

2015-2027 Global In-Game Advertising Industry Market Research Report, Segment by Player, Type, Application, Marketing Channel, and Region

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Abstracts

The worldwide market for In-Game Advertising is estimated to grow at a CAGR of roughly X.X% in the next 8 years, and will reach X.X million US\$ in 2027, from X.X million US\$ in 2020.

The report covers market size status and forecast, value chain analysis, market segmentation of Top countries in Major Regions, such as North America, Europe, Asia-Pacific, Latin America and Middle East & Africa, by type, application and marketing channel. In addition, the report focuses on the driving factors, restraints, opportunities and PEST analysis of major regions.

Major Companies Covered

Motive Interactive Inc.

RapidFire

Playwire Media

Giftgaming

Electronic Arts Inc

Media Spike Inc

Google Adscape Media

Engage Advertising

Double Fusion

Axion Ventures

Major Types Covered

StaticAds

Dynamic Ads
Advergaming

Major Applications Covered
PC-based Online Games
Mobile Games
Connected Console Games

Top Countries Data Covered in This Report

United States

Canada

Germany

UK

France

Italy

Spain

Russia

Netherlands

Turkey

Switzerland

Sweden

Poland

Belgium

China

Japan

South Korea

Australia

India

Taiwan

Indonesia

Thailand

Philippines

Malaysia

Brazil

Mexico

Argentina

Columbia

Chile

Saudi Arabia

UAE

Egypt

Nigeria

South Africa

Years considered for this report:

Historical Years: 2015-2019

Base Year: 2019

Estimated Year: 2020

Forecast Period: 2020-2027

Contents

1 INTRODUCTION

- 1.1 Objective of the Study
- 1.2 Definition of the Market
- 1.3 Market Scope
 - 1.3.1 Market Segment by Type, Application and Marketing Channel
 - 1.3.2 Major Regions Covered (North America, Europe, Asia Pacific, Mid East & Africa)
- 1.4 Years Considered for the Study (2015-2027)
- 1.5 Currency Considered (U.S. Dollar)
- 1.6 Stakeholders

2 KEY FINDINGS OF THE STUDY

3 MARKET DYNAMICS

- 3.1 Driving Factors for this Market
- 3.2 Factors Challenging the Market
- 3.3 Opportunities of the Global In-Game Advertising Market (Regions, Growing/Emerging Downstream Market Analysis)
- 3.4 Technological and Market Developments in the In-Game Advertising Market
- 3.5 Industry News by Region
- 3.6 Regulatory Scenario by Region/Country
- 3.7 Market Investment Scenario Strategic Recommendations Analysis

4 VALUE CHAIN OF THE IN-GAME ADVERTISING MARKET

- 4.1 Value Chain Status
- 4.2 Upstream Raw Material Analysis
- 4.3 Midstream Major Company Analysis (by Manufacturing Base, by Product Type)
- 4.4 Distributors/Traders
- 4.5 Downstream Major Customer Analysis (by Region)

