

# Online Gaming-EMEA Market Status and Trend Report 2013-2023

<https://marketpublishers.com/r/O47021CD11DEN.html>

Date: February 2018

Pages: 154

Price: US\$ 3,480.00 (Single User License)

ID: O47021CD11DEN

## Abstracts

### Report Summary

Online Gaming-EMEA Market Status and Trend Report 2013-2023 offers a comprehensive analysis on Online Gaming industry, standing on the readers' perspective, delivering detailed market data 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:

Whole EMEA and Regional Market Size of Online Gaming 2013-2017, and development forecast 2018-2023

Main market players of Online Gaming in EMEA, with company and product introduction, position in the Online Gaming market

Market status and development trend of Online Gaming by types and applications

Cost and profit status of Online Gaming, and marketing status

Market growth drivers and challenges

The report segments the EMEA Online Gaming market as:

EMEA Online Gaming Market: Regional Segment Analysis (Regional Consumption Volume, Consumption Volume, Revenue and Growth Rate 2013-2023):

Europe

Middle East

Africa

EMEA Online Gaming Market: Product Type Segment Analysis (Consumption Volume,

Average Price, Revenue, Market Share and Trend 2013-2023):

Smartphones Online Gaming  
Tablets Online Gaming  
Others

EMEA Online Gaming Market: Application Segment Analysis (Consumption Volume and Market Share 2013-2023; Downstream Customers and Market Analysis)

Young Adults  
Adults  
Mature Adults  
Seniors

EMEA Online Gaming Market: Players Segment Analysis (Company and Product introduction, Online Gaming Sales Volume, Revenue, Price and Gross Margin):

Activision Blizzard Inc.  
Electronic Arts Inc.  
Giant Interactive Group Inc.  
GungHo Online Entertainment Inc.  
King Digital Entertainment plc  
Microsoft Corp.  
NCSOFT Corp.  
Sony Corp  
Take-Two Interactive Software Inc.  
Tencent Holdings Ltd.  
Zynga Inc.

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 ONLINE GAMING**

- 1.1 Definition of Online Gaming in This Report
- 1.2 Commercial Types of Online Gaming
  - 1.2.1 Smartphones Online Gaming
  - 1.2.2 Tablets Online Gaming
  - 1.2.3 Others
- 1.3 Downstream Application of Online Gaming
  - 1.3.1 Young Adults
  - 1.3.2 Adults
  - 1.3.3 Mature Adults
  - 1.3.4 Seniors
- 1.4 Development History of Online Gaming
- 1.5 Market Status and Trend of Online Gaming 2013-2023
  - 1.5.1 EMEA Online Gaming Market Status and Trend 2013-2023
  - 1.5.2 Regional Online Gaming Market Status and Trend 2013-2023

### **CHAPTER 2 EMEA MARKET STATUS AND FORECAST BY REGIONS**

- 2.1 Market Status of Online Gaming in EMEA 2013-2017
- 2.2 Consumption Market of Online Gaming in EMEA by Regions
  - 2.2.1 Consumption Volume of Online Gaming in EMEA by Regions
  - 2.2.2 Revenue of Online Gaming in EMEA by Regions
- 2.3 Market Analysis of Online Gaming in EMEA by Regions
  - 2.3.1 Market Analysis of Online Gaming in Europe 2013-2017
  - 2.3.2 Market Analysis of Online Gaming in Middle East 2013-2017
  - 2.3.3 Market Analysis of Online Gaming in Africa 2013-2017
- 2.4 Market Development Forecast of Online Gaming in EMEA 2018-2023
  - 2.4.1 Market Development Forecast of Online Gaming in EMEA 2018-2023
  - 2.4.2 Market Development Forecast of Online Gaming by Regions 2018-2023

### **CHAPTER 3 EMEA MARKET STATUS AND FORECAST BY TYPES**

- 3.1 Whole EMEA Market Status by Types
  - 3.1.1 Consumption Volume of Online Gaming in EMEA by Types
  - 3.1.2 Revenue of Online Gaming in EMEA by Types
- 3.2 EMEA Market Status by Types in Major Countries

- 3.2.1 Market Status by Types in Europe
- 3.2.2 Market Status by Types in Middle East
- 3.2.3 Market Status by Types in Africa
- 3.3 Market Forecast of Online Gaming in EMEA by Types

## **CHAPTER 4 EMEA MARKET STATUS AND FORECAST BY DOWNSTREAM INDUSTRY**

- 4.1 Demand Volume of Online Gaming in EMEA by Downstream Industry
- 4.2 Demand Volume of Online Gaming by Downstream Industry in Major Countries
  - 4.2.1 Demand Volume of Online Gaming by Downstream Industry in Europe
  - 4.2.2 Demand Volume of Online Gaming by Downstream Industry in Middle East
  - 4.2.3 Demand Volume of Online Gaming by Downstream Industry in Africa
- 4.3 Market Forecast of Online Gaming in EMEA by Downstream Industry

## **CHAPTER 5 MARKET DRIVING FACTOR ANALYSIS OF ONLINE GAMING**

- 5.1 EMEA Economy Situation and Trend Overview
- 5.2 Online Gaming Downstream Industry Situation and Trend Overview

