

COVID-19 Outbreak-Global Mobile Games Industry Market Report-Development Trends, Threats, Opportunities and Competitive Landscape in 2020

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Abstracts

A mobile game is a game played on a smartphone, tablet, smartwatch, PDA, portable media player or graphing calculator. The earliest known game on a mobile phone was a Tetris variant on the Hagenuk MT-2000 device from 1994.

The Mobile Games market revenue was xx.xx Million USD in 2019, and will reach xx.xx Million USD in 2025, with a CAGR of x.x% during 2020-2025.

Under COVID-19 outbreak globally, this report provides 360 degrees of analysis from supply chain, import and export control to regional government policy and future influence on the industry. Detailed analysis about market status (2015-2020), enterprise competition pattern, advantages and disadvantages of enterprise products, industry development trends (2020-2025), regional industrial layout characteristics and macroeconomic policies, industrial policy has also been included. From raw materials to end users of this industry are analyzed scientifically, the trends of product circulation and sales channel will be presented as well. Considering COVID-19, this report provides comprehensive and in-depth analysis on how the epidemic push this industry transformation and reform.

In COVID-19 outbreak, Chapter 2.2 of this report provides an analysis of the impact of COVID-19 on the global economy and the Mobile Games industry.

Chapter 3.7 covers the analysis of the impact of COVID-19 from the perspective of the industry chain.

In addition, chapters 7-11 consider the impact of COVID-19 on the regional economy.

The Mobile Games market can be split based on product types, major applications, and important countries as follows:

Key players in the global Mobile Games market covered in Chapter 12:

Zynga Inc.
Kabam, Inc.
Electronic Arts Inc.
Glu Mobile Inc.
The Walt Disney Company
Supercell Oy
Activision Blizzard, Inc.
Gameloft
Rovio Entertainment Corporation
GungHo Online Entertainment, Inc.

In Chapter 4 and 14.1, on the basis of types, the Mobile Games market from 2015 to 2025 is primarily split into:

Action and Adventure
Arcade
Role playing
Sports
Others

In Chapter 5 and 14.2, on the basis of applications, the Mobile Games market from 2015 to 2025 covers:

Smartphone
Tablet
Smartwatch
PDA
Others

Geographically, the detailed analysis of consumption, revenue, market share and growth rate, historic and forecast (2015-2025) of the following regions are covered in Chapter 6, 7, 8, 9, 10, 11, 14:

North America (Covered in Chapter 7 and 14)
United States
Canada
Mexico
Europe (Covered in Chapter 8 and 14)
Germany
UK

France
Italy
Spain
Russia
Others
Asia-Pacific (Covered in Chapter 9 and 14)
China
Japan
South Korea
Australia
India
Southeast Asia
Others
Middle East and Africa (Covered in Chapter 10 and 14)
Saudi Arabia
UAE
Egypt
Nigeria
South Africa
Others
South America (Covered in Chapter 11 and 14)
Brazil
Argentina
Columbia
Chile
Others

Years considered for this report:

Historical Years: 2015-2019

Base Year: 2019

Estimated Year: 2020

Forecast Period: 2020-2025

Contents

1 MOBILE GAMES INTRODUCTION AND MARKET OVERVIEW

- 1.1 Objectives of the Study
- 1.2 Overview of Mobile Games
- 1.3 Scope of The Study
 - 1.3.1 Key Market Segments
 - 1.3.2 Players Covered
 - 1.3.3 COVID-19's impact on the Mobile Games industry
- 1.4 Methodology of The Study
- 1.5 Research Data Source

2 EXECUTIVE SUMMARY

- 2.1 Market Overview
 - 2.1.1 Global Mobile Games Market Size, 2015 – 2020
 - 2.1.2 Global Mobile Games Market Size by Type, 2015 – 2020
 - 2.1.3 Global Mobile Games Market Size by Application, 2015 – 2020
 - 2.1.4 Global Mobile Games Market Size by Region, 2015 - 2025
- 2.2 Business Environment Analysis
 - 2.2.1 Global COVID-19 Status and Economic Overview
 - 2.2.2 Influence of COVID-19 Outbreak on Mobile Games Industry Development

