

Online Games of Skill for Mobile-install Market, Global Outlook and Forecast 2022-2028

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Abstracts

Game of skill refers to any game, contest, or amusement of any description in which the designating element of the outcome is the judgment, skill, or deftness of the participant in the contest and not chance. In a game of skill, outcome is determined mainly by mental or physical skill, rather than by pure chance. Online skill-based games are Game of skill played on mobile phone?PC or TV.

This report contains market size and forecasts of Online Games of Skill for Mobileinstall in Global, including the following market information:

Global Online Games of Skill for Mobile-install Market Revenue, 2017-2022, 2023-2028, (\$ millions)

Global top five companies in 2021 (%)

The global Online Games of Skill for Mobile-install 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.

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

The global key manufacturers of Online Games of Skill for Mobile-install include Microsoft, Nintendo, Sony, Tencent, Activision Blizzard, Playtech, Sega, Electronic Arts



(EA) and Apple, etc. In 2021, the global top five players have a share approximately % in terms of revenue.

MARKET MONITOR GLOBAL, INC (MMG) has surveyed the Online Games of Skill for Mobile-install 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 Online Games of Skill for Mobile-install Market, by Type, 2017-2022, 2023-2028 (\$ millions)

Global Online Games of Skill for Mobile-install Market Segment Percentages, by Type, 2021 (%)

Gard Based Games

Sports Games

Strategy Games

Puzzle Games

Arcade Games

Gambling Games

Others

Global Online Games of Skill for Mobile-install Market, by Application, 2017-2022, 2023-2028 (\$ millions)

Global Online Games of Skill for Mobile-install Market Segment Percentages, by Application, 2021 (%)

Smartphones



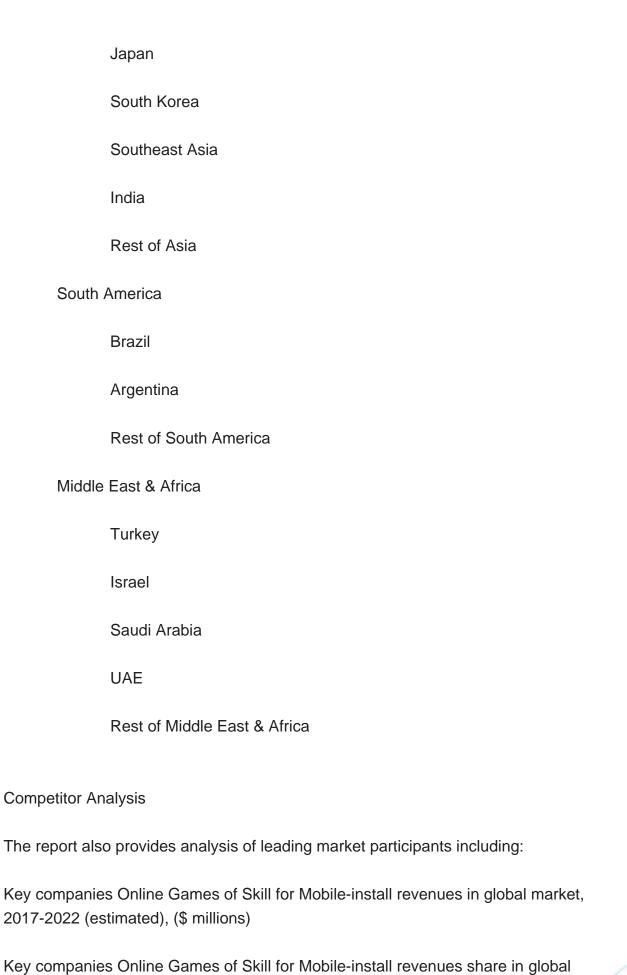
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Global Online Games of Skill for Mobile-install Market, By Region and Country, 2017-2022, 2023-2028 (\$ Millions)

Global Online Games of Skill for Mobile-install Market Segment Percentages, By Region and Country, 2021 (%)

ior	and Co	ountry, 2021 (%)
	North /	America
		US
		Canada
		Mexico
	Europe	9
		Germany
		France
		U.K.
		Italy
		Russia
		Nordic Countries
		Benelux
		Rest of Europe
	Asia	
		China





Online Games of Skill for Mobile-install Market, Global Outlook and Forecast 2022-2028



market, 2021 (%)

Further, the report presents profiles of competitors in the market, key players include:	
Microsoft	
Nintendo	
Sony	
Tencent	
Activision Blizzard	
Playtech	
Sega	
Electronic Arts (EA)	
Apple	
Ubisoft	
Zynga	
Square Enix	
NetEase Games	
NEXON	
NCSoft	
Konami	
Microgaming	

Betconstruct



Betsys (S	TS)
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Playson

NetEntC



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