

Online Smartphone & Tablet Games Market in South Korea - Manufacturing and Consumption, Outlook and Forecast 2020-2026

<https://marketpublishers.com/r/OAE525D6DB3FEN.html>

Date: April 2020

Pages: 94

Price: US\$ 2,700.00 (Single User License)

ID: OAE525D6DB3FEN

Abstracts

An online game is a video game that is either partially or primarily played through the Internet or another computer network.

This report contains market size and forecasts of Online Smartphone & Tablet Games in South Korea, including the following market information:

South Korea Online Smartphone & Tablet Games Market Revenue, 2015-2020, 2021-2026, (\$ millions)

South Korea Online Smartphone & Tablet Games Market Consumption, 2015-2020, 2021-2026, (K Units)

South Korea Online Smartphone & Tablet Games Production Capacity, 2015-2020, 2021-2026, (K Units)

Top Five Competitors in South Korea Online Smartphone & Tablet Games Market 2019 (%)

The global Online Smartphone & Tablet Games market was valued at xx million in 2019 and is projected to reach US\$ xx million by 2026, at a CAGR of xx% during the forecast period. While the Online Smartphone & Tablet Games market size in South Korea was US\$ XX million in 2019, and it is expected to reach US\$ XX million by the end of 2026, with a CAGR of XX% during 2020-2026.

MARKET MONITOR GLOBAL, INC (MMG) has surveyed the Online Smartphone & Tablet Games manufacturers, suppliers, distributors and industry experts on the impacts of the COVID-19 pandemic on businesses, with top challenges including ingredients and raw material delays, component and packaging shortages, reduced/cancelled orders from clients and consumers, and closures of production lines in some impacted areas.

This report also analyses and evaluates the COVID-19 impact on Online Smartphone & Tablet Games production and consumption in South Korea

Total Market by Segment:

South Korea Online Smartphone & Tablet Games Market, By Type, 2015-2020,
2021-2026 (\$ millions) & (K Units)

South Korea Online Smartphone & Tablet Games Market Segment Percentages, By
Type, 2019 (%)

Casual

Social

Tablet

Others

South Korea Online Smartphone & Tablet Games Market, By Application, 2015-2020,
2021-2026 (\$ millions) & (K Units)

South Korea Online Smartphone & Tablet Games Market Segment Percentages, By
Application, 2019 (%)

IOS

Android

Windows

Competitor Analysis

The report also provides analysis of leading market participants including:

Total Online Smartphone & Tablet Games Market Competitors Revenues in South
Korea, by Players 2015-2020 (Estimated), (\$ millions)

Total Online Smartphone & Tablet Games Market Competitors Revenues Share in
South Korea, by Players 2019 (%)

Total South Korea Online Smartphone & Tablet Games Market Competitors Sales, by
Players 2015-2020 (Estimated), (K Units)

Total South Korea Online Smartphone & Tablet Games Market Competitors Sales
Market Share by Players 2019 (\$ millions)

Further, the report presents profiles of competitors in the market, including the following:

Activision Blizzard Inc.

Gameloft SA

Glu Mobile

Kabam

Rovio Entertainment Ltd.

Supercell Oy

Zynga Inc.

CyberAgent

Walt Disney

Contents

1 INTRODUCTION TO RESEARCH & ANALYSIS REPORTS

- 1.1 Online Smartphone & Tablet Games Market Definition
- 1.2 Market Segments
 - 1.2.1 Segment by Type
 - 1.2.2 Segment by Application
- 1.3 South Korea Online Smartphone & Tablet 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 COVID-19 IMPACT: SOUTH KOREA ONLINE SMARTPHONE & TABLET GAMES OVERALL MARKET SIZE

- 2.1 South Korea Online Smartphone & Tablet Games Market Size: 2020 VS 2026
- 2.2 South Korea Online Smartphone & Tablet Games Revenue, Prospects & Forecasts: 2015-2026
- 2.3 South Korea Online Smartphone & Tablet Games Sales (Consumption): 2015-2026

