

COVID-19 Outbreak-Global Mobile Gaming 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 feature phone, smartphone/tablet, smartwatch, PDA, portable media player or graphing calculator.

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

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

Zenjoy
Peak Games
X.D. Network
SleeeeeeepFly
Nintendo
Lion Studios
Niantic
King
MASK
Epic Games, Inc.
Garena
Zynga
Playrix
Outfit7
Kiloo
Tencent
Activision
Azur Interactive Games
Good Job Games
Joyfort
Kunpo
Voodoo
Voodoo
Ubisoft

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

Direct Topup
Voucher
Others

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

Revenue Generating
Non-Revenue Generating

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

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