

Augmented Reality Mobile Games Market, Global Outlook and Forecast 2022-2028

<https://marketpublishers.com/r/A6E6E215A60FEN.html>

Date: March 2022

Pages: 100

Price: US\$ 3,250.00 (Single User License)

ID: A6E6E215A60FEN

Abstracts

Augmented reality (AR) is an interactive experience of a real-world environment where the objects that reside in the real-world are 'augmented' by computer-generated perceptual information, sometimes across multiple sensory modalities, including visual, auditory, haptic, somatosensory, and olfactory. The overlaid sensory information can be constructive (i.e. additive to the natural environment) or destructive (i.e. masking of the natural environment) and is seamlessly interwoven with the physical world such that it is perceived as an immersive aspect of the real environment. In this way, augmented reality alters one's ongoing perception of a real-world environment, whereas virtual reality completely replaces the user's real-world environment with a simulated one. Augmented reality is related to two largely synonymous terms: mixed reality and computer-mediated reality.

This report contains market size and forecasts of Augmented Reality Mobile Games in Global, including the following market information:

Global Augmented Reality Mobile Games Market Revenue, 2017-2022, 2023-2028, (\$ millions)

Global top five companies in 2021 (%)

The global Augmented Reality Mobile Games market was valued at million in 2021 and is projected to reach US\$ million by 2028, at a CAGR of % during the forecast period.

The U.S. Market is Estimated at \$ Million in 2021, While China is Forecast to Reach \$ Million by 2028.

Geographical Location-based Segment to Reach \$ Million by 2028, with a % CAGR in next six years.

The global key manufacturers of Augmented Reality Mobile Games include Niantic, Sony, Six to Start, Nordau Creative, Machine Zone, Sony, Microsoft, Tencent and Netease, etc. In 2021, the global top five players have a share approximately % in terms of revenue.

MARKET MONITOR GLOBAL, INC (MMG) has surveyed the Augmented Reality Mobile Games companies, and industry experts on this industry, involving the revenue, demand, product type, recent developments and plans, industry trends, drivers, challenges, obstacles, and potential risks.

Total Market by Segment:

Global Augmented Reality Mobile Games Market, by Type, 2017-2022, 2023-2028 (\$ millions)

Global Augmented Reality Mobile Games Market Segment Percentages, by Type, 2021 (%)

Geographical Location-based

None Geographical Location-based

Global Augmented Reality Mobile Games Market, by Application, 2017-2022, 2023-2028 (\$ millions)

Global Augmented Reality Mobile Games Market Segment Percentages, by Application, 2021 (%)

Mobile Phones

Tablet

Global Augmented Reality Mobile Games Market, By Region and Country, 2017-2022, 2023-2028 (\$ Millions)

Global Augmented Reality Mobile Games Market Segment Percentages, By Region and Country, 2021 (%)

North America

US

Canada

Mexico

Europe

Germany

France

U.K.

Italy

Russia

Nordic Countries

Benelux

Rest of Europe

Asia

China

Japan

South Korea

Southeast Asia

India

Rest of Asia

South America

Brazil

Argentina

Rest of South America

Middle East & Africa

Turkey

Israel

Saudi Arabia

UAE

Rest of Middle East & Africa

Competitor Analysis

The report also provides analysis of leading market participants including:

Key companies Augmented Reality Mobile Games revenues in global market, 2017-2022 (estimated), (\$ millions)

Key companies Augmented Reality Mobile Games revenues share in global market, 2021 (%)

Further, the report presents profiles of competitors in the market, key players include:

Niantic

Sony

Six to Start

Nordau Creative

Machine Zone

Sony

Microsoft

Tencent

Netease

Supercell

Netmarble

King Digital Entertainment

EA Mobile

Mixi

GungHo Online Entertainment

Nintendo

Jam City

Contents

1 INTRODUCTION TO RESEARCH & ANALYSIS REPORTS

- 1.1 Augmented Reality Mobile Games Market Definition
- 1.2 Market Segments
 - 1.2.1 Market by Type
 - 1.2.2 Market by Application
- 1.3 Global Augmented Reality Mobile Games Market Overview
- 1.4 Features & Benefits of This Report
- 1.5 Methodology & Sources of Information
 - 1.5.1 Research Methodology
 - 1.5.2 Research Process
 - 1.5.3 Base Year
 - 1.5.4 Report Assumptions & Caveats