5 GLOBAL IN-GAME ADVERTISING MARKET-SEGMENTATION BY TYPE

- 5.1 StaticAds
- 5.2 Dynamic Ads
- 5.3 Advergaming

6 GLOBAL IN-GAME ADVERTISING MARKET-SEGMENTATION BY APPLICATION

- 6.1 PC-based Online Games
- 6.2 Mobile Games
- 6.3 Connected Console Games

7 GLOBAL IN-GAME ADVERTISING MARKET-SEGMENTATION BY MARKETING CHANNEL

- 7.1 Traditional Marketing Channel (Offline)
- 7.2 Online Channel

8 COMPETITIVE INTELLIGENCE – COMPANY PROFILES

8.1 Motive Interactive Inc.

8.1.1 Motive Interactive Inc. Profile

8.1.2 Motive Interactive Inc. Sales, Growth Rate and Global Market Share from 2015-2020

8.1.3 Motive Interactive Inc. Product/Solution Launches and Enhancements Analysis

8.1.4 Motive Interactive Inc. Business Overview/Recent Development/Acquisitions

8.2 RapidFire

8.2.1 RapidFire Profile

8.2.2 RapidFire Sales, Growth Rate and Global Market Share from 2015-2020

8.2.3 RapidFire Product/Solution Launches and Enhancements Analysis

8.2.4 RapidFire Business Overview/Recent Development/Acquisitions

8.3 Playwire Media

8.3.1 Playwire Media Profile

8.3.2 Playwire Media Sales, Growth Rate and Global Market Share from 2015-2020

8.3.3 Playwire Media Product/Solution Launches and Enhancements Analysis

8.3.4 Playwire Media Business Overview/Recent Development/Acquisitions

8.4 Giftgaming

8.4.1 Giftgaming Profile

8.4.2 Giftgaming Sales, Growth Rate and Global Market Share from 2015-2020

8.4.3 Giftgaming Product/Solution Launches and Enhancements Analysis

8.4.4 Giftgaming Business Overview/Recent Development/Acquisitions

8.5 Electronic Arts Inc

8.5.1 Electronic Arts Inc Profile

8.5.2 Electronic Arts Inc Sales, Growth Rate and Global Market Share from 2015-2020

- 8.5.3 Electronic Arts Inc Product/Solution Launches and Enhancements Analysis
- 8.5.4 Electronic Arts Inc Business Overview/Recent Development/Acquisitions
- 8.6 Media Spike Inc
 - 8.6.1 Media Spike Inc Profile
 - 8.6.2 Media Spike Inc Sales, Growth Rate and Global Market Share from 2015-2020
 - 8.6.3 Media Spike Inc Product/Solution Launches and Enhancements Analysis
 - 8.6.4 Media Spike Inc Business Overview/Recent Development/Acquisitions
- 8.7 Google Adscape Media
 - 8.7.1 Google Adscape Media Profile
 - 8.7.2 Google Adscape Media Sales, Growth Rate and Global Market Share from 2015-2020
 - 8.7.3 Google Adscape Media Product/Solution Launches and Enhancements Analysis
 - 8.7.4 Google Adscape Media Business Overview/Recent Development/Acquisitions
- 8.8 Engage Advertising
 - 8.8.1 Engage Advertising Profile
 - 8.8.2 Engage Advertising Sales, Growth Rate and Global Market Share from 2015-2020
 - 8.8.3 Engage Advertising Product/Solution Launches and Enhancements Analysis
 - 8.8.4 Engage Advertising Business Overview/Recent Development/Acquisitions
- 8.9 Double Fusion
 - 8.9.1 Double Fusion Profile
 - 8.9.2 Double Fusion Sales, Growth Rate and Global Market Share from 2015-2020
 - 8.9.3 Double Fusion Product/Solution Launches and Enhancements Analysis
 - 8.9.4 Double Fusion Business Overview/Recent Development/Acquisitions
- 8.10 Axion Ventures
 - 8.10.1 Axion Ventures Profile
 - 8.10.2 Axion Ventures Sales, Growth Rate and Global Market Share from 2015-2020
 - 8.10.3 Axion Ventures Product/Solution Launches and Enhancements Analysis
 - 8.10.4 Axion Ventures Business Overview/Recent Development/Acquisitions

9 GLOBAL IN-GAME ADVERTISING MARKET-SEGMENTATION BY GEOGRAPHY

10 NORTH AMERICA

- 10.1 North America In-Game Advertising Production, Ex-factory Price, Revenue, Gross Margin (%) and Gross Analysis from 2015-2020
- 10.2 North America In-Game Advertising Consumption, Terminal Price, Consumption Value and Channel Margin Analysis from 2015-2020
- 10.3 North America In-Game Advertising Production Analysis from 2015-2020

