

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

<https://marketpublishers.com/r/2075A70B3C06EN.html>

Date: April 2020

Pages: 106

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

ID: 2075A70B3C06EN

Abstracts

The worldwide market for Online Mobile 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

Glu

EA

Baidu

Take-Two

Bandai Namoco

Taito

Rovio

Nintendo

Facebook

Frozen Star Studios

Sony

Alibaba

Hipster Whale

Sega

Ubisoft

Tencent

Foxconn

Supercell

Zynga

Activision Blizzard

King

Major Types Covered

IOS

Android

Major Applications Covered

Entertainment

Education

Electronic Sports

Other

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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