

# Global Mobile Games Market Research Report with Opportunities and Strategies to Boost Growth-COVID-19 Impact and Recovery

https://marketpublishers.com/r/G73A6DF83751EN.html

Date: November 2021 Pages: 103 Price: US\$ 3,500.00 (Single User License) ID: G73A6DF83751EN

# **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.

Based on the Mobile Games market development status, competitive landscape and development model in different regions of the world, this report is dedicated to providing niche markets, potential risks and comprehensive competitive strategy analysis in different fields. From the competitive advantages of different types of products and services, the development opportunities and consumption characteristics and structure analysis of the downstream application fields are all analyzed in detail. To Boost Growth during the epidemic era, this report analyzes in detail for the potential risks and opportunities which can be focused on.

In Chapter 2.4 of the report, we share our perspectives for the impact of COVID-19 from the long and short term.

In chapter 3.4, we provide the influence of the crisis on the industry chain, especially for marketing channels.

In chapters 8-13, we update the timely industry economic revitalization plan of the country-wise government.

Key players in the global Mobile Games market covered in Chapter 5:

Activision Blizzard, Inc.

Global Mobile Games Market Research Report with Opportunities and Strategies to Boost Growth- COVID-19 Impact.



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

In Chapter 6, 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 7, 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 8-13:

North America (Covered in Chapter 9) United States Canada Mexico Europe (Covered in Chapter 10) Germany UK



France Italy Spain Russia Others Asia-Pacific (Covered in Chapter 11) China Japan South Korea Australia India South America (Covered in Chapter 12) Brazil Argentina Columbia Middle East and Africa (Covered in Chapter 13) UAE Egypt South Africa

Years considered for this report:

Historical Years: 2015-2019 Base Year: 2019 Estimated Year: 2020 Forecast Period: 2020-2025



# Contents

#### **1 MARKET OVERVIEW**

- 1.1 Product Definition and Market Characteristics
- 1.2 Global Mobile Games Market Size
- 1.3 Market Segmentation
- 1.4 Global Macroeconomic Analysis
- 1.5 SWOT Analysis

#### 2. MARKET DYNAMICS

- 2.1 Market Drivers
- 2.2 Market Constraints and Challenges
- 2.3 Emerging Market Trends
- 2.4 Impact of COVID-19
  - 2.4.1 Short-term Impact
  - 2.4.2 Long-term Impact

## **3 ASSOCIATED INDUSTRY ASSESSMENT**

- 3.1 Supply Chain Analysis
- 3.2 Industry Active Participants
- 3.2.1 Suppliers of Raw Materials
- 3.2.2 Key Distributors/Retailers
- 3.3 Alternative Analysis
- 3.4 The Impact of Covid-19 From the Perspective of Industry Chain

## 4 MARKET COMPETITIVE LANDSCAPE

- 4.1 Industry Leading Players
- 4.2 Industry News
- 4.2.1 Key Product Launch News
- 4.2.2 M&A and Expansion Plans

## **5 ANALYSIS OF LEADING COMPANIES**

- 5.1 Activision Blizzard, Inc.
  - 5.1.1 Activision Blizzard, Inc. Company Profile

Global Mobile Games Market Research Report with Opportunities and Strategies to Boost Growth- COVID-19 Impact...