3 COMPANY LANDSCAPE

- 3.1 Top Online Smartphone & Tablet Games Players in South Korea (including Foreign and Local Companies)
- 3.2 Top South Korea Online Smartphone & Tablet Games Companies Ranked by Revenue
- 3.3 South Korea Online Smartphone & Tablet Games Revenue by Companies (including Foreign and Local Companies)
- 3.4 South Korea Online Smartphone & Tablet Games Sales by Companies (including Foreign and Local Companies)
- 3.5 South Korea Online Smartphone & Tablet Games Price by Manufacturer (2015-2020)
- 3.6 Top 3 and Top 5 Online Smartphone & Tablet Games Companies in South Korea, by Revenue in 2019
- 3.7 South Korea Manufacturers Online Smartphone & Tablet Games Product Type

3.8 Tier 1, Tier 2 and Tier 3 Online Smartphone & Tablet Games Players in South Korea

3.8.1 List of South Korea Tier 1 Online Smartphone & Tablet Games Companies

3.8.2 List of South Korea Tier 2 and Tier 3 Online Smartphone & Tablet Games Companies

4 SIGHTS BY PRODUCT

4.1 Overview

4.1.1 By Type - South Korea Online Smartphone & Tablet Games Market Size Markets, 2020 & 2026

4.1.2 Casual

4.1.3 Social

4.1.4 Table

4.1.5 Others

4.2 By Type - South Korea Online Smartphone & Tablet Games Revenue & Forecasts

4.2.1 By Type - South Korea Online Smartphone & Tablet Games Revenue, 2015-2020

4.2.2 By Type - South Korea Online Smartphone & Tablet Games Revenue, 2021-2026

4.2.3 By Type - South Korea Online Smartphone & Tablet Games Revenue Market Share, 2015-2026

4.3 By Type - South Korea Online Smartphone & Tablet Games Sales & Forecasts

4.3.1 By Type - South Korea Online Smartphone & Tablet Games Sales, 2015-2020

4.3.2 By Type - South Korea Online Smartphone & Tablet Games Sales, 2021-2026

4.3.3 By Type - South Korea Online Smartphone & Tablet Games Sales Market Share, 2015-2026

4.4 By Type - South Korea Online Smartphone & Tablet Games Price (Manufacturers Selling Prices), 2015-2026

5 SIGHTS BY APPLICATION

5.1 Overview

5.1.1 By Application - South Korea Online Smartphone & Tablet Games Market Size, 2020 & 2026

5.1.2 IOS

5.1.3 Android

5.1.4 Windows

5.2 By Application - South Korea Online Smartphone & Tablet Games Revenue &

Forecasts

5.2.1 By Application - South Korea Online Smartphone & Tablet Games Revenue, 2015-2020

5.2.2 By Application - South Korea Online Smartphone & Tablet Games Revenue, 2021-2026

5.2.3 By Application - South Korea Online Smartphone & Tablet Games Revenue Market Share, 2015-2026

5.3 By Application - South Korea Online Smartphone & Tablet Games Sales & Forecasts

5.3.1 By Application - South Korea Online Smartphone & Tablet Games Sales, 2015-2020

5.3.2 By Application - South Korea Online Smartphone & Tablet Games Sales, 2021-2026

5.3.3 By Application - South Korea Online Smartphone & Tablet Games Sales Market Share, 2015-2026

5.4 By Application - South Korea Online Smartphone & Tablet Games Price (Manufacturers Selling Prices), 2015-2026

6 MANUFACTURERS & BRANDS PROFILES

6.1 Activision Blizzard Inc.

6.1.1 Activision Blizzard Inc. Corporate Summary

6.1.2 Activision Blizzard Inc. Business Overview

6.1.3 Activision Blizzard Inc. Online Smartphone & Tablet Games Major Product Offerings

6.1.4 Activision Blizzard Inc. Sales and Revenue in South Korea (2015-2020)

6.1.5 Activision Blizzard Inc. Key News

6.2 Gameloft SA

6.2.1 Gameloft SA Corporate Summary

6.2.2 Gameloft SA Business Overview

6.2.3 Gameloft SA Online Smartphone & Tablet Games Major Product Offerings

6.2.4 Gameloft SA Sales and Revenue in South Korea (2015-2020)

