

MMO Games-Global Market Status & Trend Report 2013-2023 Top 20 Countries Data

<https://marketpublishers.com/r/M35BEED9E0FEN.html>

Date: January 2018

Pages: 132

Price: US\$ 3,680.00 (Single User License)

ID: M35BEED9E0FEN

Abstracts

Report Summary

MMO Games-Global Market Status & Trend Report 2013-2023 Top 20 Countries Data offers a comprehensive analysis on MMO Games industry, standing on the readers' perspective, delivering detailed market data in Global major 20 countries and penetrating insights. No matter the client is industry insider, potential entrant or investor, the report will provides useful data and information. Key questions answered by this report include:

Worldwide and Top 20 Countries Market Size of MMO Games 2013-2017, and development forecast 2018-2023

Main manufacturers/suppliers of MMO Games worldwide and market share by regions, with company and product introduction, position in the MMO Games market

Market status and development trend of MMO Games by types and applications

Cost and profit status of MMO Games, and marketing status

Market growth drivers and challenges

The report segments the global MMO Games market as:

Global MMO Games Market: Regional Segment Analysis (Regional Production Volume, Consumption Volume, Revenue and Growth Rate 2013-2023):

North America (United States, Canada and Mexico)

Europe (Germany, UK, France, Italy, Russia, Spain and Benelux)

Asia Pacific (China, Japan, India, Southeast Asia and Australia)

Latin America (Brazil, Argentina and Colombia)

Middle East and Africa

Global MMO Games Market: Type Segment Analysis (Consumption Volume, Average Price, Revenue, Market Share and Trend 2013-2023):

MMO Role Play Games (MMORPG)
MMO First Person Shooter (MMOFPS)
MMO Real-time Strategy (MMORTS)
Other

Global MMO Games Market: Application Segment Analysis (Consumption Volume and Market Share 2013-2023; Downstream Customers and Market Analysis)

Mobile
PC
Game Consoles
Other

Global MMO Games Market: Manufacturers Segment Analysis (Company and Product introduction, MMO Games Sales Volume, Revenue, Price and Gross Margin):

Activision Blizzard
Electronic Arts (EA)
Giant Interactive Group
NCsoft Corporation
Ankama
Nexon
Gamigo AG
Tencent Holdings
Jagex Games Studio
Sony Online Entertainment
Ubisoft Entertainment SA
Riot Games
Valve Corporation
Wargaming.net
NetEase Inc
Perfect World Entertainment
Shanda Interactive Entertainment

In a word, the report provides detailed statistics and analysis on the state of the industry; and is a valuable source of guidance and direction for companies and individuals interested in the market.

Contents

CHAPTER 1 OVERVIEW OF MMO GAMES

- 1.1 Definition of MMO Games in This Report
- 1.2 Commercial Types of MMO Games
 - 1.2.1 MMO Role Play Games (MMORPG)
 - 1.2.2 MMO First Person Shooter (MMOFPS)
 - 1.2.3 MMO Real-time Strategy (MMORTS)
 - 1.2.4 Other
- 1.3 Downstream Application of MMO Games
 - 1.3.1 Mobile
 - 1.3.2 PC
 - 1.3.3 Game Consoles
 - 1.3.4 Other
- 1.4 Development History of MMO Games
- 1.5 Market Status and Trend of MMO Games 2013-2023
 - 1.5.1 Global MMO Games Market Status and Trend 2013-2023
 - 1.5.2 Regional MMO Games Market Status and Trend 2013-2023

CHAPTER 2 GLOBAL MARKET STATUS AND FORECAST BY REGIONS

- 2.1 Market Development of MMO Games 2013-2017
- 2.2 Sales Market of MMO Games by Regions
 - 2.2.1 Sales Volume of MMO Games by Regions
 - 2.2.2 Sales Value of MMO Games by Regions
- 2.3 Production Market of MMO Games by Regions
- 2.4 Global Market Forecast of MMO Games 2018-2023
 - 2.4.1 Global Market Forecast of MMO Games 2018-2023
 - 2.4.2 Market Forecast of MMO Games by Regions 2018-2023

