

Game Applications Market, Global Outlook and Forecast 2022-2028

<https://marketpublishers.com/r/G7EA3D06B3FCEN.html>

Date: June 2022

Pages: 100

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

ID: G7EA3D06B3FCEN

Abstracts

A Game Application is a type of apps. Apps - Applications are softwares installed in your device. With increasing digitalization, the penetration of smartphones with advanced hardware capabilities has also been increasing over the last couple of years. In addition, there are very few entry barriers to this market. Gaming apps are the best alternative to video games and computer games considering convenience. Using the availability of resources, the development of the gaming app is less complex.

This report contains market size and forecasts of Game Applications in Global, including the following market information:

Global Game Applications Market Revenue, 2017-2022, 2023-2028, (\$ millions)

Global top five companies in 2021 (%)

The global Game Applications market was valued at million in 2021 and is projected to reach US\$ million by 2028, at a CAGR of % during the forecast period 2022-2028.

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

Entertainment Segment to Reach \$ Million by 2028, with a % CAGR in next six years.

The global key manufacturers of Game Applications include Tencent, Nintendo, Activision Blizzard, Ubisoft, Electronic Arts Inc., Games Inc. (Take-two Interactive), Bethesda Softworks LLC, Zynga and Epic Games, Inc., etc. In 2021, the global top five players have a share approximately % in terms of revenue.

MARKET MONITOR GLOBAL, INC (MMG) has surveyed the Game Applications 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 Game Applications Market, by Type, 2017-2022, 2023-2028 (\$ millions)

Global Game Applications Market Segment Percentages, by Type, 2021 (%)

Entertainment

Education

Electronic Sports

Others

Global Game Applications Market, by Application, 2017-2022, 2023-2028 (\$ millions)

Global Game Applications Market Segment Percentages, by Application, 2021 (%)

Android

IOS

Others

Global Game Applications Market, By Region and Country, 2017-2022, 2023-2028 (\$ Millions)

Global Game Applications 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 Game Applications revenues in global market, 2017-2022 (estimated), (\$ millions)

Key companies Game Applications revenues share in global market, 2021 (%)

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

Tencent

Nintendo

Activision Blizzard

Ubisoft

Electronic Arts Inc.

Games Inc. (Take-two Interactive)

Bethesda Softworks LLC

Zynga

Epic Games, Inc.

NetEase, Inc.

GungHo Online Entertainment Inc. (SoftBank Group)

Kabam Games Inc.

Rovio Entertainment Corporation

Atari

Bandai Namco

FarSight Studios

Taito

Game Circus

Backbone Entertainment

Contents

1 INTRODUCTION TO RESEARCH & ANALYSIS REPORTS

- 1.1 Game Applications Market Definition
- 1.2 Market Segments
 - 1.2.1 Market by Type
 - 1.2.2 Market by Application
- 1.3 Global Game Applications 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 GAME APPLICATIONS OVERALL MARKET SIZE

- 2.1 Global Game Applications Market Size: 2021 VS 2028
- 2.2 Global Game Applications 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 Game Applications Players in Global Market
- 3.2 Top Global Game Applications Companies Ranked by Revenue
- 3.3 Global Game Applications Revenue by Companies
- 3.4 Top 3 and Top 5 Game Applications Companies in Global Market, by Revenue in 2021
- 3.5 Global Companies Game Applications Product Type
- 3.6 Tier 1, Tier 2 and Tier 3 Game Applications Players in Global Market
 - 3.6.1 List of Global Tier 1 Game Applications Companies
 - 3.6.2 List of Global Tier 2 and Tier 3 Game Applications Companies

4 MARKET SIGHTS BY PRODUCT

4.1 Overview

- 4.1.1 by Type - Global Game Applications Market Size Markets, 2021 & 2028
- 4.1.2 Entertainment
- 4.1.3 Education
- 4.1.4 Electronic Sports
- 4.1.5 Others

4.2 By Type - Global Game Applications Revenue & Forecasts

- 4.2.1 By Type - Global Game Applications Revenue, 2017-2022
- 4.2.2 By Type - Global Game Applications Revenue, 2023-2028
- 4.2.3 By Type - Global Game Applications Revenue Market Share, 2017-2028