5.1.2 Activision Blizzard, Inc. Business Overview

5.1.3 Activision Blizzard, Inc. Mobile Games Sales, Revenue, Average Selling Price and Gross Margin (2015-2020)

5.1.4 Activision Blizzard, Inc. Mobile Games Products Introduction

5.2 The Walt Disney Company

5.2.1 The Walt Disney Company Company Profile

5.2.2 The Walt Disney Company Business Overview

5.2.3 The Walt Disney Company Mobile Games Sales, Revenue, Average Selling Price and Gross Margin (2015-2020)

5.2.4 The Walt Disney Company Mobile Games Products Introduction

5.3 Rovio Entertainment Corporation

5.3.1 Rovio Entertainment Corporation Company Profile

5.3.2 Rovio Entertainment Corporation Business Overview

5.3.3 Rovio Entertainment Corporation Mobile Games Sales, Revenue, Average Selling Price and Gross Margin (2015-2020)

5.3.4 Rovio Entertainment Corporation Mobile Games Products Introduction 5.4 Kabam, Inc.

5.4.1 Kabam, Inc. Company Profile

5.4.2 Kabam, Inc. Business Overview

5.4.3 Kabam, Inc. Mobile Games Sales, Revenue, Average Selling Price and Gross Margin (2015-2020)

5.4.4 Kabam, Inc. Mobile Games Products Introduction

5.5 Supercell Oy

5.5.1 Supercell Oy Company Profile

5.5.2 Supercell Oy Business Overview

5.5.3 Supercell Oy Mobile Games Sales, Revenue, Average Selling Price and Gross Margin (2015-2020)

5.5.4 Supercell Oy Mobile Games Products Introduction

5.6 Glu Mobile Inc.

5.6.1 Glu Mobile Inc. Company Profile

5.6.2 Glu Mobile Inc. Business Overview

5.6.3 Glu Mobile Inc. Mobile Games Sales, Revenue, Average Selling Price and Gross Margin (2015-2020)

5.6.4 Glu Mobile Inc. Mobile Games Products Introduction

5.7 Zynga Inc.

5.7.1 Zynga Inc. Company Profile

5.7.2 Zynga Inc. Business Overview

5.7.3 Zynga Inc. Mobile Games Sales, Revenue, Average Selling Price and Gross Margin (2015-2020)



5.7.4 Zynga Inc. Mobile Games Products Introduction

5.8 Gameloft

5.8.1 Gameloft Company Profile

5.8.2 Gameloft Business Overview

5.8.3 Gameloft Mobile Games Sales, Revenue, Average Selling Price and Gross Margin (2015-2020)

5.8.4 Gameloft Mobile Games Products Introduction

5.9 GungHo Online Entertainment, Inc.

5.9.1 GungHo Online Entertainment, Inc. Company Profile

5.9.2 GungHo Online Entertainment, Inc. Business Overview

5.9.3 GungHo Online Entertainment, Inc. Mobile Games Sales, Revenue, Average Selling Price and Gross Margin (2015-2020)

5.9.4 GungHo Online Entertainment, Inc. Mobile Games Products Introduction 5.10 Electronic Arts Inc.

5.10.1 Electronic Arts Inc. Company Profile

5.10.2 Electronic Arts Inc. Business Overview

5.10.3 Electronic Arts Inc. Mobile Games Sales, Revenue, Average Selling Price and Gross Margin (2015-2020)

5.10.4 Electronic Arts Inc. Mobile Games Products Introduction

# 6 MARKET ANALYSIS AND FORECAST, BY PRODUCT TYPES

6.1 Global Mobile Games Sales, Revenue and Market Share by Types (2015-2020)

- 6.1.1 Global Mobile Games Sales and Market Share by Types (2015-2020)
- 6.1.2 Global Mobile Games Revenue and Market Share by Types (2015-2020)
- 6.1.3 Global Mobile Games Price by Types (2015-2020)

6.2 Global Mobile Games Market Forecast by Types (2020-2025)

6.2.1 Global Mobile Games Market Forecast Sales and Market Share by Types (2020-2025)

6.2.2 Global Mobile Games Market Forecast Revenue and Market Share by Types (2020-2025)

6.3 Global Mobile Games Sales, Price and Growth Rate by Types (2015-2020)

- 6.3.1 Global Mobile Games Sales, Price and Growth Rate of Action and Adventure
- 6.3.2 Global Mobile Games Sales, Price and Growth Rate of Arcade
- 6.3.3 Global Mobile Games Sales, Price and Growth Rate of Role playing
- 6.3.4 Global Mobile Games Sales, Price and Growth Rate of Sports
- 6.3.5 Global Mobile Games Sales, Price and Growth Rate of Others
- 6.4 Global Mobile Games Market Revenue and Sales Forecast, by Types (2020-2025)
  - 6.4.1 Action and Adventure Market Revenue and Sales Forecast (2020-2025)