- 10.4 North America In-Game Advertising Consumption Analysis from 2015-2020
- 10.5 North America In-Game Advertising Import and Export from 2015-2020
- 10.6 North America In-Game Advertising Value, Production and Market Share by Type (2015-2020)
- 10.7 North America In-Game Advertising Consumption, Value and Market Share by Application (2015-2020)
- 10.8 North America In-Game Advertising by Country (United States, Canada)
 - 10.8.1 North America In-Game Advertising Sales by Country (2015-2020)
 - 10.8.2 North America In-Game Advertising Consumption Value by Country (2015-2020)
- 10.9 North America In-Game Advertising Market PEST Analysis

11 EUROPE

- 11.1 Europe In-Game Advertising Production, Ex-factory Price, Revenue, Gross Margin (%) and Gross Analysis from 2015-2020
- 11.2 Europe In-Game Advertising Consumption, Terminal Price, Consumption Value and Channel Margin Analysis from 2015-2020
- 11.3 Europe In-Game Advertising Production Analysis from 2015-2020
- 11.4 Europe In-Game Advertising Consumption Analysis from 2015-2020
- 11.5 Europe In-Game Advertising Import and Export from 2015-2020
- 11.6 Europe In-Game Advertising Value, Production and Market Share by Type (2015-2020)
- 11.7 Europe In-Game Advertising Consumption, Value and Market Share by Application (2015-2020)
- 11.8 Europe In-Game Advertising by Country (Germany, UK, France, Italy, Spain, Russia, Netherlands, Turkey, Switzerland, Sweden, Poland, Belgium)
 - 11.8.1 Europe In-Game Advertising Sales by Country (2015-2020)
 - 11.8.2 Europe In-Game Advertising Consumption Value by Country (2015-2020)
- 11.9 Europe In-Game Advertising Market PEST Analysis

12 ASIA-PACIFIC

- 12.1 Asia-Pacific In-Game Advertising Production, Ex-factory Price, Revenue, Gross Margin (%) and Gross Analysis from 2015-2020
- 12.2 Asia-Pacific In-Game Advertising Consumption, Terminal Price, Consumption Value and Channel Margin Analysis from 2015-2020
- 12.3 Asia-Pacific In-Game Advertising Production Analysis from 2015-2020
- 12.4 Asia-Pacific In-Game Advertising Consumption Analysis from 2015-2020

- 12.5 Asia-Pacific In-Game Advertising Import and Export from 2015-2020
- 12.6 Asia-Pacific In-Game Advertising Value, Production and Market Share by Type (2015-2020)
- 12.7 Asia-Pacific In-Game Advertising Consumption, Value and Market Share by Application (2015-2020)
- 12.8 Asia-Pacific In-Game Advertising by Country (China, Japan, South Korea, Australia, India, Taiwan, Indonesia, Thailand, Philippines, Malaysia)
 - 12.8.1 Asia-Pacific In-Game Advertising Sales by Country (2015-2020)
 - 12.8.2 Asia-Pacific In-Game Advertising Consumption Value by Country (2015-2020)
- 12.9 Asia-Pacific In-Game Advertising Market PEST Analysis

13 LATIN AMERICA

- 13.1 Latin America In-Game Advertising Production, Ex-factory Price, Revenue, Gross Margin (%) and Gross Analysis from 2015-2020
- 13.2 Latin America In-Game Advertising Consumption, Terminal Price, Consumption Value and Channel Margin Analysis from 2015-2020
- 13.3 Latin America In-Game Advertising Production Analysis from 2015-2020
- 13.4 Latin America In-Game Advertising Consumption Analysis from 2015-2020
- 13.5 Latin America In-Game Advertising Import and Export from 2015-2020
- 13.6 Latin America In-Game Advertising Value, Production and Market Share by Type (2015-2020)
- 13.7 Latin America In-Game Advertising Consumption, Value and Market Share by Application (2015-2020)
- 13.8 Latin America In-Game Advertising by Country (Brazil, Mexico, Argentina, Columbia, Chile)
 - 13.8.1 Latin America In-Game Advertising Sales by Country (2015-2020)
 - 13.8.2 Latin America In-Game Advertising Consumption Value by Country (2015-2020)
- 13.9 Latin America In-Game Advertising Market PEST Analysis