5 SIGHTS BY APPLICATION

5.1 Overview

- 5.1.1 By Application - Global Game Applications Market Size, 2021 & 2028
- 5.1.2 Android
- 5.1.3 IOS
- 5.1.4 Others

5.2 By Application - Global Game Applications Revenue & Forecasts

- 5.2.1 By Application - Global Game Applications Revenue, 2017-2022
- 5.2.2 By Application - Global Game Applications Revenue, 2023-2028
- 5.2.3 By Application - Global Game Applications Revenue Market Share, 2017-2028

6 SIGHTS BY REGION

6.1 By Region - Global Game Applications Market Size, 2021 & 2028

6.2 By Region - Global Game Applications Revenue & Forecasts

- 6.2.1 By Region - Global Game Applications Revenue, 2017-2022
- 6.2.2 By Region - Global Game Applications Revenue, 2023-2028
- 6.2.3 By Region - Global Game Applications Revenue Market Share, 2017-2028

6.3 North America

- 6.3.1 By Country - North America Game Applications Revenue, 2017-2028
- 6.3.2 US Game Applications Market Size, 2017-2028
- 6.3.3 Canada Game Applications Market Size, 2017-2028
- 6.3.4 Mexico Game Applications Market Size, 2017-2028

6.4 Europe

- 6.4.1 By Country - Europe Game Applications Revenue, 2017-2028
- 6.4.2 Germany Game Applications Market Size, 2017-2028
- 6.4.3 France Game Applications Market Size, 2017-2028

- 6.4.4 U.K. Game Applications Market Size, 2017-2028
- 6.4.5 Italy Game Applications Market Size, 2017-2028
- 6.4.6 Russia Game Applications Market Size, 2017-2028
- 6.4.7 Nordic Countries Game Applications Market Size, 2017-2028
- 6.4.8 Benelux Game Applications Market Size, 2017-2028

6.5 Asia

- 6.5.1 By Region - Asia Game Applications Revenue, 2017-2028
- 6.5.2 China Game Applications Market Size, 2017-2028
- 6.5.3 Japan Game Applications Market Size, 2017-2028
- 6.5.4 South Korea Game Applications Market Size, 2017-2028
- 6.5.5 Southeast Asia Game Applications Market Size, 2017-2028
- 6.5.6 India Game Applications Market Size, 2017-2028

6.6 South America

- 6.6.1 By Country - South America Game Applications Revenue, 2017-2028
- 6.6.2 Brazil Game Applications Market Size, 2017-2028
- 6.6.3 Argentina Game Applications Market Size, 2017-2028

6.7 Middle East & Africa

- 6.7.1 By Country - Middle East & Africa Game Applications Revenue, 2017-2028
- 6.7.2 Turkey Game Applications Market Size, 2017-2028
- 6.7.3 Israel Game Applications Market Size, 2017-2028
- 6.7.4 Saudi Arabia Game Applications Market Size, 2017-2028
- 6.7.5 UAE Game Applications Market Size, 2017-2028

7 PLAYERS PROFILES

7.1 Tencent

- 7.1.1 Tencent Corporate Summary
- 7.1.2 Tencent Business Overview
- 7.1.3 Tencent Game Applications Major Product Offerings
- 7.1.4 Tencent Game Applications Revenue in Global Market (2017-2022)
- 7.1.5 Tencent Key News

7.2 Nintendo

- 7.2.1 Nintendo Corporate Summary
- 7.2.2 Nintendo Business Overview
- 7.2.3 Nintendo Game Applications Major Product Offerings
- 7.2.4 Nintendo Game Applications Revenue in Global Market (2017-2022)
- 7.2.5 Nintendo Key News