3 INDUSTRY CHAIN ANALYSIS

- 3.1 Upstream Raw Material Suppliers of Mobile Games Analysis
- 3.2 Major Players of Mobile Games
- 3.3 Mobile Games Manufacturing Cost Structure Analysis
 - 3.3.1 Production Process Analysis
 - 3.3.2 Manufacturing Cost Structure of Mobile Games
 - 3.3.3 Labor Cost of Mobile Games
- 3.4 Market Distributors of Mobile Games
- 3.5 Major Downstream Buyers of Mobile Games Analysis
- 3.6 The Impact of Covid-19 From the Perspective of Industry Chain
- 3.7 Regional Import and Export Controls Will Exist for a Long Time
- 3.8 Continued downward PMI Spreads Globally

4 GLOBAL MOBILE GAMES MARKET, BY TYPE

- 4.1 Global Mobile Games Value and Market Share by Type (2015-2020)
- 4.2 Global Mobile Games Production and Market Share by Type (2015-2020)
- 4.3 Global Mobile Games Value and Growth Rate by Type (2015-2020)
 - 4.3.1 Global Mobile Games Value and Growth Rate of Action and Adventure
 - 4.3.2 Global Mobile Games Value and Growth Rate of Arcade
 - 4.3.3 Global Mobile Games Value and Growth Rate of Role playing
 - 4.3.4 Global Mobile Games Value and Growth Rate of Sports
 - 4.3.5 Global Mobile Games Value and Growth Rate of Others
- 4.4 Global Mobile Games Price Analysis by Type (2015-2020)

5 MOBILE GAMES MARKET, BY APPLICATION

- 5.1 Downstream Market Overview
- 5.2 Global Mobile Games Consumption and Market Share by Application (2015-2020)
- 5.3 Global Mobile Games Consumption and Growth Rate by Application (2015-2020)
 - 5.3.1 Global Mobile Games Consumption and Growth Rate of Smartphone (2015-2020)
 - 5.3.2 Global Mobile Games Consumption and Growth Rate of Tablet (2015-2020)
 - 5.3.3 Global Mobile Games Consumption and Growth Rate of Smartwatch (2015-2020)
 - 5.3.4 Global Mobile Games Consumption and Growth Rate of PDA (2015-2020)
 - 5.3.5 Global Mobile Games Consumption and Growth Rate of Others (2015-2020)

6 GLOBAL MOBILE GAMES MARKET ANALYSIS BY REGIONS

- 6.1 Global Mobile Games Sales, Revenue and Market Share by Regions
 - 6.1.1 Global Mobile Games Sales by Regions (2015-2020)
 - 6.1.2 Global Mobile Games Revenue by Regions (2015-2020)
- 6.2 North America Mobile Games Sales and Growth Rate (2015-2020)
- 6.3 Europe Mobile Games Sales and Growth Rate (2015-2020)
- 6.4 Asia-Pacific Mobile Games Sales and Growth Rate (2015-2020)
- 6.5 Middle East and Africa Mobile Games Sales and Growth Rate (2015-2020)
- 6.6 South America Mobile Games Sales and Growth Rate (2015-2020)

7 NORTH AMERICA MOBILE GAMES MARKET ANALYSIS BY COUNTRIES

- 7.1 The Influence of COVID-19 on North America Market
- 7.2 North America Mobile Games Sales, Revenue and Market Share by Countries

- 7.2.1 North America Mobile Games Sales by Countries (2015-2020)
- 7.2.2 North America Mobile Games Revenue by Countries (2015-2020)
- 7.3 United States Mobile Games Sales and Growth Rate (2015-2020)
- 7.4 Canada Mobile Games Sales and Growth Rate (2015-2020)
- 7.5 Mexico Mobile Games Sales and Growth Rate (2015-2020)

8 EUROPE MOBILE GAMES MARKET ANALYSIS BY COUNTRIES

- 8.1 The Influence of COVID-19 on Europe Market
- 8.2 Europe Mobile Games Sales, Revenue and Market Share by Countries
 - 8.2.1 Europe Mobile Games Sales by Countries (2015-2020)
 - 8.2.2 Europe Mobile Games Revenue by Countries (2015-2020)
- 8.3 Germany Mobile Games Sales and Growth Rate (2015-2020)
- 8.4 UK Mobile Games Sales and Growth Rate (2015-2020)
- 8.5 France Mobile Games Sales and Growth Rate (2015-2020)
- 8.6 Italy Mobile Games Sales and Growth Rate (2015-2020)
- 8.7 Spain Mobile Games Sales and Growth Rate (2015-2020)
- 8.8 Russia Mobile Games Sales and Growth Rate (2015-2020)