2 GLOBAL AUGMENTED REALITY MOBILE GAMES OVERALL MARKET SIZE

- 2.1 Global Augmented Reality Mobile Games Market Size: 2021 VS 2028
- 2.2 Global Augmented Reality Mobile Games Market Size, Prospects & Forecasts: 2017-2028
- 2.3 Key Market Trends, Opportunity, Drivers and Restraints
 - 2.3.1 Market Opportunities & Trends
 - 2.3.2 Market Drivers
 - 2.3.3 Market Restraints

3 COMPANY LANDSCAPE

- 3.1 Top Augmented Reality Mobile Games Players in Global Market
- 3.2 Top Global Augmented Reality Mobile Games Companies Ranked by Revenue
- 3.3 Global Augmented Reality Mobile Games Revenue by Companies
- 3.4 Top 3 and Top 5 Augmented Reality Mobile Games Companies in Global Market, by Revenue in 2021
- 3.5 Global Companies Augmented Reality Mobile Games Product Type
- 3.6 Tier 1, Tier 2 and Tier 3 Augmented Reality Mobile Games Players in Global Market
 - 3.6.1 List of Global Tier 1 Augmented Reality Mobile Games Companies
 - 3.6.2 List of Global Tier 2 and Tier 3 Augmented Reality Mobile Games Companies

4 MARKET SIGHTS BY PRODUCT

4.1 Overview

4.1.1 by Type - Global Augmented Reality Mobile Games Market Size Markets, 2021 & 2028

