

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

<https://marketpublishers.com/r/GFCDEBAA4BB6EN.html>

Date: November 2021

Pages: 111

Price: US\$ 3,500.00 (Single User License)

ID: GFCDEBAA4BB6EN

Abstracts

Based on the Mobile Gaming 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 Gaming market covered in Chapter 5:

Zynga

Tencent

I-play

MocoSpace

DeNA Co., Ltd.

Ubisoft group

Square Enix

Electronic Arts

Jump Games

Glu Mobile

GAMEVIL

HandyGames

Gameloft SA

GigaMedia Limited

Activision Blizzard

In Chapter 6, on the basis of types, the Mobile Gaming market from 2015 to 2025 is primarily split into:

iOS

Android

Windows

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

Action and Adventure

Arcade

Role playing

Sports

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

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