9 ASIA PACIFIC MOBILE GAMES MARKET ANALYSIS BY COUNTRIES

- 9.1 The Influence of COVID-19 on Asia Pacific Market
- 9.2 Asia Pacific Mobile Games Sales, Revenue and Market Share by Countries
 - 9.2.1 Asia Pacific Mobile Games Sales by Countries (2015-2020)
 - 9.2.2 Asia Pacific Mobile Games Revenue by Countries (2015-2020)
- 9.3 China Mobile Games Sales and Growth Rate (2015-2020)
- 9.4 Japan Mobile Games Sales and Growth Rate (2015-2020)
- 9.5 South Korea Mobile Games Sales and Growth Rate (2015-2020)
- 9.6 India Mobile Games Sales and Growth Rate (2015-2020)
- 9.7 Southeast Asia Mobile Games Sales and Growth Rate (2015-2020)
- 9.8 Australia Mobile Games Sales and Growth Rate (2015-2020)

10 MIDDLE EAST AND AFRICA MOBILE GAMES MARKET ANALYSIS BY COUNTRIES

- 10.1 The Influence of COVID-19 on Middle East and Africa Market
- 10.2 Middle East and Africa Mobile Games Sales, Revenue and Market Share by Countries
 - 10.2.1 Middle East and Africa Mobile Games Sales by Countries (2015-2020)

- 10.2.2 Middle East and Africa Mobile Games Revenue by Countries (2015-2020)
- 10.3 Saudi Arabia Mobile Games Sales and Growth Rate (2015-2020)
- 10.4 UAE Mobile Games Sales and Growth Rate (2015-2020)
- 10.5 Egypt Mobile Games Sales and Growth Rate (2015-2020)
- 10.6 Nigeria Mobile Games Sales and Growth Rate (2015-2020)
- 10.7 South Africa Mobile Games Sales and Growth Rate (2015-2020)

11 SOUTH AMERICA MOBILE GAMES MARKET ANALYSIS BY COUNTRIES

- 11.1 The Influence of COVID-19 on Middle East and Africa Market
- 11.2 South America Mobile Games Sales, Revenue and Market Share by Countries
 - 11.2.1 South America Mobile Games Sales by Countries (2015-2020)
 - 11.2.2 South America Mobile Games Revenue by Countries (2015-2020)
- 11.3 Brazil Mobile Games Sales and Growth Rate (2015-2020)
- 11.4 Argentina Mobile Games Sales and Growth Rate (2015-2020)
- 11.5 Columbia Mobile Games Sales and Growth Rate (2015-2020)
- 11.6 Chile Mobile Games Sales and Growth Rate (2015-2020)

12 COMPETITIVE LANDSCAPE

- 12.1 Zynga Inc.
 - 12.1.1 Zynga Inc. Basic Information
 - 12.1.2 Mobile Games Product Introduction
 - 12.1.3 Zynga Inc. Production, Value, Price, Gross Margin 2015-2020
- 12.2 Kabam, Inc.
 - 12.2.1 Kabam, Inc. Basic Information
 - 12.2.2 Mobile Games Product Introduction
 - 12.2.3 Kabam, Inc. Production, Value, Price, Gross Margin 2015-2020
- 12.3 Electronic Arts Inc.
 - 12.3.1 Electronic Arts Inc. Basic Information
 - 12.3.2 Mobile Games Product Introduction
 - 12.3.3 Electronic Arts Inc. Production, Value, Price, Gross Margin 2015-2020
- 12.4 Glu Mobile Inc.
 - 12.4.1 Glu Mobile Inc. Basic Information
 - 12.4.2 Mobile Games Product Introduction
 - 12.4.3 Glu Mobile Inc. Production, Value, Price, Gross Margin 2015-2020
- 12.5 The Walt Disney Company
 - 12.5.1 The Walt Disney Company Basic Information
 - 12.5.2 Mobile Games Product Introduction