4.1.2 Geographical Location-based

4.1.3 None Geographical Location-based

4.2 By Type - Global Augmented Reality Mobile Games Revenue & Forecasts

4.2.1 By Type - Global Augmented Reality Mobile Games Revenue, 2017-2022

4.2.2 By Type - Global Augmented Reality Mobile Games Revenue, 2023-2028

4.2.3 By Type - Global Augmented Reality Mobile Games Revenue Market Share, 2017-2028

5 SIGHTS BY APPLICATION

5.1 Overview

5.1.1 By Application - Global Augmented Reality Mobile Games Market Size, 2021 & 2028

5.1.2 Mobile Phones

5.1.3 Tablet

5.2 By Application - Global Augmented Reality Mobile Games Revenue & Forecasts

5.2.1 By Application - Global Augmented Reality Mobile Games Revenue, 2017-2022

5.2.2 By Application - Global Augmented Reality Mobile Games Revenue, 2023-2028

5.2.3 By Application - Global Augmented Reality Mobile Games Revenue Market Share, 2017-2028

6 SIGHTS BY REGION

6.1 By Region - Global Augmented Reality Mobile Games Market Size, 2021 & 2028

6.2 By Region - Global Augmented Reality Mobile Games Revenue & Forecasts

6.2.1 By Region - Global Augmented Reality Mobile Games Revenue, 2017-2022

6.2.2 By Region - Global Augmented Reality Mobile Games Revenue, 2023-2028

6.2.3 By Region - Global Augmented Reality Mobile Games Revenue Market Share, 2017-2028

6.3 North America

6.3.1 By Country - North America Augmented Reality Mobile Games Revenue, 2017-2028

6.3.2 US Augmented Reality Mobile Games Market Size, 2017-2028

6.3.3 Canada Augmented Reality Mobile Games Market Size, 2017-2028

6.3.4 Mexico Augmented Reality Mobile Games Market Size, 2017-2028

6.4 Europe

6.4.1 By Country - Europe Augmented Reality Mobile Games Revenue, 2017-2028

6.4.2 Germany Augmented Reality Mobile Games Market Size, 2017-2028

6.4.3 France Augmented Reality Mobile Games Market Size, 2017-2028

6.4.4 U.K. Augmented Reality Mobile Games Market Size, 2017-2028

6.4.5 Italy Augmented Reality Mobile Games Market Size, 2017-2028

6.4.6 Russia Augmented Reality Mobile Games Market Size, 2017-2028

6.4.7 Nordic Countries Augmented Reality Mobile Games Market Size, 2017-2028

6.4.8 Benelux Augmented Reality Mobile Games Market Size, 2017-2028

6.5 Asia

6.5.1 By Region - Asia Augmented Reality Mobile Games Revenue, 2017-2028

6.5.2 China Augmented Reality Mobile Games Market Size, 2017-2028

6.5.3 Japan Augmented Reality Mobile Games Market Size, 2017-2028

6.5.4 South Korea Augmented Reality Mobile Games Market Size, 2017-2028

6.5.5 Southeast Asia Augmented Reality Mobile Games Market Size, 2017-2028

6.5.6 India Augmented Reality Mobile Games Market Size, 2017-2028

6.6 South America

6.6.1 By Country - South America Augmented Reality Mobile Games Revenue, 2017-2028

6.6.2 Brazil Augmented Reality Mobile Games Market Size, 2017-2028

6.6.3 Argentina Augmented Reality Mobile Games Market Size, 2017-2028

6.7 Middle East & Africa

6.7.1 By Country - Middle East & Africa Augmented Reality Mobile Games Revenue, 2017-2028

6.7.2 Turkey Augmented Reality Mobile Games Market Size, 2017-2028

6.7.3 Israel Augmented Reality Mobile Games Market Size, 2017-2028

6.7.4 Saudi Arabia Augmented Reality Mobile Games Market Size, 2017-2028

6.7.5 UAE Augmented Reality Mobile Games Market Size, 2017-2028

7 PLAYERS PROFILES

7.1 Niantic

7.1.1 Niantic Corporate Summary

7.1.2 Niantic Business Overview

7.1.3 Niantic Augmented Reality Mobile Games Major Product Offerings

7.1.4 Niantic Augmented Reality Mobile Games Revenue in Global Market (2017-2022)

7.1.5 Niantic Key News

7.2 Sony

- 7.2.1 Sony Corporate Summary
- 7.2.2 Sony Business Overview
- 7.2.3 Sony Augmented Reality Mobile Games Major Product Offerings
- 7.2.4 Sony Augmented Reality Mobile Games Revenue in Global Market (2017-2022)
- 7.2.5 Sony Key News
- 7.3 Six to Start
 - 7.3.1 Six to Start Corporate Summary
 - 7.3.2 Six to Start Business Overview
 - 7.3.3 Six to Start Augmented Reality Mobile Games Major Product Offerings
 - 7.3.4 Six to Start Augmented Reality Mobile Games Revenue in Global Market (2017-2022)
 - 7.3.5 Six to Start Key News
- 7.4 Nordau Creative
 - 7.4.1 Nordau Creative Corporate Summary
 - 7.4.2 Nordau Creative Business Overview
 - 7.4.3 Nordau Creative Augmented Reality Mobile Games Major Product Offerings
 - 7.4.4 Nordau Creative Augmented Reality Mobile Games Revenue in Global Market (2017-2022)
 - 7.4.5 Nordau Creative Key News
- 7.5 Machine Zone
 - 7.5.1 Machine Zone Corporate Summary
 - 7.5.2 Machine Zone Business Overview
 - 7.5.3 Machine Zone Augmented Reality Mobile Games Major Product Offerings
 - 7.5.4 Machine Zone Augmented Reality Mobile Games Revenue in Global Market (2017-2022)
 - 7.5.5 Machine Zone Key News
- 7.6 Sony
 - 7.6.1 Sony Corporate Summary
 - 7.6.2 Sony Business Overview
 - 7.6.3 Sony Augmented Reality Mobile Games Major Product Offerings
 - 7.6.4 Sony Augmented Reality Mobile Games Revenue in Global Market (2017-2022)
 - 7.6.5 Sony Key News
- 7.7 Microsoft
 - 7.7.1 Microsoft Corporate Summary
 - 7.7.2 Microsoft Business Overview
 - 7.7.3 Microsoft Augmented Reality Mobile Games Major Product Offerings
 - 7.7.4 Microsoft Augmented Reality Mobile Games Revenue in Global Market (2017-2022)
 - 7.7.5 Microsoft Key News