7.3 Activision Blizzard

- 7.3.1 Activision Blizzard Corporate Summary

- 7.3.2 Activision Blizzard Business Overview
- 7.3.3 Activision Blizzard Game Applications Major Product Offerings
- 7.3.4 Activision Blizzard Game Applications Revenue in Global Market (2017-2022)
- 7.3.5 Activision Blizzard Key News
- 7.4 Ubisoft
 - 7.4.1 Ubisoft Corporate Summary
 - 7.4.2 Ubisoft Business Overview
 - 7.4.3 Ubisoft Game Applications Major Product Offerings
 - 7.4.4 Ubisoft Game Applications Revenue in Global Market (2017-2022)
 - 7.4.5 Ubisoft Key News
- 7.5 Electronic Arts Inc.
 - 7.5.1 Electronic Arts Inc. Corporate Summary
 - 7.5.2 Electronic Arts Inc. Business Overview
 - 7.5.3 Electronic Arts Inc. Game Applications Major Product Offerings
 - 7.5.4 Electronic Arts Inc. Game Applications Revenue in Global Market (2017-2022)
 - 7.5.5 Electronic Arts Inc. Key News
- 7.6 Games Inc. (Take-two Interactive)
 - 7.6.1 Games Inc. (Take-two Interactive) Corporate Summary
 - 7.6.2 Games Inc. (Take-two Interactive) Business Overview
 - 7.6.3 Games Inc. (Take-two Interactive) Game Applications Major Product Offerings
 - 7.6.4 Games Inc. (Take-two Interactive) Game Applications Revenue in Global Market (2017-2022)
 - 7.6.5 Games Inc. (Take-two Interactive) Key News
- 7.7 Bethesda Softworks LLC
 - 7.7.1 Bethesda Softworks LLC Corporate Summary
 - 7.7.2 Bethesda Softworks LLC Business Overview
 - 7.7.3 Bethesda Softworks LLC Game Applications Major Product Offerings
 - 7.7.4 Bethesda Softworks LLC Game Applications Revenue in Global Market (2017-2022)
 - 7.7.5 Bethesda Softworks LLC Key News
- 7.8 Zynga
 - 7.8.1 Zynga Corporate Summary
 - 7.8.2 Zynga Business Overview
 - 7.8.3 Zynga Game Applications Major Product Offerings
 - 7.8.4 Zynga Game Applications Revenue in Global Market (2017-2022)
 - 7.8.5 Zynga Key News
- 7.9 Epic Games, Inc.
 - 7.9.1 Epic Games, Inc. Corporate Summary
 - 7.9.2 Epic Games, Inc. Business Overview

- 7.9.3 Epic Games, Inc. Game Applications Major Product Offerings
- 7.9.4 Epic Games, Inc. Game Applications Revenue in Global Market (2017-2022)
- 7.9.5 Epic Games, Inc. Key News
- 7.10 NetEase, Inc.
 - 7.10.1 NetEase, Inc. Corporate Summary
 - 7.10.2 NetEase, Inc. Business Overview
 - 7.10.3 NetEase, Inc. Game Applications Major Product Offerings
 - 7.10.4 NetEase, Inc. Game Applications Revenue in Global Market (2017-2022)
 - 7.10.5 NetEase, Inc. Key News
- 7.11 GungHo Online Entertainment Inc. (SoftBank Group)
 - 7.11.1 GungHo Online Entertainment Inc. (SoftBank Group) Corporate Summary
 - 7.11.2 GungHo Online Entertainment Inc. (SoftBank Group) Business Overview
 - 7.11.3 GungHo Online Entertainment Inc. (SoftBank Group) Game Applications Major Product Offerings
 - 7.11.4 GungHo Online Entertainment Inc. (SoftBank Group) Game Applications Revenue in Global Market (2017-2022)
 - 7.11.5 GungHo Online Entertainment Inc. (SoftBank Group) Key News
- 7.12 Kabam Games Inc.
 - 7.12.1 Kabam Games Inc. Corporate Summary
 - 7.12.2 Kabam Games Inc. Business Overview
 - 7.12.3 Kabam Games Inc. Game Applications Major Product Offerings
 - 7.12.4 Kabam Games Inc. Game Applications Revenue in Global Market (2017-2022)
 - 7.12.5 Kabam Games Inc. Key News
- 7.13 Rovio Entertainment Corporation
 - 7.13.1 Rovio Entertainment Corporation Corporate Summary
 - 7.13.2 Rovio Entertainment Corporation Business Overview
 - 7.13.3 Rovio Entertainment Corporation Game Applications Major Product Offerings
 - 7.13.4 Rovio Entertainment Corporation Game Applications Revenue in Global Market (2017-2022)
 - 7.13.5 Rovio Entertainment Corporation Key News
- 7.14 Atari
 - 7.14.1 Atari Corporate Summary
 - 7.14.2 Atari Business Overview
 - 7.14.3 Atari Game Applications Major Product Offerings
 - 7.14.4 Atari Game Applications Revenue in Global Market (2017-2022)
 - 7.14.5 Atari Key News
- 7.15 Bandai Namco
 - 7.15.1 Bandai Namco Corporate Summary
 - 7.15.2 Bandai Namco Business Overview