- 6.4.2 Arcade Market Revenue and Sales Forecast (2020-2025)
- 6.4.3 Role playing Market Revenue and Sales Forecast (2020-2025)
- 6.4.4 Sports Market Revenue and Sales Forecast (2020-2025)

6.4.5 Others Market Revenue and Sales Forecast (2020-2025)

#### 7 MARKET ANALYSIS AND FORECAST, BY APPLICATIONS

7.1 Global Mobile Games Sales, Revenue and Market Share by Applications (2015-2020)

7.1.1 Global Mobile Games Sales and Market Share by Applications (2015-2020)

7.1.2 Global Mobile Games Revenue and Market Share by Applications (2015-2020)

7.2 Global Mobile Games Market Forecast by Applications (2020-2025)

7.2.1 Global Mobile Games Market Forecast Sales and Market Share by Applications (2020-2025)

7.2.2 Global Mobile Games Market Forecast Revenue and Market Share by Applications (2020-2025)

7.3 Global Revenue, Sales and Growth Rate by Applications (2015-2020)

7.3.1 Global Mobile Games Revenue, Sales and Growth Rate of Smartphone (2015-2020)

7.3.2 Global Mobile Games Revenue, Sales and Growth Rate of Tablet (2015-2020)

7.3.3 Global Mobile Games Revenue, Sales and Growth Rate of Smartwatch (2015-2020)

7.3.4 Global Mobile Games Revenue, Sales and Growth Rate of PDA (2015-2020)

7.3.5 Global Mobile Games Revenue, Sales and Growth Rate of Others (2015-2020)7.4 Global Mobile Games Market Revenue and Sales Forecast, by Applications (2020-2025)

7.4.1 Smartphone Market Revenue and Sales Forecast (2020-2025)

7.4.2 Tablet Market Revenue and Sales Forecast (2020-2025)

7.4.3 Smartwatch Market Revenue and Sales Forecast (2020-2025)

7.4.4 PDA Market Revenue and Sales Forecast (2020-2025)

7.4.5 Others Market Revenue and Sales Forecast (2020-2025)

## 8 MARKET ANALYSIS AND FORECAST, BY REGIONS

8.1 Global Mobile Games Sales by Regions (2015-2020)

8.2 Global Mobile Games Market Revenue by Regions (2015-2020)

8.3 Global Mobile Games Market Forecast by Regions (2020-2025)

#### 9 NORTH AMERICA MOBILE GAMES MARKET ANALYSIS

Global Mobile Games Market Research Report with Opportunities and Strategies to Boost Growth- COVID-19 Impact.



- 9.1 Market Overview and Prospect Analysis
- 9.2 North America Mobile Games Market Sales and Growth Rate (2015-2020)
- 9.3 North America Mobile Games Market Revenue and Growth Rate (2015-2020)
- 9.4 North America Mobile Games Market Forecast
- 9.5 The Influence of COVID-19 on North America Market
- 9.6 North America Mobile Games Market Analysis by Country
- 9.6.1 U.S. Mobile Games Sales and Growth Rate
- 9.6.2 Canada Mobile Games Sales and Growth Rate
- 9.6.3 Mexico Mobile Games Sales and Growth Rate