7.8 Tencent

7.8.1 Tencent Corporate Summary

7.8.2 Tencent Business Overview

7.8.3 Tencent Augmented Reality Mobile Games Major Product Offerings

7.8.4 Tencent Augmented Reality Mobile Games Revenue in Global Market (2017-2022)

7.8.5 Tencent Key News

7.9 Netease

7.9.1 Netease Corporate Summary

7.9.2 Netease Business Overview

7.9.3 Netease Augmented Reality Mobile Games Major Product Offerings

7.9.4 Netease Augmented Reality Mobile Games Revenue in Global Market (2017-2022)

7.9.5 Netease Key News

7.10 Supercell

7.10.1 Supercell Corporate Summary

7.10.2 Supercell Business Overview

7.10.3 Supercell Augmented Reality Mobile Games Major Product Offerings

7.10.4 Supercell Augmented Reality Mobile Games Revenue in Global Market (2017-2022)

7.10.5 Supercell Key News

7.11 Netmarble

7.11.1 Netmarble Corporate Summary

7.11.2 Netmarble Business Overview

7.11.3 Netmarble Augmented Reality Mobile Games Major Product Offerings

7.11.4 Netmarble Augmented Reality Mobile Games Revenue in Global Market (2017-2022)

7.11.5 Netmarble Key News

7.12 King Digital Entertainment

7.12.1 King Digital Entertainment Corporate Summary

7.12.2 King Digital Entertainment Business Overview

7.12.3 King Digital Entertainment Augmented Reality Mobile Games Major Product Offerings

7.12.4 King Digital Entertainment Augmented Reality Mobile Games Revenue in Global Market (2017-2022)

7.12.5 King Digital Entertainment Key News

7.13 EA Mobile

7.13.1 EA Mobile Corporate Summary

7.13.2 EA Mobile Business Overview

- 7.13.3 EA Mobile Augmented Reality Mobile Games Major Product Offerings
- 7.13.4 EA Mobile Augmented Reality Mobile Games Revenue in Global Market (2017-2022)
- 7.13.5 EA Mobile Key News
- 7.14 Mixi
 - 7.14.1 Mixi Corporate Summary
 - 7.14.2 Mixi Business Overview
 - 7.14.3 Mixi Augmented Reality Mobile Games Major Product Offerings
 - 7.14.4 Mixi Augmented Reality Mobile Games Revenue in Global Market (2017-2022)
 - 7.14.5 Mixi Key News
- 7.15 GungHo Online Entertainment
 - 7.15.1 GungHo Online Entertainment Corporate Summary
 - 7.15.2 GungHo Online Entertainment Business Overview
 - 7.15.3 GungHo Online Entertainment Augmented Reality Mobile Games Major Product Offerings
 - 7.15.4 GungHo Online Entertainment Augmented Reality Mobile Games Revenue in Global Market (2017-2022)
 - 7.15.5 GungHo Online Entertainment Key News
- 7.16 Nintendo
 - 7.16.1 Nintendo Corporate Summary
 - 7.16.2 Nintendo Business Overview
 - 7.16.3 Nintendo Augmented Reality Mobile Games Major Product Offerings
 - 7.16.4 Nintendo Augmented Reality Mobile Games Revenue in Global Market (2017-2022)
 - 7.16.5 Nintendo Key News
- 7.17 Jam City
 - 7.17.1 Jam City Corporate Summary
 - 7.17.2 Jam City Business Overview
 - 7.17.3 Jam City Augmented Reality Mobile Games Major Product Offerings
 - 7.17.4 Jam City Augmented Reality Mobile Games Revenue in Global Market (2017-2022)
 - 7.17.5 Jam City Key News

8 CONCLUSION

9 APPENDIX

- 9.1 Note
- 9.2 Examples of Clients

9.3 Disclaimer

List Of Tables

LIST OF TABLES

Table 1. Augmented Reality Mobile Games Market Opportunities & Trends in Global Market