- 12.5.3 The Walt Disney Company Production, Value, Price, Gross Margin 2015-2020
- 12.6 Supercell Oy
 - 12.6.1 Supercell Oy Basic Information
 - 12.6.2 Mobile Games Product Introduction
 - 12.6.3 Supercell Oy Production, Value, Price, Gross Margin 2015-2020
- 12.7 Activision Blizzard, Inc.
 - 12.7.1 Activision Blizzard, Inc. Basic Information
 - 12.7.2 Mobile Games Product Introduction
 - 12.7.3 Activision Blizzard, Inc. Production, Value, Price, Gross Margin 2015-2020
- 12.8 Gameloft
 - 12.8.1 Gameloft Basic Information
 - 12.8.2 Mobile Games Product Introduction
 - 12.8.3 Gameloft Production, Value, Price, Gross Margin 2015-2020
- 12.9 Rovio Entertainment Corporation
 - 12.9.1 Rovio Entertainment Corporation Basic Information
 - 12.9.2 Mobile Games Product Introduction
 - 12.9.3 Rovio Entertainment Corporation Production, Value, Price, Gross Margin 2015-2020
- 12.10 GungHo Online Entertainment, Inc.
 - 12.10.1 GungHo Online Entertainment, Inc. Basic Information
 - 12.10.2 Mobile Games Product Introduction
 - 12.10.3 GungHo Online Entertainment, Inc. Production, Value, Price, Gross Margin 2015-2020

13 INDUSTRY OUTLOOK

- 13.1 Market Driver Analysis
 - 13.1.2 Market Restraints Analysis
 - 13.1.3 Market Trends Analysis
- 13.2 Merger, Acquisition and New Investment
- 13.3 News of Product Release

14 GLOBAL MOBILE GAMES MARKET FORECAST

- 14.1 Global Mobile Games Market Value & Volume Forecast, by Type (2020-2025)
 - 14.1.1 Action and Adventure Market Value and Volume Forecast (2020-2025)
 - 14.1.2 Arcade Market Value and Volume Forecast (2020-2025)
 - 14.1.3 Role playing Market Value and Volume Forecast (2020-2025)
 - 14.1.4 Sports Market Value and Volume Forecast (2020-2025)

- 14.1.5 Others Market Value and Volume Forecast (2020-2025)
- 14.2 Global Mobile Games Market Value & Volume Forecast, by Application (2020-2025)
 - 14.2.1 Smartphone Market Value and Volume Forecast (2020-2025)
 - 14.2.2 Tablet Market Value and Volume Forecast (2020-2025)
 - 14.2.3 Smartwatch Market Value and Volume Forecast (2020-2025)
 - 14.2.4 PDA Market Value and Volume Forecast (2020-2025)
 - 14.2.5 Others Market Value and Volume Forecast (2020-2025)
- 14.3 Mobile Games Market Analysis and Forecast by Region
 - 14.3.1 North America Market Value and Consumption Forecast (2020-2025)
 - 14.3.2 Europe Market Value and Consumption Forecast (2020-2025)
 - 14.3.3 Asia Pacific Market Value and Consumption Forecast (2020-2025)
 - 14.3.4 Middle East and Africa Market Value and Consumption Forecast (2020-2025)
 - 14.3.5 South America Market Value and Consumption Forecast (2020-2025)

15 NEW PROJECT FEASIBILITY ANALYSIS

- 15.1 Industry Barriers and New Entrants SWOT Analysis
 - 15.1.1 Porter's Five Forces Analysis
 - 15.1.2 New Entrants SWOT Analysis
- 15.2 Analysis and Suggestions on New Project Investment

List Of Tables

LIST OF TABLES AND FIGURES

Figure Product Picture of Mobile Games
Table Product Specification of Mobile Games
Table Mobile Games Key Market Segments
Table Key Players Mobile Games Covered
Figure Global Mobile Games Market Size, 2015 – 2025
Table Different Types of Mobile Games
Figure Global Mobile Games Value (\$) Segment by Type from 2015-2020
Figure Global Mobile Games Market Share by Types in 2019
Table Different Applications of Mobile Games
Figure Global Mobile Games Value (\$) Segment by Applications from 2015-2020
Figure Global Mobile Games Market Share by Applications in 2019
Figure Global Mobile Games Market Share by Regions in 2019
Figure North America Mobile Games Production Value (\$) and Growth Rate (2015-2020)
Figure Europe Mobile Games Production Value (\$) and Growth Rate (2015-2020)
Figure Asia Pacific Mobile Games Production Value (\$) and Growth Rate (2015-2020)
Figure Middle East and Africa Mobile Games Production Value (\$) and Growth Rate (2015-2020)
Figure South America Mobile Games Production Value (\$) and Growth Rate (2015-2020)
Table Global COVID-19 Status and Economic Overview
Figure Global COVID-19 Status
Figure COVID-19 Comparison of Major Countries
Figure Industry Chain Analysis of Mobile Games
Table Upstream Raw Material Suppliers of Mobile Games with Contact Information
Table Major Players Headquarters, and Service Area of Mobile Games
Figure Major Players Production Value Market Share of Mobile Games in 2019
Table Major Players Mobile Games Product Types in 2019
Figure Production Process of Mobile Games
Figure Manufacturing Cost Structure of Mobile Games
Figure Channel Status of Mobile Games
Table Major Distributors of Mobile Games with Contact Information
Table Major Downstream Buyers of Mobile Games with Contact Information
Table Global Mobile Games Value (\$) by Type (2015-2020)
Table Global Mobile Games Value Share by Type (2015-2020)