- 7.15.3 Bandai Namco Game Applications Major Product Offerings
- 7.15.4 Bandai Namco Game Applications Revenue in Global Market (2017-2022)
- 7.15.5 Bandai Namco Key News
- 7.16 FarSight Studios
 - 7.16.1 FarSight Studios Corporate Summary
 - 7.16.2 FarSight Studios Business Overview
 - 7.16.3 FarSight Studios Game Applications Major Product Offerings
 - 7.16.4 FarSight Studios Game Applications Revenue in Global Market (2017-2022)
 - 7.16.5 FarSight Studios Key News
- 7.17 Taito
 - 7.17.1 Taito Corporate Summary
 - 7.17.2 Taito Business Overview
 - 7.17.3 Taito Game Applications Major Product Offerings
 - 7.17.4 Taito Game Applications Revenue in Global Market (2017-2022)
 - 7.17.5 Taito Key News
- 7.18 Game Circus
 - 7.18.1 Game Circus Corporate Summary
 - 7.18.2 Game Circus Business Overview
 - 7.18.3 Game Circus Game Applications Major Product Offerings
 - 7.18.4 Game Circus Game Applications Revenue in Global Market (2017-2022)
 - 7.18.5 Game Circus Key News
- 7.19 Backbone Entertainment
 - 7.19.1 Backbone Entertainment Corporate Summary
 - 7.19.2 Backbone Entertainment Business Overview
 - 7.19.3 Backbone Entertainment Game Applications Major Product Offerings
 - 7.19.4 Backbone Entertainment Game Applications Revenue in Global Market (2017-2022)
 - 7.19.5 Backbone Entertainment 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. Game Applications Market Opportunities & Trends in Global Market
- Table 2. Game Applications Market Drivers in Global Market
- Table 3. Game Applications Market Restraints in Global Market
- Table 4. Key Players of Game Applications in Global Market
- Table 5. Top Game Applications Players in Global Market, Ranking by Revenue (2021)
- Table 6. Global Game Applications Revenue by Companies, (US\$, Mn), 2017-2022
- Table 7. Global Game Applications Revenue Share by Companies, 2017-2022
- Table 8. Global Companies Game Applications Product Type
- Table 9. List of Global Tier 1 Game Applications Companies, Revenue (US\$, Mn) in 2021 and Market Share
- Table 10. List of Global Tier 2 and Tier 3 Game Applications Companies, Revenue (US\$, Mn) in 2021 and Market Share
- Table 11. By Type – Global Game Applications Revenue, (US\$, Mn), 2021 & 2028
- Table 12. By Type - Game Applications Revenue in Global (US\$, Mn), 2017-2022
- Table 13. By Type - Game Applications Revenue in Global (US\$, Mn), 2023-2028
- Table 14. By Application – Global Game Applications Revenue, (US\$, Mn), 2021 & 2028
- Table 15. By Application - Game Applications Revenue in Global (US\$, Mn), 2017-2022
- Table 16. By Application - Game Applications Revenue in Global (US\$, Mn), 2023-2028
- Table 17. By Region – Global Game Applications Revenue, (US\$, Mn), 2021 & 2028
- Table 18. By Region - Global Game Applications Revenue (US\$, Mn), 2017-2022
- Table 19. By Region - Global Game Applications Revenue (US\$, Mn), 2023-2028
- Table 20. By Country - North America Game Applications Revenue, (US\$, Mn), 2017-2022
- Table 21. By Country - North America Game Applications Revenue, (US\$, Mn), 2023-2028
- Table 22. By Country - Europe Game Applications Revenue, (US\$, Mn), 2017-2022
- Table 23. By Country - Europe Game Applications Revenue, (US\$, Mn), 2023-2028
- Table 24. By Region - Asia Game Applications Revenue, (US\$, Mn), 2017-2022
- Table 25. By Region - Asia Game Applications Revenue, (US\$, Mn), 2023-2028
- Table 26. By Country - South America Game Applications Revenue, (US\$, Mn), 2017-2022
- Table 27. By Country - South America Game Applications Revenue, (US\$, Mn), 2023-2028
- Table 28. By Country - Middle East & Africa Game Applications Revenue, (US\$, Mn),