#### **10 EUROPE MOBILE GAMES MARKET ANALYSIS**

- 10.1 Market Overview and Prospect Analysis
- 10.2 Europe Mobile Games Market Sales and Growth Rate (2015-2020)
- 10.3 Europe Mobile Games Market Revenue and Growth Rate (2015-2020)
- 10.4 Europe Mobile Games Market Forecast
- 10.5 The Influence of COVID-19 on Europe Market
- 10.6 Europe Mobile Games Market Analysis by Country
  - 10.6.1 Germany Mobile Games Sales and Growth Rate
  - 10.6.2 United Kingdom Mobile Games Sales and Growth Rate
  - 10.6.3 France Mobile Games Sales and Growth Rate
  - 10.6.4 Italy Mobile Games Sales and Growth Rate
  - 10.6.5 Spain Mobile Games Sales and Growth Rate
  - 10.6.6 Russia Mobile Games Sales and Growth Rate

# 11 ASIA-PACIFIC MOBILE GAMES MARKET ANALYSIS

- 11.1 Market Overview and Prospect Analysis
- 11.2 Asia-Pacific Mobile Games Market Sales and Growth Rate (2015-2020)
- 11.3 Asia-Pacific Mobile Games Market Revenue and Growth Rate (2015-2020)
- 11.4 Asia-Pacific Mobile Games Market Forecast
- 11.5 The Influence of COVID-19 on Asia Pacific Market
- 11.6 Asia-Pacific Mobile Games Market Analysis by Country
- 11.6.1 China Mobile Games Sales and Growth Rate
- 11.6.2 Japan Mobile Games Sales and Growth Rate
- 11.6.3 South Korea Mobile Games Sales and Growth Rate
- 11.6.4 Australia Mobile Games Sales and Growth Rate
- 11.6.5 India Mobile Games Sales and Growth Rate



#### 12 SOUTH AMERICA MOBILE GAMES MARKET ANALYSIS

- 12.1 Market Overview and Prospect Analysis
- 12.2 South America Mobile Games Market Sales and Growth Rate (2015-2020)
- 12.3 South America Mobile Games Market Revenue and Growth Rate (2015-2020)
- 12.4 South America Mobile Games Market Forecast
- 12.5 The Influence of COVID-19 on South America Market
- 12.6 South America Mobile Games Market Analysis by Country
- 12.6.1 Brazil Mobile Games Sales and Growth Rate
- 12.6.2 Argentina Mobile Games Sales and Growth Rate
- 12.6.3 Columbia Mobile Games Sales and Growth Rate

#### **13 MIDDLE EAST AND AFRICA MOBILE GAMES MARKET ANALYSIS**

- 13.1 Market Overview and Prospect Analysis
- 13.2 Middle East and Africa Mobile Games Market Sales and Growth Rate (2015-2020)
- 13.3 Middle East and Africa Mobile Games Market Revenue and Growth Rate (2015-2020)
- 13.4 Middle East and Africa Mobile Games Market Forecast
- 13.5 The Influence of COVID-19 on Middle East and Africa Market
- 13.6 Middle East and Africa Mobile Games Market Analysis by Country
- 13.6.1 UAE Mobile Games Sales and Growth Rate
- 13.6.2 Egypt Mobile Games Sales and Growth Rate
- 13.6.3 South Africa Mobile Games Sales and Growth Rate