Table 2. Augmented Reality Mobile Games Market Drivers in Global Market

Table 3. Augmented Reality Mobile Games Market Restraints in Global Market

Table 4. Key Players of Augmented Reality Mobile Games in Global Market

Table 5. Top Augmented Reality Mobile Games Players in Global Market, Ranking by Revenue (2021)

Table 6. Global Augmented Reality Mobile Games Revenue by Companies, (US\$, Mn), 2017-2022

Table 7. Global Augmented Reality Mobile Games Revenue Share by Companies, 2017-2022

Table 8. Global Companies Augmented Reality Mobile Games Product Type

Table 9. List of Global Tier 1 Augmented Reality Mobile Games Companies, Revenue (US\$, Mn) in 2021 and Market Share

Table 10. List of Global Tier 2 and Tier 3 Augmented Reality Mobile Games Companies, Revenue (US\$, Mn) in 2021 and Market Share

Table 11. By Type – Global Augmented Reality Mobile Games Revenue, (US\$, Mn), 2021 & 2028

Table 12. By Type - Augmented Reality Mobile Games Revenue in Global (US\$, Mn), 2017-2022

Table 13. By Type - Augmented Reality Mobile Games Revenue in Global (US\$, Mn), 2023-2028

Table 14. By Application – Global Augmented Reality Mobile Games Revenue, (US\$, Mn), 2021 & 2028

Table 15. By Application - Augmented Reality Mobile Games Revenue in Global (US\$, Mn), 2017-2022

Table 16. By Application - Augmented Reality Mobile Games Revenue in Global (US\$, Mn), 2023-2028

Table 17. By Region – Global Augmented Reality Mobile Games Revenue, (US\$, Mn), 2021 & 2028

Table 18. By Region - Global Augmented Reality Mobile Games Revenue (US\$, Mn), 2017-2022

Table 19. By Region - Global Augmented Reality Mobile Games Revenue (US\$, Mn), 2023-2028

Table 20. By Country - North America Augmented Reality Mobile Games Revenue,

(US\$, Mn), 2017-2022

Table 21. By Country - North America Augmented Reality Mobile Games Revenue, (US\$, Mn), 2023-2028

Table 22. By Country - Europe Augmented Reality Mobile Games Revenue, (US\$, Mn), 2017-2022

Table 23. By Country - Europe Augmented Reality Mobile Games Revenue, (US\$, Mn), 2023-2028

Table 24. By Region - Asia Augmented Reality Mobile Games Revenue, (US\$, Mn), 2017-2022

Table 25. By Region - Asia Augmented Reality Mobile Games Revenue, (US\$, Mn), 2023-2028

Table 26. By Country - South America Augmented Reality Mobile Games Revenue, (US\$, Mn), 2017-2022

Table 27. By Country - South America Augmented Reality Mobile Games Revenue, (US\$, Mn), 2023-2028

Table 28. By Country - Middle East & Africa Augmented Reality Mobile Games Revenue, (US\$, Mn), 2017-2022

Table 29. By Country - Middle East & Africa Augmented Reality Mobile Games Revenue, (US\$, Mn), 2023-2028

Table 30. Niantic Corporate Summary

Table 31. Niantic Augmented Reality Mobile Games Product Offerings

Table 32. Niantic Augmented Reality Mobile Games Revenue (US\$, Mn), (2017-2022)

Table 33. Sony Corporate Summary

Table 34. Sony Augmented Reality Mobile Games Product Offerings

Table 35. Sony Augmented Reality Mobile Games Revenue (US\$, Mn), (2017-2022)

Table 36. Six to Start Corporate Summary

Table 37. Six to Start Augmented Reality Mobile Games Product Offerings

Table 38. Six to Start Augmented Reality Mobile Games Revenue (US\$, Mn), (2017-2022)

Table 39. Nordau Creative Corporate Summary

Table 40. Nordau Creative Augmented Reality Mobile Games Product Offerings

Table 41. Nordau Creative Augmented Reality Mobile Games Revenue (US\$, Mn), (2017-2022)