## **CHAPTER 6 ONLINE GAMING MARKET COMPETITION STATUS BY MAJOR PLAYERS IN EMEA**

- 6.1 Sales Volume of Online Gaming in EMEA by Major Players
- 6.2 Revenue of Online Gaming in EMEA by Major Players
- 6.3 Basic Information of Online Gaming by Major Players
  - 6.3.1 Headquarters Location and Established Time of Online Gaming Major Players
  - 6.3.2 Employees and Revenue Level of Online Gaming Major Players
- 6.4 Market Competition News and Trend
  - 6.4.1 Merger, Consolidation or Acquisition News
  - 6.4.2 Investment or Disinvestment News
  - 6.4.3 New Product Development and Launch

## **CHAPTER 7 ONLINE GAMING MAJOR MANUFACTURERS INTRODUCTION AND MARKET DATA**

- 7.1 Activision Blizzard Inc.
  - 7.1.1 Company profile
  - 7.1.2 Representative Online Gaming Product

7.1.3 Online Gaming Sales, Revenue, Price and Gross Margin of Activision Blizzard Inc.

7.2 Electronic Arts Inc.

7.2.1 Company profile

7.2.2 Representative Online Gaming Product

7.2.3 Online Gaming Sales, Revenue, Price and Gross Margin of Electronic Arts Inc.

7.3 Giant Interactive Group Inc.

7.3.1 Company profile

7.3.2 Representative Online Gaming Product

7.3.3 Online Gaming Sales, Revenue, Price and Gross Margin of Giant Interactive Group Inc.

7.4 GungHo Online Entertainment Inc.

7.4.1 Company profile

7.4.2 Representative Online Gaming Product

7.4.3 Online Gaming Sales, Revenue, Price and Gross Margin of GungHo Online Entertainment Inc.

7.5 King Digital Entertainment plc

7.5.1 Company profile

7.5.2 Representative Online Gaming Product

7.5.3 Online Gaming Sales, Revenue, Price and Gross Margin of King Digital Entertainment plc

7.6 Microsoft Corp.

7.6.1 Company profile

7.6.2 Representative Online Gaming Product

7.6.3 Online Gaming Sales, Revenue, Price and Gross Margin of Microsoft Corp.

7.7 NCSoft Corp.

7.7.1 Company profile

7.7.2 Representative Online Gaming Product

7.7.3 Online Gaming Sales, Revenue, Price and Gross Margin of NCSoft Corp.

7.8 Sony Corp

7.8.1 Company profile

7.8.2 Representative Online Gaming Product

7.8.3 Online Gaming Sales, Revenue, Price and Gross Margin of Sony Corp

7.9 Take-Two Interactive Software Inc.

7.9.1 Company profile

7.9.2 Representative Online Gaming Product

7.9.3 Online Gaming Sales, Revenue, Price and Gross Margin of Take-Two Interactive Software Inc.

7.10 Tencent Holdings Ltd.

- 7.10.1 Company profile
- 7.10.2 Representative Online Gaming Product
- 7.10.3 Online Gaming Sales, Revenue, Price and Gross Margin of Tencent Holdings Ltd.
- 7.11 Zynga Inc.
  - 7.11.1 Company profile
  - 7.11.2 Representative Online Gaming Product
  - 7.11.3 Online Gaming Sales, Revenue, Price and Gross Margin of Zynga Inc.

## **CHAPTER 8 UPSTREAM AND DOWNSTREAM MARKET ANALYSIS OF ONLINE GAMING**

- 8.1 Industry Chain of Online Gaming
- 8.2 Upstream Market and Representative Companies Analysis
- 8.3 Downstream Market and Representative Companies Analysis

## **CHAPTER 9 COST AND GROSS MARGIN ANALYSIS OF ONLINE GAMING**

- 9.1 Cost Structure Analysis of Online Gaming
- 9.2 Raw Materials Cost Analysis of Online Gaming
- 9.3 Labor Cost Analysis of Online Gaming
- 9.4 Manufacturing Expenses Analysis of Online Gaming

## **CHAPTER 10 MARKETING STATUS ANALYSIS OF ONLINE GAMING**

- 10.1 Marketing Channel
  - 10.1.1 Direct Marketing
  - 10.1.2 Indirect Marketing
  - 10.1.3 Marketing Channel Development Trend
- 10.2 Market Positioning
  - 10.2.1 Pricing Strategy
  - 10.2.2 Brand Strategy
  - 10.2.3 Target Client
- 10.3 Distributors/Traders List

## **CHAPTER 11 REPORT CONCLUSION**

## **CHAPTER 12 RESEARCH METHODOLOGY AND REFERENCE**

## 12.1 Methodology/Research Approach

### 12.1.1 Research Programs/Design

### 12.1.2 Market Size Estimation

### 12.1.3 Market Breakdown and Data Triangulation

## 12.2 Data Source

### 12.2.1 Secondary Sources

### 12.2.2 Primary Sources

## 12.3 Reference

## I would like to order

Product name: Online Gaming-EMEA Market Status and Trend Report 2013-2023

Product link: <https://marketpublishers.com/r/O47021CD11DEN.html>

Price: US\$ 3,480.00 (Single User License / Electronic Delivery)

If you want to order Corporate License or Hard Copy, please, contact our Customer Service:

[info@marketpublishers.com](mailto:info@marketpublishers.com)

## Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/O47021CD11DEN.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