14 MIDDLE EAST & AFRICA

- 14.1 Middle East & Africa In-Game Advertising Production, Ex-factory Price, Revenue, Gross Margin (%) and Gross Analysis from 2015-2020
- 14.2 Middle East & Africa In-Game Advertising Consumption, Terminal Price, Consumption Value and Channel Margin Analysis from 2015-2020
- 14.3 Middle East & Africa In-Game Advertising Production Analysis from 2015-2020
- 14.4 Middle East & Africa In-Game Advertising Consumption Analysis from 2015-2020
- 14.5 Middle East & Africa In-Game Advertising Import and Export from 2015-2020

14.6 Middle East & Africa In-Game Advertising Value, Production and Market Share by Type (2015-2020)

14.7 Middle East & Africa In-Game Advertising Consumption, Value and Market Share by Application (2015-2020)

14.8 Middle East & Africa In-Game Advertising by Country (Saudi Arabia, UAE, Egypt, Nigeria, South Africa)

14.8.1 Middle East & Africa In-Game Advertising Sales by Country (2015-2020)

14.8.2 Middle East & Africa In-Game Advertising Consumption Value by Country (2015-2020)

14.9 Middle East & Africa In-Game Advertising Market PEST Analysis

15 FUTURE FORECAST OF THE GLOBAL IN-GAME ADVERTISING MARKET FROM 2020-2027

15.1 Future Forecast of the Global In-Game Advertising Market from 2020-2027 Segment by Region

15.2 Global In-Game Advertising Production and Growth Rate Forecast by Type (2020-2027)

15.3 Global In-Game Advertising Consumption and Growth Rate Forecast by Application (2020-2027)

16 APPENDIX

16.1 Methodology

16.2 Research Data Source

List Of Tables

LIST OF TABLES AND FIGURES

Global In-Game Advertising Market Value (\$) and Growth Rate of In-Game Advertising from 2015-2027

Global In-Game Advertising Production and Growth Rate Segment by Product Type from 2015-2027

Global In-Game Advertising Consumption and Growth Rate Segment by Application from 2015-2027

Figure In-Game Advertising Picture

Table Product Specifications of In-Game Advertising

Table Driving Factors for this Market

Table Industry News of In-Game Advertising Market

Figure Value Chain Status of In-Game Advertising

Table Midstream Major Company Analysis (by Manufacturing Base, by Product Type)

Table Distributors/Traders

Table Downstream Major Customer Analysis (by Region, by Preference)

Table Global In-Game Advertising Production and Growth Rate Segment by Product Type from 2015-2020

Table Global In-Game Advertising Value (\$) and Growth Rate Segment by Product Type from 2015-2020

Figure StaticAds of In-Game Advertising

Figure Dynamic Ads of In-Game Advertising

Figure Advergaming of In-Game Advertising

Table Global In-Game Advertising Consumption and Growth Rate Segment by Application from 2015-2020

Table Global In-Game Advertising Value (\$) and Growth Rate Segment by Application from 2015-2020

Figure PC-based Online Games of In-Game Advertising

Figure Mobile Games of In-Game Advertising

Figure Connected Console Games of In-Game Advertising

Table Global In-Game Advertising Consumption and Growth Rate Segment by Marketing Channel from 2015-2020

Table Global In-Game Advertising Value (\$) and Growth Rate Segment by Marketing Channel from 2015-2020

Figure Traditional Marketing Channel (Offline) of In-Game Advertising

Figure Online Channel of In-Game Advertising

Table Motive Interactive Inc. Profile (Company Name, Plants Distribution, Sales Region)

Figure Motive Interactive Inc. Sales and Growth Rate from 2015-2020

Figure Motive Interactive Inc. Revenue (\$) and Global Market Share from 2015-2020

Table Motive Interactive Inc. In-Game Advertising Sales, Price, Revenue, Gross Margin (2015-2020)

Table RapidFire Profile (Company Name, Plants Distribution, Sales Region)