Table 42. Machine Zone Corporate Summary

Table 43. Machine Zone Augmented Reality Mobile Games Product Offerings

Table 44. Machine Zone Augmented Reality Mobile Games Revenue (US\$, Mn), (2017-2022)

Table 45. Sony Corporate Summary

Table 46. Sony Augmented Reality Mobile Games Product Offerings

- Table 47. Sony Augmented Reality Mobile Games Revenue (US\$, Mn), (2017-2022)
- Table 48. Microsoft Corporate Summary
- Table 49. Microsoft Augmented Reality Mobile Games Product Offerings
- Table 50. Microsoft Augmented Reality Mobile Games Revenue (US\$, Mn), (2017-2022)
- Table 51. Tencent Corporate Summary
- Table 52. Tencent Augmented Reality Mobile Games Product Offerings
- Table 53. Tencent Augmented Reality Mobile Games Revenue (US\$, Mn), (2017-2022)
- Table 54. Netease Corporate Summary
- Table 55. Netease Augmented Reality Mobile Games Product Offerings
- Table 56. Netease Augmented Reality Mobile Games Revenue (US\$, Mn), (2017-2022)
- Table 57. Supercell Corporate Summary
- Table 58. Supercell Augmented Reality Mobile Games Product Offerings
- Table 59. Supercell Augmented Reality Mobile Games Revenue (US\$, Mn), (2017-2022)
- Table 60. Netmarble Corporate Summary
- Table 61. Netmarble Augmented Reality Mobile Games Product Offerings
- Table 62. Netmarble Augmented Reality Mobile Games Revenue (US\$, Mn), (2017-2022)
- Table 63. King Digital Entertainment Corporate Summary
- Table 64. King Digital Entertainment Augmented Reality Mobile Games Product Offerings
- Table 65. King Digital Entertainment Augmented Reality Mobile Games Revenue (US\$, Mn), (2017-2022)
- Table 66. EA Mobile Corporate Summary
- Table 67. EA Mobile Augmented Reality Mobile Games Product Offerings
- Table 68. EA Mobile Augmented Reality Mobile Games Revenue (US\$, Mn), (2017-2022)
- Table 69. Mixi Corporate Summary
- Table 70. Mixi Augmented Reality Mobile Games Product Offerings
- Table 71. Mixi Augmented Reality Mobile Games Revenue (US\$, Mn), (2017-2022)
- Table 72. GungHo Online Entertainment Corporate Summary
- Table 73. GungHo Online Entertainment Augmented Reality Mobile Games Product Offerings
- Table 74. GungHo Online Entertainment Augmented Reality Mobile Games Revenue (US\$, Mn), (2017-2022)
- Table 75. Nintendo Corporate Summary
- Table 76. Nintendo Augmented Reality Mobile Games Product Offerings
- Table 77. Nintendo Augmented Reality Mobile Games Revenue (US\$, Mn),

(2017-2022)

Table 78. Jam City Corporate Summary

Table 79. Jam City Augmented Reality Mobile Games Product Offerings

Table 80. Jam City Augmented Reality Mobile Games Revenue (US\$, Mn), (2017-2022)

