

Online Gaming-Global Market Status and Trend Report 2013-2023

https://marketpublishers.com/r/O4BF70B9BBEEN.html

Date: February 2018

Pages: 142

Price: US\$ 2,480.00 (Single User License)

ID: O4BF70B9BBEEN

Abstracts

Report Summary

Online Gaming-Global 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:

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

Main manufacturers/suppliers of Online Gaming worldwide, 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 global Online Gaming market as:

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

North America

Europe

China

Japan

Rest APAC



Latin America

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

Smartphones Online Gaming
Tablets Online Gaming
Others

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

Young Adults
Adults
Mature Adults
Seniors

Global Online Gaming Market: Manufacturers 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 Global Online Gaming Market Status and Trend 2013-2023
- 1.5.2 Regional Online Gaming Market Status and Trend 2013-2023

CHAPTER 2 GLOBAL MARKET STATUS AND FORECAST BY REGIONS

- 2.1 Market Development of Online Gaming 2013-2017
- 2.2 Production Market of Online Gaming by Regions
- 2.2.1 Production Volume of Online Gaming by Regions
- 2.2.2 Production Value of Online Gaming by Regions
- 2.3 Demand Market of Online Gaming by Regions
- 2.4 Production and Demand Status of Online Gaming by Regions
 - 2.4.1 Production and Demand Status of Online Gaming by Regions 2013-2017
 - 2.4.2 Import and Export Status of Online Gaming by Regions 2013-2017

CHAPTER 3 GLOBAL MARKET STATUS AND FORECAST BY TYPES

- 3.1 Production Volume of Online Gaming by Types
- 3.2 Production Value of Online Gaming by Types
- 3.3 Market Forecast of Online Gaming by Types

CHAPTER 4 GLOBAL MARKET STATUS AND FORECAST BY DOWNSTREAM INDUSTRY



- 4.1 Demand Volume of Online Gaming by Downstream Industry
- 4.2 Market Forecast of Online Gaming by Downstream Industry

CHAPTER 5 MARKET DRIVING FACTOR ANALYSIS OF ONLINE GAMING

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

CHAPTER 6 ONLINE GAMING MARKET COMPETITION STATUS BY MAJOR MANUFACTURERS

- 6.1 Production Volume of Online Gaming by Major Manufacturers
- 6.2 Production Value of Online Gaming by Major Manufacturers
- 6.3 Basic Information of Online Gaming by Major Manufacturers
- 6.3.1 Headquarters Location and Established Time of Online Gaming Major Manufacturer
 - 6.3.2 Employees and Revenue Level of Online Gaming Major Manufacturer
- 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-Global Market Status and Trend Report 2013-2023

Product link: https://marketpublishers.com/r/O4BF70B9BBEEN.html

Price: US\$ 2,480.00 (Single User License / Electronic Delivery)

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

Service:

info@marketpublishers.com

Payment

First name:

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page https://marketpublishers.com/r/O4BF70B9BBEEN.html

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

Last name:	
Email:	
Company:	
Address:	
City:	
Zip code:	
Country:	
Tel:	
Fax:	
Your message:	
	**All fields are required
	Custumer signature

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

& Conditions at https://marketpublishers.com/docs/terms.html

Please, note that by ordering from marketpublishers.com you are agreeing to our Terms