2017-2022

Table 29. By Country - Middle East & Africa Game Applications Revenue, (US\$, Mn), 2023-2028

Table 30. Tencent Corporate Summary

Table 31. Tencent Game Applications Product Offerings

Table 32. Tencent Game Applications Revenue (US\$, Mn), (2017-2022)

Table 33. Nintendo Corporate Summary

Table 34. Nintendo Game Applications Product Offerings

Table 35. Nintendo Game Applications Revenue (US\$, Mn), (2017-2022)

Table 36. Activision Blizzard Corporate Summary

Table 37. Activision Blizzard Game Applications Product Offerings

Table 38. Activision Blizzard Game Applications Revenue (US\$, Mn), (2017-2022)

Table 39. Ubisoft Corporate Summary

Table 40. Ubisoft Game Applications Product Offerings

Table 41. Ubisoft Game Applications Revenue (US\$, Mn), (2017-2022)

Table 42. Electronic Arts Inc. Corporate Summary

Table 43. Electronic Arts Inc. Game Applications Product Offerings

Table 44. Electronic Arts Inc. Game Applications Revenue (US\$, Mn), (2017-2022)

Table 45. Games Inc. (Take-two Interactive) Corporate Summary

Table 46. Games Inc. (Take-two Interactive) Game Applications Product Offerings

Table 47. Games Inc. (Take-two Interactive) Game Applications Revenue (US\$, Mn), (2017-2022)

Table 48. Bethesda Softworks LLC Corporate Summary

Table 49. Bethesda Softworks LLC Game Applications Product Offerings

Table 50. Bethesda Softworks LLC Game Applications Revenue (US\$, Mn), (2017-2022)

Table 51. Zynga Corporate Summary

Table 52. Zynga Game Applications Product Offerings

Table 53. Zynga Game Applications Revenue (US\$, Mn), (2017-2022)

Table 54. Epic Games, Inc. Corporate Summary

Table 55. Epic Games, Inc. Game Applications Product Offerings

Table 56. Epic Games, Inc. Game Applications Revenue (US\$, Mn), (2017-2022)

Table 57. NetEase, Inc. Corporate Summary

Table 58. NetEase, Inc. Game Applications Product Offerings

Table 59. NetEase, Inc. Game Applications Revenue (US\$, Mn), (2017-2022)

Table 60. GungHo Online Entertainment Inc. (SoftBank Group) Corporate Summary

Table 61. GungHo Online Entertainment Inc. (SoftBank Group) Game Applications Product Offerings

Table 62. GungHo Online Entertainment Inc. (SoftBank Group) Game Applications

Revenue (US\$, Mn), (2017-2022)

Table 63. Kabam Games Inc. Corporate Summary

Table 64. Kabam Games Inc. Game Applications Product Offerings

Table 65. Kabam Games Inc. Game Applications Revenue (US\$, Mn), (2017-2022)

Table 66. Rovio Entertainment Corporation Corporate Summary

Table 67. Rovio Entertainment Corporation Game Applications Product Offerings

Table 68. Rovio Entertainment Corporation Game Applications Revenue (US\$, Mn), (2017-2022)

Table 69. Atari Corporate Summary

Table 70. Atari Game Applications Product Offerings

Table 71. Atari Game Applications Revenue (US\$, Mn), (2017-2022)

Table 72. Bandai Namco Corporate Summary

Table 73. Bandai Namco Game Applications Product Offerings

Table 74. Bandai Namco Game Applications Revenue (US\$, Mn), (2017-2022)

Table 75. FarSight Studios Corporate Summary

Table 76. FarSight Studios Game Applications Product Offerings

Table 77. FarSight Studios Game Applications Revenue (US\$, Mn), (2017-2022)

Table 78. Taito Corporate Summary

Table 79. Taito Game Applications Product Offerings

Table 80. Taito Game Applications Revenue (US\$, Mn), (2017-2022)

Table 81. Game Circus Corporate Summary

Table 82. Game Circus Game Applications Product Offerings

Table 83. Game Circus Game Applications Revenue (US\$, Mn), (2017-2022)

Table 84. Backbone Entertainment Corporate Summary

Table 85. Backbone Entertainment Game Applications Product Offerings

Table 86. Backbone Entertainment Game Applications Revenue (US\$, Mn), (2017-2022)