List Of Figures

LIST OF FIGURES

- Figure 1. Augmented Reality Mobile Games Segment by Type in 2021
- Figure 2. Augmented Reality Mobile Games Segment by Application in 2021
- Figure 3. Global Augmented Reality Mobile Games Market Overview: 2021
- Figure 4. Key Caveats
- Figure 5. Global Augmented Reality Mobile Games Market Size: 2021 VS 2028 (US\$, Mn)
- Figure 6. Global Augmented Reality Mobile Games Revenue, 2017-2028 (US\$, Mn)
- Figure 7. The Top 3 and 5 Players Market Share by Augmented Reality Mobile Games Revenue in 2021
- Figure 8. By Type - Global Augmented Reality Mobile Games Revenue Market Share, 2017-2028
- Figure 9. By Application - Global Augmented Reality Mobile Games Revenue Market Share, 2017-2028
- Figure 10. By Region - Global Augmented Reality Mobile Games Revenue Market Share, 2017-2028
- Figure 11. By Country - North America Augmented Reality Mobile Games Revenue Market Share, 2017-2028
- Figure 12. US Augmented Reality Mobile Games Revenue, (US\$, Mn), 2017-2028
- Figure 13. Canada Augmented Reality Mobile Games Revenue, (US\$, Mn), 2017-2028
- Figure 14. Mexico Augmented Reality Mobile Games Revenue, (US\$, Mn), 2017-2028
- Figure 15. By Country - Europe Augmented Reality Mobile Games Revenue Market Share, 2017-2028
- Figure 16. Germany Augmented Reality Mobile Games Revenue, (US\$, Mn), 2017-2028
- Figure 17. France Augmented Reality Mobile Games Revenue, (US\$, Mn), 2017-2028
- Figure 18. U.K. Augmented Reality Mobile Games Revenue, (US\$, Mn), 2017-2028
- Figure 19. Italy Augmented Reality Mobile Games Revenue, (US\$, Mn), 2017-2028
- Figure 20. Russia Augmented Reality Mobile Games Revenue, (US\$, Mn), 2017-2028
- Figure 21. Nordic Countries Augmented Reality Mobile Games Revenue, (US\$, Mn), 2017-2028
- Figure 22. Benelux Augmented Reality Mobile Games Revenue, (US\$, Mn), 2017-2028
- Figure 23. By Region - Asia Augmented Reality Mobile Games Revenue Market Share, 2017-2028
- Figure 24. China Augmented Reality Mobile Games Revenue, (US\$, Mn), 2017-2028
- Figure 25. Japan Augmented Reality Mobile Games Revenue, (US\$, Mn), 2017-2028

Figure 26. South Korea Augmented Reality Mobile Games Revenue, (US\$, Mn), 2017-2028

Figure 27. Southeast Asia Augmented Reality Mobile Games Revenue, (US\$, Mn), 2017-2028

Figure 28. India Augmented Reality Mobile Games Revenue, (US\$, Mn), 2017-2028

Figure 29. By Country - South America Augmented Reality Mobile Games Revenue Market Share, 2017-2028

Figure 30. Brazil Augmented Reality Mobile Games Revenue, (US\$, Mn), 2017-2028

Figure 31. Argentina Augmented Reality Mobile Games Revenue, (US\$, Mn), 2017-2028

Figure 32. By Country - Middle East & Africa Augmented Reality Mobile Games Revenue Market Share, 2017-2028

Figure 33. Turkey Augmented Reality Mobile Games Revenue, (US\$, Mn), 2017-2028

Figure 34. Israel Augmented Reality Mobile Games Revenue, (US\$, Mn), 2017-2028

Figure 35. Saudi Arabia Augmented Reality Mobile Games Revenue, (US\$, Mn), 2017-2028

Figure 36. UAE Augmented Reality Mobile Games Revenue, (US\$, Mn), 2017-2028

Figure 37. Niantic Augmented Reality Mobile Games Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 38. Sony Augmented Reality Mobile Games Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 39. Six to Start Augmented Reality Mobile Games Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 40. Nordau Creative Augmented Reality Mobile Games Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 41. Machine Zone Augmented Reality Mobile Games Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 42. Sony Augmented Reality Mobile Games Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 43. Microsoft Augmented Reality Mobile Games Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 44. Tencent Augmented Reality Mobile Games Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 45. Netease Augmented Reality Mobile Games Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 46. Supercell Augmented Reality Mobile Games Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 47. Netmarble Augmented Reality Mobile Games Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 48. King Digital Entertainment Augmented Reality Mobile Games Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 49. EA Mobile Augmented Reality Mobile Games Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 50. Mixi Augmented Reality Mobile Games Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 51. GungHo Online Entertainment Augmented Reality Mobile Games Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 52. Nintendo Augmented Reality Mobile Games Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 53. Jam City Augmented Reality Mobile Games Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

I would like to order

Product name: Augmented Reality Mobile Games Market, Global Outlook and Forecast 2022-2028

Product link: <https://marketpublishers.com/r/A6E6E215A60FEN.html>

Price: US\$ 3,250.00 (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/A6E6E215A60FEN.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