

Mobile and Wearable Gaming Technologies Market, Global Outlook and Forecast 2022-2028

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Abstracts

Mobile and wearable gaming is a category of mobile electronic gaming devices that can be worn as accessories with practical uses of sending and receiving data via the Internet.

This report contains market size and forecasts of Mobile and Wearable Gaming Technologies in Global, including the following market information:

Global Mobile and Wearable Gaming Technologies Market Revenue, 2017-2022, 2023-2028, (\$ millions)

Global top five companies in 2021 (%)

The global Mobile and Wearable Gaming Technologies 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.

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

The global key manufacturers of Mobile and Wearable Gaming Technologies include Sony Corporation, Microsoft, Nintendo, Ubisoft Entertainment, Activision Blizzard, Inc., King.com Ltd., Capcom Co.,Ltd., Tencent and Everywear Games, etc. In 2021, the global top five players have a share approximately % in terms of revenue.

MARKET MONITOR GLOBAL, INC (MMG) has surveyed the Mobile and Wearable Gaming Technologies 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 Mobile and Wearable Gaming Technologies Market, by Type, 2017-2022, 2023-2028 (\$ millions)

Global Mobile and Wearable Gaming Technologies Market Segment Percentages, by Type, 2021 (%)

by Device

Tablets

Smartphone

Handheld Console

Others

by Technology

Virtual Reality

Facial Recognition

Voice Recognition

High-Def Displays

Wearable Gaming

Gesture Control

Others

Global Mobile and Wearable Gaming Technologies Market, by Application, 2017-2022, 2023-2028 (\$ millions)

Global Mobile and Wearable Gaming Technologies Market Segment Percentages, by Application, 2021 (%)

Android

iOS

Global Mobile and Wearable Gaming Technologies Market, By Region and Country, 2017-2022, 2023-2028 (\$ Millions)

Global Mobile and Wearable Gaming Technologies 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 Mobile and Wearable Gaming Technologies revenues in global market, 2017-2022 (estimated), (\$ millions)

Key companies Mobile and Wearable Gaming Technologies revenues share in global market, 2021 (%)

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

Sony Corporation

Microsoft

Nintendo

Ubisoft Entertainment

Activision Blizzard, Inc.

King.com Ltd.

Capcom Co.,Ltd.

Tencent

Everywear Games

Electronic Arts Inc.

CD PROJEKT S.A.

COLOPL, Inc.

Com2Us

CyberAgent, Inc.

DeNA Co., Ltd.

Gameloft

Glu Mobile Inc.

Gungho Online Entertainment, Inc.

KABAM GAMES, INC.

Netease Inc.

Machine Zone Inc.

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