List Of Figures

LIST OF FIGURES

- Figure 1. Game Applications Segment by Type in 2021
- Figure 2. Game Applications Segment by Application in 2021
- Figure 3. Global Game Applications Market Overview: 2021
- Figure 4. Key Caveats
- Figure 5. Global Game Applications Market Size: 2021 VS 2028 (US\$, Mn)
- Figure 6. Global Game Applications Revenue, 2017-2028 (US\$, Mn)
- Figure 7. The Top 3 and 5 Players Market Share by Game Applications Revenue in 2021
- Figure 8. By Type - Global Game Applications Revenue Market Share, 2017-2028
- Figure 9. By Application - Global Game Applications Revenue Market Share, 2017-2028
- Figure 10. By Region - Global Game Applications Revenue Market Share, 2017-2028
- Figure 11. By Country - North America Game Applications Revenue Market Share, 2017-2028
- Figure 12. US Game Applications Revenue, (US\$, Mn), 2017-2028
- Figure 13. Canada Game Applications Revenue, (US\$, Mn), 2017-2028
- Figure 14. Mexico Game Applications Revenue, (US\$, Mn), 2017-2028
- Figure 15. By Country - Europe Game Applications Revenue Market Share, 2017-2028
- Figure 16. Germany Game Applications Revenue, (US\$, Mn), 2017-2028
- Figure 17. France Game Applications Revenue, (US\$, Mn), 2017-2028
- Figure 18. U.K. Game Applications Revenue, (US\$, Mn), 2017-2028
- Figure 19. Italy Game Applications Revenue, (US\$, Mn), 2017-2028
- Figure 20. Russia Game Applications Revenue, (US\$, Mn), 2017-2028
- Figure 21. Nordic Countries Game Applications Revenue, (US\$, Mn), 2017-2028
- Figure 22. Benelux Game Applications Revenue, (US\$, Mn), 2017-2028
- Figure 23. By Region - Asia Game Applications Revenue Market Share, 2017-2028
- Figure 24. China Game Applications Revenue, (US\$, Mn), 2017-2028
- Figure 25. Japan Game Applications Revenue, (US\$, Mn), 2017-2028
- Figure 26. South Korea Game Applications Revenue, (US\$, Mn), 2017-2028
- Figure 27. Southeast Asia Game Applications Revenue, (US\$, Mn), 2017-2028
- Figure 28. India Game Applications Revenue, (US\$, Mn), 2017-2028
- Figure 29. By Country - South America Game Applications Revenue Market Share, 2017-2028
- Figure 30. Brazil Game Applications Revenue, (US\$, Mn), 2017-2028
- Figure 31. Argentina Game Applications Revenue, (US\$, Mn), 2017-2028
- Figure 32. By Country - Middle East & Africa Game Applications Revenue Market

Share, 2017-2028

Figure 33. Turkey Game Applications Revenue, (US\$, Mn), 2017-2028

Figure 34. Israel Game Applications Revenue, (US\$, Mn), 2017-2028

Figure 35. Saudi Arabia Game Applications Revenue, (US\$, Mn), 2017-2028

Figure 36. UAE Game Applications Revenue, (US\$, Mn), 2017-2028

Figure 37. Tencent Game Applications Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 38. Nintendo Game Applications Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 39. Activision Blizzard Game Applications Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 40. Ubisoft Game Applications Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 41. Electronic Arts Inc. Game Applications Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 42. Games Inc. (Take-two Interactive) Game Applications Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 43. Bethesda Softworks LLC Game Applications Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 44. Zynga Game Applications Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 45. Epic Games, Inc. Game Applications Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 46. NetEase, Inc. Game Applications Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 47. GungHo Online Entertainment Inc. (SoftBank Group) Game Applications Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 48. Kabam Games Inc. Game Applications Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 49. Rovio Entertainment Corporation Game Applications Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 50. Atari Game Applications Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 51. Bandai Namco Game Applications Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 52. FarSight Studios Game Applications Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 53. Taito Game Applications Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 54. Game Circus Game Applications Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 55. Backbone Entertainment Game Applications Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

I would like to order

Product name: Game Applications Market, Global Outlook and Forecast 2022-2028

Product link: <https://marketpublishers.com/r/G7EA3D06B3FCEN.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/G7EA3D06B3FCEN.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