CHAPTER 3 GLOBAL MARKET STATUS AND FORECAST BY TYPES

- 3.1 Sales Volume of MMO Games by Types
- 3.2 Sales Value of MMO Games by Types
- 3.3 Market Forecast of MMO Games by Types

CHAPTER 4 GLOBAL MARKET STATUS AND FORECAST BY DOWNSTREAM INDUSTRY

- 4.1 Global Sales Volume of MMO Games by Downstream Industry
- 4.2 Global Market Forecast of MMO Games by Downstream Industry

CHAPTER 5 NORTH AMERICA MARKET STATUS BY COUNTRIES, TYPE, MANUFACTURERS AND DOWNSTREAM INDUSTRY

- 5.1 North America MMO Games Market Status by Countries
 - 5.1.1 North America MMO Games Sales by Countries (2013-2017)
 - 5.1.2 North America MMO Games Revenue by Countries (2013-2017)
 - 5.1.3 United States MMO Games Market Status (2013-2017)
 - 5.1.4 Canada MMO Games Market Status (2013-2017)
 - 5.1.5 Mexico MMO Games Market Status (2013-2017)
- 5.2 North America MMO Games Market Status by Manufacturers
- 5.3 North America MMO Games Market Status by Type (2013-2017)
 - 5.3.1 North America MMO Games Sales by Type (2013-2017)
 - 5.3.2 North America MMO Games Revenue by Type (2013-2017)
- 5.4 North America MMO Games Market Status by Downstream Industry (2013-2017)

CHAPTER 6 EUROPE MARKET STATUS BY COUNTRIES, TYPE, MANUFACTURERS AND DOWNSTREAM INDUSTRY

- 6.1 Europe MMO Games Market Status by Countries
 - 6.1.1 Europe MMO Games Sales by Countries (2013-2017)
 - 6.1.2 Europe MMO Games Revenue by Countries (2013-2017)
 - 6.1.3 Germany MMO Games Market Status (2013-2017)
 - 6.1.4 UK MMO Games Market Status (2013-2017)
 - 6.1.5 France MMO Games Market Status (2013-2017)
 - 6.1.6 Italy MMO Games Market Status (2013-2017)
 - 6.1.7 Russia MMO Games Market Status (2013-2017)
 - 6.1.8 Spain MMO Games Market Status (2013-2017)
 - 6.1.9 Benelux MMO Games Market Status (2013-2017)
- 6.2 Europe MMO Games Market Status by Manufacturers
- 6.3 Europe MMO Games Market Status by Type (2013-2017)
 - 6.3.1 Europe MMO Games Sales by Type (2013-2017)
 - 6.3.2 Europe MMO Games Revenue by Type (2013-2017)
- 6.4 Europe MMO Games Market Status by Downstream Industry (2013-2017)

CHAPTER 7 ASIA PACIFIC MARKET STATUS BY COUNTRIES, TYPE,

MANUFACTURERS AND DOWNSTREAM INDUSTRY

- 7.1 Asia Pacific MMO Games Market Status by Countries
 - 7.1.1 Asia Pacific MMO Games Sales by Countries (2013-2017)
 - 7.1.2 Asia Pacific MMO Games Revenue by Countries (2013-2017)
 - 7.1.3 China MMO Games Market Status (2013-2017)
 - 7.1.4 Japan MMO Games Market Status (2013-2017)
 - 7.1.5 India MMO Games Market Status (2013-2017)
 - 7.1.6 Southeast Asia MMO Games Market Status (2013-2017)
 - 7.1.7 Australia MMO Games Market Status (2013-2017)
- 7.2 Asia Pacific MMO Games Market Status by Manufacturers
- 7.3 Asia Pacific MMO Games Market Status by Type (2013-2017)
 - 7.3.1 Asia Pacific MMO Games Sales by Type (2013-2017)
 - 7.3.2 Asia Pacific MMO Games Revenue by Type (2013-2017)
- 7.4 Asia Pacific MMO Games Market Status by Downstream Industry (2013-2017)