6.2.5 Gameloft SA Key News

6.3 Glu Mobile

6.3.1 Glu Mobile Corporate Summary

6.3.2 Glu Mobile Business Overview

6.3.3 Glu Mobile Online Smartphone & Tablet Games Major Product Offerings

6.3.4 Glu Mobile Sales and Revenue in South Korea (2015-2020)

6.3.5 Glu Mobile Key News

6.4 Kabam

6.4.1 Kabam Corporate Summary

6.4.2 Kabam Business Overview

6.4.3 Kabam Online Smartphone & Tablet Games Major Product Offerings

6.4.4 Kabam Sales and Revenue in South Korea (2015-2020)

6.4.5 Kabam Key News

6.5 Rovio Entertainment Ltd.

6.5.1 Rovio Entertainment Ltd. Corporate Summary

6.5.2 Rovio Entertainment Ltd. Business Overview

6.5.3 Rovio Entertainment Ltd. Online Smartphone & Tablet Games Major Product Offerings

6.5.4 Rovio Entertainment Ltd. Sales and Revenue in South Korea (2015-2020)

6.5.5 Rovio Entertainment Ltd. Key News

6.6 Supercell Oy

6.6.1 Supercell Oy Corporate Summary

6.6.2 Supercell Oy Business Overview

6.6.3 Supercell Oy Online Smartphone & Tablet Games Major Product Offerings

6.6.4 Supercell Oy Sales and Revenue in South Korea (2015-2020)

6.6.5 Supercell Oy Key News

6.7 Zynga Inc.

6.6.1 Zynga Inc. Corporate Summary

6.6.2 Zynga Inc. Business Overview

6.6.3 Zynga Inc. Online Smartphone & Tablet Games Major Product Offerings

6.4.4 Zynga Inc. Sales and Revenue in South Korea (2015-2020)

6.7.5 Zynga Inc. Key News

6.8 CyberAgent

6.8.1 CyberAgent Corporate Summary

6.8.2 CyberAgent Business Overview

6.8.3 CyberAgent Online Smartphone & Tablet Games Major Product Offerings

6.8.4 CyberAgent Sales and Revenue in South Korea (2015-2020)

6.8.5 CyberAgent Key News

6.9 Walt Disney

6.9.1 Walt Disney Corporate Summary

6.9.2 Walt Disney Business Overview

6.9.3 Walt Disney Online Smartphone & Tablet Games Major Product Offerings

6.9.4 Walt Disney Sales and Revenue in South Korea (2015-2020)

6.9.5 Walt Disney Key News

6.10 Gamevil

6.10.1 Gamevil Corporate Summary

- 6.10.2 Gamevil Business Overview
- 6.10.3 Gamevil Online Smartphone & Tablet Games Major Product Offerings
- 6.10.4 Gamevil Sales and Revenue in South Korea (2015-2020)
- 6.10.5 Gamevil Key News

7 ONLINE SMARTPHONE & TABLET GAMES PRODUCTION CAPACITY, EXPORT AND IMPORT ANALYSIS

- 7.1 Online Smartphone & Tablet Games Production Capacity and Value in South Korea, Situation Analysis and Prediction, 2015-2026
 - 7.1.1 South Korea Online Smartphone & Tablet Games Production Capacity, 2015-2026
 - 7.1.2 South Korea Online Smartphone & Tablet Games Production 2015-2026
 - 7.1.3 South Korea Online Smartphone & Tablet Games Production Value 2015-2026
- 7.2 Key Local Online Smartphone & Tablet Games Manufacturers in South Korea
 - 7.2.1 South Korea Key Local Online Smartphone & Tablet Games Manufacturers Production Capacity
 - 7.2.2 South Korea Key Local Online Smartphone & Tablet Games Manufacturers Production
 - 7.2.3 South Korea Key Local Online Smartphone & Tablet Games Manufacturers Production Value
 - 7.2.4 The Proportion of Online Smartphone & Tablet Games Production Sold in South Korea and Sold Other Than South Korea by Manufacturers
- 7.3 Online Smartphone & Tablet Games Export and Import in South Korea
 - 7.3.1 South Korea Online Smartphone & Tablet Games Export Market
 - 7.3.2 South Korea Online Smartphone & Tablet Games Source of Imports

8 COVID-19 IMPACT: KEY MARKET TRENDS, OPPORTUNITY, DRIVERS AND RESTRAINTS

- 8.1 PESTLE Analysis for South Korea Online Smartphone & Tablet Games Market
- 8.2 Market Opportunities & Trends
- 8.3 Market Drivers
- 8.4 Market Restraints

