

2020-2025 Global Online Mobile Gaming Market Report - Production and Consumption Professional Analysis (Impact of COVID-19)

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Abstracts

This report elaborates the market size, market characteristics, and market growth of the Online Mobile Gaming industry, and breaks down according to the type, application, and consumption area of Online Mobile Gaming. The report also conducted a PESTEL analysis of the industry to study the main influencing factors and entry barriers of the industry.

In Chapter 3.4 of the report, the impact of the COVID-19 outbreak on the industry was fully assessed. Fully risk assessment and industry recommendations were made for Online Mobile Gaming in a special period. This chapter also compares the markets of Pre COVID-19 and Post COVID-19.

In addition, chapters 8-12 consider the impact of COVID-19 on the regional economy.

Key players in the global Online Mobile Gaming market covered in Chapter 13:

Microsoft

Sony Interactive Entertainment Inc.

Gameloft

Blizzard Entertainment, Inc.

CAPCOM CO., LTD.

CD Projekt S.A.

Electronic Arts Inc.

Nazara Technologies Ltd.

Rovio Entertainment Corporation

Ubisoft Entertainment SA

In Chapter 6, on the basis of types, the Online Mobile Gaming market from 2015 to

2025 is primarily split into:

- Action Games
- Sport Games
- Battle Royale Games
- Action-Adventure Games
- Racing Games
- Fighting Games
- Board Games
- Others

In Chapter 7, on the basis of applications, the Online Mobile Gaming market from 2015 to 2025 covers:

- Social Gamers
- Serious Gamers
- Core Gamers

Geographically, the detailed analysis of production, trade of the following countries is covered in Chapter 4.2, 5:

- United States
- Europe
- China
- Japan
- India

Geographically, the detailed analysis of consumption, revenue, market share and growth rate of the following regions are covered in Chapter 8, 9, 10, 11, 12:

North America (Covered in Chapter 8)

- United States

- Canada

- Mexico

Europe (Covered in Chapter 9)

- Germany

- UK

- France

- Italy

- Spain

- Others

Asia-Pacific (Covered in Chapter 10)

- China

Japan
India
South Korea
Southeast Asia
Others
Middle East and Africa (Covered in Chapter 11)
Saudi Arabia
UAE
South Africa
Others
South America (Covered in Chapter 12)
Brazil
Others

Years considered for this report:

Historical Years: 2015-2019

Base Year: 2019

Estimated Year: 2020

Forecast Period: 2020-2025

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