CHAPTER 8 LATIN AMERICA MARKET STATUS BY COUNTRIES, TYPE, MANUFACTURERS AND DOWNSTREAM INDUSTRY

- 8.1 Latin America MMO Games Market Status by Countries
 - 8.1.1 Latin America MMO Games Sales by Countries (2013-2017)
 - 8.1.2 Latin America MMO Games Revenue by Countries (2013-2017)
 - 8.1.3 Brazil MMO Games Market Status (2013-2017)
 - 8.1.4 Argentina MMO Games Market Status (2013-2017)
 - 8.1.5 Colombia MMO Games Market Status (2013-2017)
- 8.2 Latin America MMO Games Market Status by Manufacturers
- 8.3 Latin America MMO Games Market Status by Type (2013-2017)
 - 8.3.1 Latin America MMO Games Sales by Type (2013-2017)
 - 8.3.2 Latin America MMO Games Revenue by Type (2013-2017)
- 8.4 Latin America MMO Games Market Status by Downstream Industry (2013-2017)

CHAPTER 9 MIDDLE EAST AND AFRICA MARKET STATUS BY COUNTRIES, TYPE, MANUFACTURERS AND DOWNSTREAM INDUSTRY

- 9.1 Middle East and Africa MMO Games Market Status by Countries
 - 9.1.1 Middle East and Africa MMO Games Sales by Countries (2013-2017)
 - 9.1.2 Middle East and Africa MMO Games Revenue by Countries (2013-2017)
 - 9.1.3 Middle East MMO Games Market Status (2013-2017)
 - 9.1.4 Africa MMO Games Market Status (2013-2017)

- 9.2 Middle East and Africa MMO Games Market Status by Manufacturers
- 9.3 Middle East and Africa MMO Games Market Status by Type (2013-2017)
 - 9.3.1 Middle East and Africa MMO Games Sales by Type (2013-2017)
 - 9.3.2 Middle East and Africa MMO Games Revenue by Type (2013-2017)
- 9.4 Middle East and Africa MMO Games Market Status by Downstream Industry (2013-2017)

CHAPTER 10 MARKET DRIVING FACTOR ANALYSIS OF MMO GAMES

- 10.1 Global Economy Situation and Trend Overview
- 10.2 MMO Games Downstream Industry Situation and Trend Overview

CHAPTER 11 MMO GAMES MARKET COMPETITION STATUS BY MAJOR MANUFACTURERS

- 11.1 Production Volume of MMO Games by Major Manufacturers
- 11.2 Production Value of MMO Games by Major Manufacturers
- 11.3 Basic Information of MMO Games by Major Manufacturers
 - 11.3.1 Headquarters Location and Established Time of MMO Games Major Manufacturer
 - 11.3.2 Employees and Revenue Level of MMO Games Major Manufacturer
- 11.4 Market Competition News and Trend
 - 11.4.1 Merger, Consolidation or Acquisition News
 - 11.4.2 Investment or Disinvestment News
 - 11.4.3 New Product Development and Launch

CHAPTER 12 MMO GAMES MAJOR MANUFACTURERS INTRODUCTION AND MARKET DATA

- 12.1 Activision Blizzard
 - 12.1.1 Company profile
 - 12.1.2 Representative MMO Games Product
 - 12.1.3 MMO Games Sales, Revenue, Price and Gross Margin of Activision Blizzard
- 12.2 Electronic Arts (EA)
 - 12.2.1 Company profile
 - 12.2.2 Representative MMO Games Product
 - 12.2.3 MMO Games Sales, Revenue, Price and Gross Margin of Electronic Arts (EA)
- 12.3 Giant Interactive Group
 - 12.3.1 Company profile

