

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

<https://marketpublishers.com/r/2A9843AD38EAEN.html>

Date: May 2020

Pages: 122

Price: US\$ 3,460.00 (Single User License)

ID: 2A9843AD38EAEN

Abstracts

The worldwide market for Mobile Handset Game 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

Mixi

EA Mobile

Peak Games

Niantic

Gungho Online

Tencent

NetEase

King Digital

Netmarble

Supercell

Nintendo

Jam City

Sony

Major Types Covered

Common Limits of Mobile Games
Location-Based Mobile Games
Augmented Reality Games
Multipurpose Games
Multiplayer Mobile Games

Major Applications Covered

Smart Phone
Feature Phone

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

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