Figure RapidFire Sales and Growth Rate from 2015-2020

Figure RapidFire Revenue (\$) and Global Market Share from 2015-2020

Table RapidFire In-Game Advertising Sales, Price, Revenue, Gross Margin (2015-2020)

Table Playwire Media Profile (Company Name, Plants Distribution, Sales Region)

Figure Playwire Media Sales and Growth Rate from 2015-2020

Figure Playwire Media Revenue (\$) and Global Market Share from 2015-2020

Table Playwire Media In-Game Advertising Sales, Price, Revenue, Gross Margin (2015-2020)

Table Giftgaming Profile (Company Name, Plants Distribution, Sales Region)

Figure Giftgaming Sales and Growth Rate from 2015-2020

Figure Giftgaming Revenue (\$) and Global Market Share from 2015-2020

Table Giftgaming In-Game Advertising Sales, Price, Revenue, Gross Margin (2015-2020)

Table Electronic Arts Inc Profile (Company Name, Plants Distribution, Sales Region)

Figure Electronic Arts Inc Sales and Growth Rate from 2015-2020

Figure Electronic Arts Inc Revenue (\$) and Global Market Share from 2015-2020

Table Electronic Arts Inc In-Game Advertising Sales, Price, Revenue, Gross Margin (2015-2020)

Table Media Spike Inc Profile (Company Name, Plants Distribution, Sales Region)

Figure Media Spike Inc Sales and Growth Rate from 2015-2020

Figure Media Spike Inc Revenue (\$) and Global Market Share from 2015-2020

Table Media Spike Inc In-Game Advertising Sales, Price, Revenue, Gross Margin (2015-2020)

Table Google Adscape Media Profile (Company Name, Plants Distribution, Sales Region)

Figure Google Adscape Media Sales and Growth Rate from 2015-2020

Figure Google Adscape Media Revenue (\$) and Global Market Share from 2015-2020

Table Google Adscape Media In-Game Advertising Sales, Price, Revenue, Gross Margin (2015-2020)

Table Engage Advertising Profile (Company Name, Plants Distribution, Sales Region)

Figure Engage Advertising Sales and Growth Rate from 2015-2020

Figure Engage Advertising Revenue (\$) and Global Market Share from 2015-2020

Table Engage Advertising In-Game Advertising Sales, Price, Revenue, Gross Margin (2015-2020)

Table Double Fusion Profile (Company Name, Plants Distribution, Sales Region)

Figure Double Fusion Sales and Growth Rate from 2015-2020

Figure Double Fusion Revenue (\$) and Global Market Share from 2015-2020

Table Double Fusion In-Game Advertising Sales, Price, Revenue, Gross Margin (2015-2020)

Table Axion Ventures Profile (Company Name, Plants Distribution, Sales Region)

Figure Axion Ventures Sales and Growth Rate from 2015-2020

Figure Axion Ventures Revenue (\$) and Global Market Share from 2015-2020

Table Axion Ventures In-Game Advertising Sales, Price, Revenue, Gross Margin (2015-2020)

Table Global In-Game Advertising Production Value (\$) by Region from 2015-2020

Table Global In-Game Advertising Production Value Share by Region from 2015-2020

Table Global In-Game Advertising Production by Region from 2015-2020

Table Global In-Game Advertising Consumption Value (\$) by Region from 2015-2020

Table Global In-Game Advertising Consumption by Region from 2015-2020

Table North America In-Game Advertising Production, Ex-factory Price Revenue (\$), Gross Margin (%) and Gross (\$) Analysis from 2015-2020

Table North America In-Game Advertising Consumption, Terminal Price, Consumption Value (\$) and Channel Margin Analysis from 2015-2020

Table North America In-Game Advertising Import and Export from 2015-2020

Table North America In-Game Advertising Value (\$) by Type (2015-2020)

Table North America In-Game Advertising Production by Type (2015-2020)

Table North America In-Game Advertising Consumption by Application (2015-2020)

Table North America In-Game Advertising Consumption by Country (2015-2020)