- 12.3.2 Representative MMO Games Product
- 12.3.3 MMO Games Sales, Revenue, Price and Gross Margin of Giant Interactive Group
- 12.4 NCsoft Corporation
 - 12.4.1 Company profile
 - 12.4.2 Representative MMO Games Product
 - 12.4.3 MMO Games Sales, Revenue, Price and Gross Margin of NCsoft Corporation
- 12.5 Ankama
 - 12.5.1 Company profile
 - 12.5.2 Representative MMO Games Product
 - 12.5.3 MMO Games Sales, Revenue, Price and Gross Margin of Ankama
- 12.6 Nexon
 - 12.6.1 Company profile
 - 12.6.2 Representative MMO Games Product
 - 12.6.3 MMO Games Sales, Revenue, Price and Gross Margin of Nexon
- 12.7 Gamigo AG
 - 12.7.1 Company profile
 - 12.7.2 Representative MMO Games Product
 - 12.7.3 MMO Games Sales, Revenue, Price and Gross Margin of Gamigo AG
- 12.8 Tencent Holdings
 - 12.8.1 Company profile
 - 12.8.2 Representative MMO Games Product
 - 12.8.3 MMO Games Sales, Revenue, Price and Gross Margin of Tencent Holdings
- 12.9 Jagex Games Studio
 - 12.9.1 Company profile
 - 12.9.2 Representative MMO Games Product
 - 12.9.3 MMO Games Sales, Revenue, Price and Gross Margin of Jagex Games Studio
- 12.10 Sony Online Entertainment
 - 12.10.1 Company profile
 - 12.10.2 Representative MMO Games Product
 - 12.10.3 MMO Games Sales, Revenue, Price and Gross Margin of Sony Online Entertainment
- 12.11 Ubisoft Entertainment SA
 - 12.11.1 Company profile
 - 12.11.2 Representative MMO Games Product
 - 12.11.3 MMO Games Sales, Revenue, Price and Gross Margin of Ubisoft Entertainment SA
- 12.12 Riot Games
 - 12.12.1 Company profile

- 12.12.2 Representative MMO Games Product
- 12.12.3 MMO Games Sales, Revenue, Price and Gross Margin of Riot Games
- 12.13 Valve Corporation
 - 12.13.1 Company profile
 - 12.13.2 Representative MMO Games Product
 - 12.13.3 MMO Games Sales, Revenue, Price and Gross Margin of Valve Corporation
- 12.14 Wargaming.net
 - 12.14.1 Company profile
 - 12.14.2 Representative MMO Games Product
 - 12.14.3 MMO Games Sales, Revenue, Price and Gross Margin of Wargaming.net
- 12.15 NetEase Inc
 - 12.15.1 Company profile
 - 12.15.2 Representative MMO Games Product
 - 12.15.3 MMO Games Sales, Revenue, Price and Gross Margin of NetEase Inc
- 12.16 Perfect World Entertainment
- 12.17 Shanda Interactive Entertainment

CHAPTER 13 UPSTREAM AND DOWNSTREAM MARKET ANALYSIS OF MMO GAMES

- 13.1 Industry Chain of MMO Games
- 13.2 Upstream Market and Representative Companies Analysis
- 13.3 Downstream Market and Representative Companies Analysis

CHAPTER 14 COST AND GROSS MARGIN ANALYSIS OF MMO GAMES

- 14.1 Cost Structure Analysis of MMO Games
- 14.2 Raw Materials Cost Analysis of MMO Games
- 14.3 Labor Cost Analysis of MMO Games
- 14.4 Manufacturing Expenses Analysis of MMO Games

CHAPTER 15 REPORT CONCLUSION

CHAPTER 16 RESEARCH METHODOLOGY AND REFERENCE

- 16.1 Methodology/Research Approach
 - 16.1.1 Research Programs/Design
 - 16.1.2 Market Size Estimation
 - 16.1.3 Market Breakdown and Data Triangulation

16.2 Data Source

16.2.1 Secondary Sources

16.2.2 Primary Sources

16.3 Reference

I would like to order

Product name: MMO Games-Global Market Status & Trend Report 2013-2023 Top 20 Countries Data

Product link: <https://marketpublishers.com/r/M35BEED9E0FEN.html>

Price: US\$ 3,680.00 (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 <https://marketpublishers.com/r/M35BEED9E0FEN.html>

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**

Customer signature _____

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

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