Figure Global Mobile Games Value Share by Type (2015-2020)
Table Global Mobile Games Production by Type (2015-2020)
Table Global Mobile Games Production Share by Type (2015-2020)
Figure Global Mobile Games Production Share by Type (2015-2020)
Figure Global Mobile Games Value (\$) and Growth Rate of Action and Adventure (2015-2020)
Figure Global Mobile Games Value (\$) and Growth Rate of Arcade (2015-2020)
Figure Global Mobile Games Value (\$) and Growth Rate of Role playing (2015-2020)
Figure Global Mobile Games Value (\$) and Growth Rate of Sports (2015-2020)
Figure Global Mobile Games Value (\$) and Growth Rate of Others (2015-2020)
Figure Global Mobile Games Price by Type (2015-2020)
Figure Downstream Market Overview
Table Global Mobile Games Consumption by Application (2015-2020)
Table Global Mobile Games Consumption Market Share by Application (2015-2020)
Figure Global Mobile Games Consumption Market Share by Application (2015-2020)
Figure Global Mobile Games Consumption and Growth Rate of Smartphone (2015-2020)
Figure Global Mobile Games Consumption and Growth Rate of Tablet (2015-2020)
Figure Global Mobile Games Consumption and Growth Rate of Smartwatch (2015-2020)
Figure Global Mobile Games Consumption and Growth Rate of PDA (2015-2020)
Figure Global Mobile Games Consumption and Growth Rate of Others (2015-2020)
Figure Global Mobile Games Sales and Growth Rate (2015-2020)
Figure Global Mobile Games Revenue (M USD) and Growth (2015-2020)
Table Global Mobile Games Sales by Regions (2015-2020)
Table Global Mobile Games Sales Market Share by Regions (2015-2020)
Table Global Mobile Games Revenue (M USD) by Regions (2015-2020)
Table Global Mobile Games Revenue Market Share by Regions (2015-2020)
Table Global Mobile Games Revenue Market Share by Regions in 2015
Table Global Mobile Games Revenue Market Share by Regions in 2019
Figure North America Mobile Games Sales and Growth Rate (2015-2020)
Figure Europe Mobile Games Sales and Growth Rate (2015-2020)
Figure Asia-Pacific Mobile Games Sales and Growth Rate (2015-2020)
Figure Middle East and Africa Mobile Games Sales and Growth Rate (2015-2020)
Figure South America Mobile Games Sales and Growth Rate (2015-2020)
Figure North America COVID-19 Status
Figure North America COVID-19 Confirmed Cases Major Distribution
Figure North America Mobile Games Revenue (M USD) and Growth (2015-2020)
Table North America Mobile Games Sales by Countries (2015-2020)