#### 14 CONCLUSIONS AND RECOMMENDATIONS

- 14.1 Key Market Findings and Prospects
- 14.2 Advice for Investors

#### **15 APPENDIX**

- 15.1 Methodology
- 15.2 Research Data Source



# **List Of Tables**

#### LIST OF TABLES AND FIGURES

**Figure Product Picture** Figure Global Mobile Games Market Size and Growth Rate 2015-2025 Table Mobile Games Key Market Segments Figure Global Mobile Games Market Revenue (\$) Segment by Type from 2015-2020 Figure Global Mobile Games Market Revenue (\$) Segment by Applications from 2015-2020 **Table SWOT Analysis** Figure Global COVID-19 Status Figure Supply Chain Table Major Players Headquarters, and Service Area of Mobile Games Table Major Players Revenue in 2019 Figure Major Players Revenue Share in 2019 Table Activision Blizzard, Inc. Company Profile Table Activision Blizzard, Inc. Sales, Revenue (US\$ Million), Average Selling Price and Gross Margin (2015-2020) Figure Activision Blizzard, Inc. Production and Growth Rate Figure Activision Blizzard, Inc. Market Revenue (\$) Market Share 2015-2020 Table The Walt Disney Company Company Profile Table The Walt Disney Company Sales, Revenue (US\$ Million), Average Selling Price and Gross Margin (2015-2020) Figure The Walt Disney Company Production and Growth Rate Figure The Walt Disney Company Market Revenue (\$) Market Share 2015-2020 Table Rovio Entertainment Corporation Company Profile Table Rovio Entertainment Corporation Sales, Revenue (US\$ Million), Average Selling Price and Gross Margin (2015-2020) Figure Rovio Entertainment Corporation Production and Growth Rate Figure Rovio Entertainment Corporation Market Revenue (\$) Market Share 2015-2020 Table Kabam, Inc. Company Profile Table Kabam, Inc. Sales, Revenue (US\$ Million), Average Selling Price and Gross Margin (2015-2020) Figure Kabam, Inc. Production and Growth Rate Figure Kabam, Inc. Market Revenue (\$) Market Share 2015-2020 Table Supercell Oy Company Profile Table Supercell Oy Sales, Revenue (US\$ Million), Average Selling Price and Gross Margin (2015-2020)



Figure Supercell Oy Production and Growth Rate Figure Supercell Oy Market Revenue (\$) Market Share 2015-2020 Table Glu Mobile Inc. Company Profile Table Glu Mobile Inc. Sales, Revenue (US\$ Million), Average Selling Price and Gross Margin (2015-2020) Figure Glu Mobile Inc. Production and Growth Rate Figure Glu Mobile Inc. Market Revenue (\$) Market Share 2015-2020 Table Zynga Inc. Company Profile Table Zynga Inc. Sales, Revenue (US\$ Million), Average Selling Price and Gross Margin (2015-2020) Figure Zynga Inc. Production and Growth Rate Figure Zynga Inc. Market Revenue (\$) Market Share 2015-2020 Table Gameloft Company Profile Table Gameloft Sales, Revenue (US\$ Million), Average Selling Price and Gross Margin (2015 - 2020)Figure Gameloft Production and Growth Rate Figure Gameloft Market Revenue (\$) Market Share 2015-2020 Table GungHo Online Entertainment, Inc. Company Profile Table GungHo Online Entertainment, Inc. Sales, Revenue (US\$ Million), Average Selling Price and Gross Margin (2015-2020) Figure GungHo Online Entertainment, Inc. Production and Growth Rate Figure GungHo Online Entertainment, Inc. Market Revenue (\$) Market Share 2015-2020 Table Electronic Arts Inc. Company Profile Table Electronic Arts Inc. Sales, Revenue (US\$ Million), Average Selling Price and Gross Margin (2015-2020) Figure Electronic Arts Inc. Production and Growth Rate Figure Electronic Arts Inc. Market Revenue (\$) Market Share 2015-2020 Table Global Mobile Games Sales by Types (2015-2020) Table Global Mobile Games Sales Share by Types (2015-2020) Table Global Mobile Games Revenue (\$) by Types (2015-2020) Table Global Mobile Games Revenue Share by Types (2015-2020) Table Global Mobile Games Price (\$) by Types (2015-2020) Table Global Mobile Games Market Forecast Sales by Types (2020-2025) Table Global Mobile Games Market Forecast Sales Share by Types (2020-2025) Table Global Mobile Games Market Forecast Revenue (\$) by Types (2020-2025) Table Global Mobile Games Market Forecast Revenue Share by Types (2020-2025) Figure Global Action and Adventure Sales and Growth Rate (2015-2020) Figure Global Action and Adventure Price (2015-2020)



Figure Global Arcade Sales and Growth Rate (2015-2020)