Table North America In-Game Advertising Consumption Value (\$) by Country (2015-2020)

Figure North America In-Game Advertising Market PEST Analysis

Table Europe In-Game Advertising Production, Ex-factory Price Revenue (\$), Gross Margin (%) and Gross (\$) Analysis from 2015-2020

Table Europe In-Game Advertising Consumption, Terminal Price, Consumption Value (\$) and Channel Margin Analysis from 2015-2020

Table Europe In-Game Advertising Import and Export from 2015-2020

Table Europe In-Game Advertising Value (\$) by Type (2015-2020)

Table Europe In-Game Advertising Production by Type (2015-2020)

Table Europe In-Game Advertising Consumption by Application (2015-2020)

Table Europe In-Game Advertising Consumption by Country (2015-2020)

Table Europe In-Game Advertising Consumption Value (\$) by Country (2015-2020)

Figure Europe In-Game Advertising Market PEST Analysis

Table Asia-Pacific In-Game Advertising Production, Ex-factory Price Revenue (\$),

Gross Margin (%) and Gross (\$) Analysis from 2015-2020

Table Asia-Pacific In-Game Advertising Consumption, Terminal Price, Consumption Value (\$) and Channel Margin Analysis from 2015-2020

Table Asia-Pacific In-Game Advertising Import and Export from 2015-2020

Table Asia-Pacific In-Game Advertising Value (\$) by Type (2015-2020)

Table Asia-Pacific In-Game Advertising Production by Type (2015-2020)

Table Asia-Pacific In-Game Advertising Consumption by Application (2015-2020)

Table Asia-Pacific In-Game Advertising Consumption by Country (2015-2020)

Table Asia-Pacific In-Game Advertising Consumption Value (\$) by Country (2015-2020)

Figure Asia-Pacific In-Game Advertising Market PEST Analysis

Table Latin America In-Game Advertising Production, Ex-factory Price Revenue (\$), Gross Margin (%) and Gross (\$) Analysis from 2015-2020

Table Latin America In-Game Advertising Consumption, Terminal Price, Consumption Value (\$) and Channel Margin Analysis from 2015-2020

Table Latin America In-Game Advertising Import and Export from 2015-2020

Table Latin America In-Game Advertising Value (\$) by Type (2015-2020)

Table Latin America In-Game Advertising Production by Type (2015-2020)

Table Latin America In-Game Advertising Consumption by Application (2015-2020)

Table Latin America In-Game Advertising Consumption by Country (2015-2020)

Table Latin America In-Game Advertising Consumption Value (\$) by Country (2015-2020)

Figure Latin America In-Game Advertising Market PEST Analysis

Table Middle East & Africa In-Game Advertising Production, Ex-factory Price Revenue (\$), Gross Margin (%) and Gross (\$) Analysis from 2015-2020

Table Middle East & Africa In-Game Advertising Consumption, Terminal Price, Consumption Value (\$) and Channel Margin Analysis from 2015-2020

Table Middle East & Africa In-Game Advertising Import and Export from 2015-2020

Table Middle East & Africa In-Game Advertising Value (\$) by Type (2015-2020)

Table Middle East & Africa In-Game Advertising Production by Type (2015-2020)

Table Middle East & Africa In-Game Advertising Consumption by Application (2015-2020)

Table Middle East & Africa In-Game Advertising Consumption by Country (2015-2020)

Table Middle East & Africa In-Game Advertising Consumption Value (\$) by Country (2015-2020)

Figure Middle East & Africa In-Game Advertising Market PEST Analysis

Table Global In-Game Advertising Value (\$) and Growth Rate Forecast by Region (2020-2027)

Table Global In-Game Advertising Production and Growth Rate Forecast by Region (2020-2027)

Table Global In-Game Advertising Consumption and Growth Rate Forecast by Region
(2020-2027)

Table Global In-Game Advertising Production and Growth Rate Forecast by Type
(2020-2027)

Table Global In-Game Advertising Consumption and Growth Rate Forecast by
Application (2020-2027)

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