Table North America Mobile Games Sales Market Share by Countries (2015-2020)
Table North America Mobile Games Revenue (M USD) by Countries (2015-2020)
Table North America Mobile Games Revenue Market Share by Countries (2015-2020)
Figure United States Mobile Games Sales and Growth Rate (2015-2020)
Figure Canada Mobile Games Sales and Growth Rate (2015-2020)
Figure Mexico Mobile Games Sales and Growth (2015-2020)
Figure Europe COVID-19 Status
Figure Europe COVID-19 Confirmed Cases Major Distribution
Figure Europe Mobile Games Revenue (M USD) and Growth (2015-2020)
Table Europe Mobile Games Sales by Countries (2015-2020)
Table Europe Mobile Games Sales Market Share by Countries (2015-2020)
Table Europe Mobile Games Revenue (M USD) by Countries (2015-2020)
Table Europe Mobile Games Revenue Market Share by Countries (2015-2020)
Figure Germany Mobile Games Sales and Growth Rate (2015-2020)
Figure UK Mobile Games Sales and Growth Rate (2015-2020)
Figure France Mobile Games Sales and Growth (2015-2020)
Figure Italy Mobile Games Sales and Growth (2015-2020)
Figure Spain Mobile Games Sales and Growth (2015-2020)
Figure Russia Mobile Games Sales and Growth (2015-2020)
Figure Asia Pacific COVID-19 Status
Figure Asia Pacific Mobile Games Revenue (M USD) and Growth (2015-2020)
Table Asia Pacific Mobile Games Sales by Countries (2015-2020)
Table Asia Pacific Mobile Games Sales Market Share by Countries (2015-2020)
Table Asia Pacific Mobile Games Revenue (M USD) by Countries (2015-2020)
Table Asia Pacific Mobile Games Revenue Market Share by Countries (2015-2020)
Figure China Mobile Games Sales and Growth Rate (2015-2020)
Figure Japan Mobile Games Sales and Growth Rate (2015-2020)
Figure South Korea Mobile Games Sales and Growth (2015-2020)
Figure India Mobile Games Sales and Growth (2015-2020)
Figure Southeast Asia Mobile Games Sales and Growth (2015-2020)
Figure Australia Mobile Games Sales and Growth (2015-2020)
Figure Middle East Mobile Games Revenue (M USD) and Growth (2015-2020)
Table Middle East Mobile Games Sales by Countries (2015-2020)
Table Middle East and Africa Mobile Games Sales Market Share by Countries (2015-2020)
Table Middle East and Africa Mobile Games Revenue (M USD) by Countries (2015-2020)
Table Middle East and Africa Mobile Games Revenue Market Share by Countries (2015-2020)

Figure Saudi Arabia Mobile Games Sales and Growth Rate (2015-2020)
Figure UAE Mobile Games Sales and Growth Rate (2015-2020)
Figure Egypt Mobile Games Sales and Growth (2015-2020)
Figure Nigeria Mobile Games Sales and Growth (2015-2020)
Figure South Africa Mobile Games Sales and Growth (2015-2020)
Figure South America Mobile Games Revenue (M USD) and Growth (2015-2020)
Table South America Mobile Games Sales by Countries (2015-2020)
Table South America Mobile Games Sales Market Share by Countries (2015-2020)
Table South America Mobile Games Revenue (M USD) by Countries (2015-2020)
Table South America Mobile Games Revenue Market Share by Countries (2015-2020)
Figure Brazil Mobile Games Sales and Growth Rate (2015-2020)
Figure Argentina Mobile Games Sales and Growth Rate (2015-2020)
Figure Columbia Mobile Games Sales and Growth (2015-2020)
Figure Chile Mobile Games Sales and Growth (2015-2020)
Figure Top 3 Market Share of Mobile Games Companies in 2019
Figure Top 6 Market Share of Mobile Games Companies in 2019
Table Major Players Production Value (\$) Share (2015-2020)
Table Zynga Inc. Profile
Table Zynga Inc. Product Introduction
Figure Zynga Inc. Production and Growth Rate
Figure Zynga Inc. Value (\$) Market Share 2015-2020
Table Kabam, Inc. Profile
Table Kabam, Inc. Product Introduction
Figure Kabam, Inc. Production and Growth Rate
Figure Kabam, Inc. Value (\$) Market Share 2015-2020
Table Electronic Arts Inc. Profile
Table Electronic Arts Inc. Product Introduction
Figure Electronic Arts Inc. Production and Growth Rate
Figure Electronic Arts Inc. Value (\$) Market Share 2015-2020
Table Glu Mobile Inc. Profile
Table Glu Mobile Inc. Product Introduction
Figure Glu Mobile Inc. Production and Growth Rate
Figure Glu Mobile Inc. Value (\$) Market Share 2015-2020
Table The Walt Disney Company Profile
Table The Walt Disney Company Product Introduction
Figure The Walt Disney Company Production and Growth Rate
Figure The Walt Disney Company Value (\$) Market Share 2015-2020
Table Supercell Oy Profile
Table Supercell Oy Product Introduction