Figure Global Arcade Price (2015-2020)

Figure Global Role playing Sales and Growth Rate (2015-2020)

Figure Global Role playing Price (2015-2020)

Figure Global Sports Sales and Growth Rate (2015-2020)

Figure Global Sports Price (2015-2020)

Figure Global Others Sales and Growth Rate (2015-2020)

Figure Global Others Price (2015-2020)

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

Figure Global Mobile Games Sales and Growth Rate Forecast of Action and Adventure (2020-2025)

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

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

Figure Global Mobile Games Sales and Growth Rate Forecast of Role playing (2020-2025)

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

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

Figure Global Mobile Games Sales and Growth Rate Forecast of Others (2020-2025) Table Global Mobile Games Sales by Applications (2015-2020)

Table Global Mobile Games Sales Share by Applications (2015-2020)

Table Global Mobile Games Revenue (\$) by Applications (2015-2020)

Table Global Mobile Games Revenue Share by Applications (2015-2020)

Table Global Mobile Games Market Forecast Sales by Applications (2020-2025)

Table Global Mobile Games Market Forecast Sales Share by Applications (2020-2025)

Table Global Mobile Games Market Forecast Revenue (\$) by Applications (2020-2025)

Table Global Mobile Games Market Forecast Revenue Share by Applications (2020-2025)

Figure Global Smartphone Sales and Growth Rate (2015-2020)

Figure Global Smartphone Price (2015-2020)

Figure Global Tablet Sales and Growth Rate (2015-2020)

Figure Global Tablet Price (2015-2020)

Figure Global Smartwatch Sales and Growth Rate (2015-2020)



Figure Global Smartwatch Price (2015-2020)

Figure Global PDA Sales and Growth Rate (2015-2020)

Figure Global PDA Price (2015-2020)

Figure Global Others Sales and Growth Rate (2015-2020)

Figure Global Others Price (2015-2020)

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

Figure Global Mobile Games Sales and Growth Rate Forecast of Smartphone (2020-2025)

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

Figure Global Mobile Games Sales and Growth Rate Forecast of Tablet (2020-2025) Figure Global Mobile Games Market Revenue (\$) and Growth Rate Forecast of Smartwatch (2020-2025)

Figure Global Mobile Games Sales and Growth Rate Forecast of Smartwatch (2020-2025)

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

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

Figure Global Mobile Games Sales and Growth Rate Forecast of Others (2020-2025) Figure Global Mobile Games Sales and Growth Rate (2015-2020)

Table Global Mobile Games Sales by Regions (2015-2020)

Table Global Mobile Games Sales Market Share by Regions (2015-2020)

Figure Global Mobile Games Sales Market Share by Regions in 2019

Figure Global Mobile Games Revenue and Growth Rate (2015-2020)

Table Global Mobile Games Revenue by Regions (2015-2020)

Table Global Mobile Games Revenue Market Share by Regions (2015-2020)

Figure Global Mobile Games Revenue Market Share by Regions in 2019

Table Global Mobile Games Market Forecast Sales by Regions (2020-2025)

Table Global Mobile Games Market Forecast Sales Share by Regions (2020-2025)

Table Global Mobile Games Market Forecast Revenue (\$) by Regions (2020-2025)

Table Global Mobile Games Market Forecast Revenue Share by Regions (2020-2025)

Figure North America Mobile Games Market Sales and Growth Rate (2015-2020)

Figure North America Mobile Games Market Revenue and Growth Rate (2015-2020)

Figure North America Mobile Games Market Forecast Sales (2020-2025)

Figure North America Mobile Games Market Forecast Revenue (\$) (2020-2025) Figure North America COVID-19 Status



