

# Video Game Live Streaming-China Market Status and Trend Report 2013-2023

https://marketpublishers.com/r/V93C1E43FE6EN.html

Date: August 2019

Pages: 145

Price: US\$ 2,980.00 (Single User License)

ID: V93C1E43FE6EN

# **Abstracts**

### **Report Summary**

Video Game Live Streaming-China Market Status and Trend Report 2013-2023 offers a comprehensive analysis on Video Game Live Streaming 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 China and Regional Market Size of Video Game Live Streaming 2013-2017, and development forecast 2018-2023

Main market players of Video Game Live Streaming in China, with company and product introduction, position in the Video Game Live Streaming market Market status and development trend of Video Game Live Streaming by types and applications

Cost and profit status of Video Game Live Streaming, and marketing status Market growth drivers and challenges

The report segments the China Video Game Live Streaming market as:

China Video Game Live Streaming Market: Regional Segment Analysis (Regional Consumption Volume, Consumption Volume, Revenue and Growth Rate 2013-2023):

North China

Northeast China

East China

Central & South China

Southwest China



#### Northwest China

China Video Game Live Streaming Market: Product Type Segment Analysis (Consumption Volume, Average Price, Revenue, Market Share and Trend 2013-2023): Mobile Game

PC Game

China Video Game Live Streaming Market: Application Segment Analysis (Consumption Volume and Market Share 2013-2023; Downstream Customers and Market Analysis)
Age Below 20

Age Between 20-40

Age Higher Than 40

China Video Game Live Streaming Market: Players Segment Analysis (Company and Product introduction, Video Game Live Streaming Sales Volume, Revenue, Price and Gross Margin):

Funny or Die

Twitch

Playstation Vue

Hulu

Netflix

Amazon Instant Video

**HBO Now** 

Crackle

Sling Orange

Vevo

CBS All Access

YouTube TV

DirectTV Now

Acorn TV

IQIYI

FuboTV Premier

Youku

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 VIDEO GAME LIVE STREAMING**

- 1.1 Definition of Video Game Live Streaming in This Report
- 1.2 Commercial Types of Video Game Live Streaming
  - 1.2.1 Mobile Game
  - 1.2.2 PC Game
- 1.3 Downstream Application of Video Game Live Streaming
  - 1.3.1 Age Below
  - 1.3.2 Age Between 20-40
  - 1.3.3 Age Higher Than
- 1.4 Development History of Video Game Live Streaming
- 1.5 Market Status and Trend of Video Game Live Streaming 2013-2023
  - 1.5.1 China Video Game Live Streaming Market Status and Trend 2013-2023
  - 1.5.2 Regional Video Game Live Streaming Market Status and Trend 2013-2023

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

- 2.1 Market Status of Video Game Live Streaming in China 2013-2017
- 2.2 Consumption Market of Video Game Live Streaming in China by Regions
- 2.2.1 Consumption Volume of Video Game Live Streaming in China by Regions
- 2.2.2 Revenue of Video Game Live Streaming in China by Regions
- 2.3 Market Analysis of Video Game Live Streaming in China by Regions
  - 2.3.1 Market Analysis of Video Game Live Streaming in North China 2013-2017
  - 2.3.2 Market Analysis of Video Game Live Streaming in Northeast China 2013-2017
  - 2.3.3 Market Analysis of Video Game Live Streaming in East China 2013-2017
- 2.3.4 Market Analysis of Video Game Live Streaming in Central & South China 2013-2017
  - 2.3.5 Market Analysis of Video Game Live Streaming in Southwest China 2013-2017
  - 2.3.6 Market Analysis of Video Game Live Streaming in Northwest China 2013-2017
- 2.4 Market Development Forecast of Video Game Live Streaming in China 2018-2023
- 2.4.1 Market Development Forecast of Video Game Live Streaming in China 2018-2023
- 2.4.2 Market Development Forecast of Video Game Live Streaming by Regions 2018-2023

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



- 3.1 Whole China Market Status by Types
  - 3.1.1 Consumption Volume of Video Game Live Streaming in China by Types
  - 3.1.2 Revenue of Video Game Live Streaming in China by Types
- 3.2 China Market Status by Types in Major Countries
  - 3.2.1 Market Status by Types in North China
  - 3.2.2 Market Status by Types in Northeast China
  - 3.2.3 Market Status by Types in East China
  - 3.2.4 Market Status by Types in Central & South China
  - 3.2.5 Market Status by Types in Southwest China
  - 3.2.6 Market Status by Types in Northwest China
- 3.3 Market Forecast of Video Game Live Streaming in China by Types

# CHAPTER 4 CHINA MARKET STATUS AND FORECAST BY DOWNSTREAM INDUSTRY

- 4.1 Demand Volume of Video Game Live Streaming in China by Downstream Industry
- 4.2 Demand Volume of Video Game Live Streaming by Downstream Industry in Major Countries
- 4.2.1 Demand Volume of Video Game Live Streaming by Downstream Industry in North China
- 4.2.2 Demand Volume of Video Game Live Streaming by Downstream Industry in Northeast China
- 4.2.3 Demand Volume of Video Game Live Streaming by Downstream Industry in East China
- 4.2.4 Demand Volume of Video Game Live Streaming by Downstream Industry in Central & South China
- 4.2.5 Demand Volume of Video Game Live Streaming by Downstream Industry in Southwest China
- 4.2.6 Demand Volume of Video Game Live Streaming by Downstream Industry in Northwest China
- 4.3 Market Forecast of Video Game Live Streaming in China by Downstream Industry

# CHAPTER 5 MARKET DRIVING FACTOR ANALYSIS OF VIDEO GAME LIVE STREAMING

- 5.1 China Economy Situation and Trend Overview
- 5.2 Video Game Live Streaming Downstream Industry Situation and Trend Overview

