$ Millions)
- Figure 48. Israel Social Gaming Market Size Growth 2019-2024 (\$ Millions)
- Figure 49. Turkey Social Gaming Market Size Growth 2019-2024 (\$ Millions)
- Figure 50. GCC Country Social Gaming Market Size Growth 2019-2024 (\$ Millions)
- Figure 51. Americas Social Gaming Market Size 2025-2030 (\$ Millions)
- Figure 52. APAC Social Gaming Market Size 2025-2030 (\$ Millions)
- Figure 53. Europe Social Gaming Market Size 2025-2030 (\$ Millions)
- Figure 54. Middle East & Africa Social Gaming Market Size 2025-2030 (\$ Millions)
- Figure 55. United States Social Gaming Market Size 2025-2030 (\$ Millions)
- Figure 56. Canada Social Gaming Market Size 2025-2030 (\$ Millions)
- Figure 57. Mexico Social Gaming Market Size 2025-2030 (\$ Millions)
- Figure 58. Brazil Social Gaming Market Size 2025-2030 (\$ Millions)
- Figure 59. China Social Gaming Market Size 2025-2030 (\$ Millions)
- Figure 60. Japan Social Gaming Market Size 2025-2030 (\$ Millions)
- Figure 61. Korea Social Gaming Market Size 2025-2030 (\$ Millions)
- Figure 62. Southeast Asia Social Gaming Market Size 2025-2030 (\$ Millions)
- Figure 63. India Social Gaming Market Size 2025-2030 (\$ Millions)
- Figure 64. Australia Social Gaming Market Size 2025-2030 (\$ Millions)
- Figure 65. Germany Social Gaming Market Size 2025-2030 (\$ Millions)
- Figure 66. France Social Gaming Market Size 2025-2030 (\$ Millions)
- Figure 67. UK Social Gaming Market Size 2025-2030 (\$ Millions)
- Figure 68. Italy Social Gaming Market Size 2025-2030 (\$ Millions)
- Figure 69. Russia Social Gaming Market Size 2025-2030 (\$ Millions)
- Figure 70. Spain Social Gaming Market Size 2025-2030 (\$ Millions)

Figure 71. Egypt Social Gaming Market Size 2025-2030 (\$ Millions)

Figure 72. South Africa Social Gaming Market Size 2025-2030 (\$ Millions)

Figure 73. Israel Social Gaming Market Size 2025-2030 (\$ Millions)

Figure 74. Turkey Social Gaming Market Size 2025-2030 (\$ Millions)

Figure 75. GCC Countries Social Gaming Market Size 2025-2030 (\$ Millions)

Figure 76. Global Social Gaming Market Size Market Share Forecast by Type (2025-2030)

Figure 77. Global Social Gaming Market Size Market Share Forecast by Application (2025-2030)

I would like to order

Product name: Global Social Gaming Market Growth (Status and Outlook) 2024-2030

Product link: <https://marketpublishers.com/r/G76B70BC4C34EN.html>

Price: US\$ 3,660.00 (Single User License / Electronic Delivery)

If you want to order Corporate License or Hard Copy, please, contact our Customer Service:

info@marketpublishers.com

Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/G76B70BC4C34EN.html>

To pay by Wire Transfer, please, fill in your contact details in the form below:

First name:
Last name:
Email:
Company:
Address:
City:
Zip code:
Country:
Tel:
Fax:
Your message:

****All fields are required**

Customer signature _____

Please, note that by ordering from marketpublishers.com you are agreeing to our Terms & Conditions at <https://marketpublishers.com/docs/terms.html>

To place an order via fax simply print this form, fill in the information below and fax the completed form to +44 20 7900 3970