Figure U.S. Mobile Games Market Sales and Growth Rate (2015-2020) Figure Canada Mobile Games Market Sales and Growth Rate (2015-2020) Figure Mexico Mobile Games Market Sales and Growth Rate (2015-2020) Figure Europe Mobile Games Market Sales and Growth Rate (2015-2020) Figure Europe Mobile Games Market Revenue and Growth Rate (2015-2020) Figure Europe Mobile Games Market Forecast Sales (2020-2025) Figure Europe Mobile Games Market Forecast Revenue (\$) (2020-2025) Figure Europe COVID-19 Status Figure Germany Mobile Games Market Sales and Growth Rate (2015-2020) Figure United Kingdom Mobile Games Market Sales and Growth Rate (2015-2020) Figure France Mobile Games Market Sales and Growth Rate (2015-2020) Figure Italy Mobile Games Market Sales and Growth Rate (2015-2020) Figure Spain Mobile Games Market Sales and Growth Rate (2015-2020) Figure Russia Mobile Games Market Sales and Growth Rate (2015-2020) Figure Asia-Pacific Mobile Games Market Sales and Growth Rate (2015-2020) Figure Asia-Pacific Mobile Games Market Revenue and Growth Rate (2015-2020) Figure Asia-Pacific Mobile Games Market Forecast Sales (2020-2025) Figure Asia-Pacific Mobile Games Market Forecast Revenue (\$) (2020-2025) Figure Asia Pacific COVID-19 Status Figure China Mobile Games Market Sales and Growth Rate (2015-2020) Figure Japan Mobile Games Market Sales and Growth Rate (2015-2020) Figure South Korea Mobile Games Market Sales and Growth Rate (2015-2020) Figure Australia Mobile Games Market Sales and Growth Rate (2015-2020) Figure India Mobile Games Market Sales and Growth Rate (2015-2020) Figure South America Mobile Games Market Sales and Growth Rate (2015-2020) Figure South America Mobile Games Market Revenue and Growth Rate (2015-2020) Figure South America Mobile Games Market Forecast Sales (2020-2025) Figure South America Mobile Games Market Forecast Revenue (\$) (2020-2025) Figure Brazil Mobile Games Market Sales and Growth Rate (2015-2020) Figure Argentina Mobile Games Market Sales and Growth Rate (2015-2020) Figure Columbia Mobile Games Market Sales and Growth Rate (2015-2020) Figure Middle East and Africa Mobile Games Market Sales and Growth Rate (2015 - 2020)Figure Middle East and Africa Mobile Games Market Revenue and Growth Rate

(2015-2020)

Figure Middle East and Africa Mobile Games Market Forecast Sales (2020-2025) Figure Middle East and Africa Mobile Games Market Forecast Revenue (\$) (2020-2025) Figure UAE Mobile Games Market Sales and Growth Rate (2015-2020) Figure Egypt Mobile Games Market Sales and Growth Rate (2015-2020)



Figure South Africa Mobile Games Market Sales and Growth Rate (2015-2020)



#### I would like to order

 Product name: Global Mobile Games Market Research Report with Opportunities and Strategies to Boost Growth- COVID-19 Impact and Recovery
Product link: <u>https://marketpublishers.com/r/G73A6DF83751EN.html</u>
Price: US\$ 3,500.00 (Single User License / Electronic Delivery)
If you want to order Corporate License or Hard Copy, please, contact our Customer Service:

info@marketpublishers.com

# Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <u>https://marketpublishers.com/r/G73A6DF83751EN.html</u>

To pay by Wire Transfer, please, fill in your contact details in the form below:

First name: Last name: Email: Company: Address: City: Zip code: Country: Tel: Fax: Your message:

\*\*All fields are required

Custumer signature \_\_\_\_\_

Please, note that by ordering from marketpublishers.com you are agreeing to our Terms & Conditions at <u>https://marketpublishers.com/docs/terms.html</u>

To place an order via fax simply print this form, fill in the information below and fax the completed form to +44 20 7900 3970



Global Mobile Games Market Research Report with Opportunities and Strategies to Boost Growth- COVID-19 Impact...