# **CHAPTER 6 VIDEO GAME LIVE STREAMING MARKET COMPETITION STATUS BY**



#### **MAJOR PLAYERS IN CHINA**

- 6.1 Sales Volume of Video Game Live Streaming in China by Major Players
- 6.2 Revenue of Video Game Live Streaming in China by Major Players
- 6.3 Basic Information of Video Game Live Streaming by Major Players
- 6.3.1 Headquarters Location and Established Time of Video Game Live Streaming Major Players
- 6.3.2 Employees and Revenue Level of Video Game Live Streaming 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 VIDEO GAME LIVE STREAMING MAJOR MANUFACTURERS INTRODUCTION AND MARKET DATA

- 7.1 Funny or Die
  - 7.1.1 Company profile
  - 7.1.2 Representative Video Game Live Streaming Product
- 7.1.3 Video Game Live Streaming Sales, Revenue, Price and Gross Margin of Funny or Die
- 7.2 Twitch
  - 7.2.1 Company profile
  - 7.2.2 Representative Video Game Live Streaming Product
  - 7.2.3 Video Game Live Streaming Sales, Revenue, Price and Gross Margin of Twitch
- 7.3 Playstation Vue
  - 7.3.1 Company profile
  - 7.3.2 Representative Video Game Live Streaming Product
- 7.3.3 Video Game Live Streaming Sales, Revenue, Price and Gross Margin of Playstation Vue
- 7.4 Hulu
  - 7.4.1 Company profile
  - 7.4.2 Representative Video Game Live Streaming Product
- 7.4.3 Video Game Live Streaming Sales, Revenue, Price and Gross Margin of Hulu
- 7.5 Netflix
  - 7.5.1 Company profile
  - 7.5.2 Representative Video Game Live Streaming Product
  - 7.5.3 Video Game Live Streaming Sales, Revenue, Price and Gross Margin of Netflix
- 7.6 Amazon Instant Video



- 7.6.1 Company profile
- 7.6.2 Representative Video Game Live Streaming Product
- 7.6.3 Video Game Live Streaming Sales, Revenue, Price and Gross Margin of

## Amazon Instant Video

- 7.7 HBO Now
  - 7.7.1 Company profile
  - 7.7.2 Representative Video Game Live Streaming Product
- 7.7.3 Video Game Live Streaming Sales, Revenue, Price and Gross Margin of HBO Now
- 7.8 Crackle
  - 7.8.1 Company profile
  - 7.8.2 Representative Video Game Live Streaming Product
  - 7.8.3 Video Game Live Streaming Sales, Revenue, Price and Gross Margin of Crackle
- 7.9 Sling Orange
  - 7.9.1 Company profile
  - 7.9.2 Representative Video Game Live Streaming Product
- 7.9.3 Video Game Live Streaming Sales, Revenue, Price and Gross Margin of Sling Orange
- 7.10 Vevo
  - 7.10.1 Company profile
  - 7.10.2 Representative Video Game Live Streaming Product
  - 7.10.3 Video Game Live Streaming Sales, Revenue, Price and Gross Margin of Vevo
- 7.11 CBS All Access
  - 7.11.1 Company profile
  - 7.11.2 Representative Video Game Live Streaming Product
- 7.11.3 Video Game Live Streaming Sales, Revenue, Price and Gross Margin of CBS All Access
- 7.12 YouTube TV
  - 7.12.1 Company profile
  - 7.12.2 Representative Video Game Live Streaming Product
- 7.12.3 Video Game Live Streaming Sales, Revenue, Price and Gross Margin of

#### YouTube TV

- 7.13 DirectTV Now
  - 7.13.1 Company profile
- 7.13.2 Representative Video Game Live Streaming Product
- 7.13.3 Video Game Live Streaming Sales, Revenue, Price and Gross Margin of

### DirectTV Now

- 7.14 Acorn TV
- 7.14.1 Company profile



- 7.14.2 Representative Video Game Live Streaming Product
- 7.14.3 Video Game Live Streaming Sales, Revenue, Price and Gross Margin of Acorn
- 7.15 IQIYI
- 7.15.1 Company profile
- 7.15.2 Representative Video Game Live Streaming Product
- 7.15.3 Video Game Live Streaming Sales, Revenue, Price and Gross Margin of IQIYI
- 7.16 FuboTV Premier
- 7.17 Youku

# CHAPTER 8 UPSTREAM AND DOWNSTREAM MARKET ANALYSIS OF VIDEO GAME LIVE STREAMING

- 8.1 Industry Chain of Video Game Live Streaming
- 8.2 Upstream Market and Representative Companies Analysis
- 8.3 Downstream Market and Representative Companies Analysis

# CHAPTER 9 COST AND GROSS MARGIN ANALYSIS OF VIDEO GAME LIVE STREAMING

- 9.1 Cost Structure Analysis of Video Game Live Streaming
- 9.2 Raw Materials Cost Analysis of Video Game Live Streaming
- 9.3 Labor Cost Analysis of Video Game Live Streaming
- 9.4 Manufacturing Expenses Analysis of Video Game Live Streaming

# CHAPTER 10 MARKETING STATUS ANALYSIS OF VIDEO GAME LIVE STREAMING

- 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: Video Game Live Streaming-China Market Status and Trend Report 2013-2023

Product link: https://marketpublishers.com/r/V93C1E43FE6EN.html

Price: US\$ 2,980.00 (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 <a href="https://marketpublishers.com/r/V93C1E43FE6EN.html">https://marketpublishers.com/r/V93C1E43FE6EN.html</a>

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 <a href="https://marketpublishers.com/docs/terms.html">https://marketpublishers.com/docs/terms.html</a>

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