Figure Supercell Oy Production and Growth Rate

Figure Supercell Oy Value (\$) Market Share 2015-2020

Table Activision Blizzard, Inc. Profile

Table Activision Blizzard, Inc. Product Introduction

Figure Activision Blizzard, Inc. Production and Growth Rate

Figure Activision Blizzard, Inc. Value (\$) Market Share 2015-2020

Table Gameloft Profile

Table Gameloft Product Introduction

Figure Gameloft Production and Growth Rate

Figure Gameloft Value (\$) Market Share 2015-2020

Table Rovio Entertainment Corporation Profile

Table Rovio Entertainment Corporation Product Introduction

Figure Rovio Entertainment Corporation Production and Growth Rate

Figure Rovio Entertainment Corporation Value (\$) Market Share 2015-2020

Table GungHo Online Entertainment, Inc. Profile

Table GungHo Online Entertainment, Inc. Product Introduction

Figure GungHo Online Entertainment, Inc. Production and Growth Rate

Figure GungHo Online Entertainment, Inc. Value (\$) Market Share 2015-2020

Table Market Driving Factors of Mobile Games

Table Merger, Acquisition and New Investment

Table Global Mobile Games Market Value (\$) Forecast, by Type

Table Global Mobile Games Market Volume Forecast, by Type

Figure Global Mobile Games Market Value (\$) and Growth Rate Forecast of Action and Adventure (2020-2025)

Figure Global Mobile Games Market Volume (\$) and Growth Rate Forecast of Action and Adventure (2020-2025)

Figure Global Mobile Games Market Value (\$) and Growth Rate Forecast of Arcade (2020-2025)

Figure Global Mobile Games Market Volume (\$) and Growth Rate Forecast of Arcade (2020-2025)

Figure Global Mobile Games Market Value (\$) and Growth Rate Forecast of Role playing (2020-2025)

Figure Global Mobile Games Market Volume (\$) and Growth Rate Forecast of Role playing (2020-2025)

Figure Global Mobile Games Market Value (\$) and Growth Rate Forecast of Sports (2020-2025)

Figure Global Mobile Games Market Volume (\$) and Growth Rate Forecast of Sports (2020-2025)

Figure Global Mobile Games Market Value (\$) and Growth Rate Forecast of Others

(2020-2025)

Figure Global Mobile Games Market Volume (\$) and Growth Rate Forecast of Others (2020-2025)

Table Global Market Value (\$) Forecast by Application (2020-2025)

Table Global Market Volume Forecast by Application (2020-2025)

Figure Market Value (\$) and Growth Rate Forecast of Smartphone (2020-2025)

Figure Market Volume and Growth Rate Forecast of Smartphone (2020-2025)

Figure Market Value (\$) and Growth Rate Forecast of Tablet (2020-2025)

Figure Market Volume and Growth Rate Forecast of Tablet (2020-2025)

Figure Market Value (\$) and Growth Rate Forecast of Smartwatch (2020-2025)

Figure Market Volume and Growth Rate Forecast of Smartwatch (2020-2025)

Figure Market Value (\$) and Growth Rate Forecast of PDA (2020-2025)

Figure Market Volume and Growth Rate Forecast of PDA (2020-2025)

Figure Market Value (\$) and Growth Rate Forecast of Others (2020-2025)

Figure Market Volume and Growth Rate Forecast of Others (2020-2025)

Figure North America Market Value (\$) and Growth Rate Forecast (2020-2025)

Figure North America Consumption and Growth Rate Forecast (2020-2025)

Figure Europe Market Value (\$) and Growth Rate Forecast (2020-2025)

Figure Europe Consumption and Growth Rate Forecast (2020-2025)

Figure Asia Pacific Market Value (\$) and Growth Rate Forecast (2020-2025)

Figure Asia Pacific Consumption and Growth Rate Forecast (2020-2025)

Figure Middle East and Africa Market Value (\$) and Growth Rate Forecast (2020-2025)

Figure Middle East and Africa Consumption and Growth Rate Forecast (2020-2025)

Figure South America Market Value (\$) and Growth Rate Forecast (2020-2025)

Figure South America Consumption and Growth Rate Forecast (2020-2025)

Figure Porter's Five Forces Analysis

Table New Entrants SWOT Analysis

Table New Project Analysis of Investment Recovery

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