9 COVID-19 IMPACT ON ONLINE SMARTPHONE & TABLET GAMES SUPPLY CHAIN ANALYSIS

- 9.1 Supply Chain Analysis

9.2 Upstream Market Analysis

9.3 Downstream and Clients Market Analysis

9.4 Marketing Channels Analysis

9.4.1 Marketing Channels

9.4.2 Online Smartphone & Tablet Games Distributors and Sales Agents in South Korea

10 CONCLUSION

11 APPENDIX

11.1 Note

11.2 Examples of Clients

11.3 Disclaimer

List Of Tables

LIST OF TABLES

- Table 1. Key Players of Online Smartphone & Tablet Games in South Korea
- Table 2. Top Players in South Korea, Ranking by Revenue (2019)
- Table 3. South Korea Online Smartphone & Tablet Games Revenue by Companies, (US\$, Mn), 2015-2020
- Table 4. South Korea Online Smartphone & Tablet Games Revenue Share by Companies, 2015-2020
- Table 5. South Korea Online Smartphone & Tablet Games Sales by Companies, (K Units), 2015-2020
- Table 6. South Korea Online Smartphone & Tablet Games Sales Share by Companies, 2015-2020
- Table 7. Key Manufacturers Online Smartphone & Tablet Games Price (2015-2020) (USD/Unit)
- Table 8. South Korea Manufacturers Online Smartphone & Tablet Games Product Type
- Table 9. List of South Korea Tier 1 Online Smartphone & Tablet Games Companies, Revenue (US\$, Mn) in 2019 and Market Share
- Table 10. List of South Korea Tier 2 and Tier 3 Online Smartphone & Tablet Games Companies, Revenue (US\$, Mn) in 2019 and Market Share
- Table 11. By Type - Online Smartphone & Tablet Games Revenue in South Korea (US\$, Mn), 2015-2020
- Table 12. By Type - Online Smartphone & Tablet Games Revenue in South Korea (US\$, Mn), 2021-2026
- Table 13. By Type - Online Smartphone & Tablet Games Sales in South Korea (K Units), 2015-2020
- Table 14. By Type - Online Smartphone & Tablet Games Sales in South Korea (K Units), 2021-2026
- Table 15. By Application - Online Smartphone & Tablet Games Revenue in South Korea, (US\$, Mn), 2015-2020
- Table 16. By Application - Online Smartphone & Tablet Games Revenue in South Korea, (US\$, Mn), 2021-2026
- Table 17. By Application - Online Smartphone & Tablet Games Sales in South Korea, (K Units), 2015-2020
- Table 18. By Application - Online Smartphone & Tablet Games Sales in South Korea, (K Units), 2021-2026
- Table 19. Activision Blizzard Inc. Corporate Summary
- Table 20. Activision Blizzard Inc. Online Smartphone & Tablet Games Product Offerings

Table 21. Activision Blizzard Inc. Online Smartphone & Tablet Games Sales (K Units), Revenue (US\$, Mn) and Average Price (USD/Unit) (2015-2020)

Table 22. Gameloft SA Corporate Summary

Table 23. Gameloft SA Online Smartphone & Tablet Games Product Offerings

Table 24. Gameloft SA Online Smartphone & Tablet Games Sales (K Units), Revenue (US\$, Mn) and Average Price (USD/Unit) (2015-2020)

Table 25. Glu Mobile Corporate Summary

Table 26. Glu Mobile Online Smartphone & Tablet Games Product Offerings

Table 27. Glu Mobile Online Smartphone & Tablet Games Sales (K Units), Revenue (US\$, Mn) and Average Price (USD/Unit) (2015-2020)

Table 28. Kabam Corporate Summary

Table 29. Kabam Online Smartphone & Tablet Games Product Offerings

Table 30. Kabam Online Smartphone & Tablet Games Sales (K Units), Revenue (US\$, Mn) and Average Price (USD/Unit) (2015-2020)

Table 31. Rovio Entertainment Ltd. Corporate Summary

Table 32. Rovio Entertainment Ltd. Online Smartphone & Tablet Games Product Offerings

Table 33. Rovio Entertainment Ltd. Online Smartphone & Tablet Games Sales (K Units), Revenue (US\$, Mn) and Average Price (USD/Unit) (2015-2020)

Table 34. Supercell Oy Corporate Summary

Table 35. Supercell Oy Online Smartphone & Tablet Games Product Offerings

Table 36. Supercell Oy Online Smartphone & Tablet Games Sales (K Units), Revenue (US\$, Mn) and Average Price (USD/Unit) (2015-2020)

Table 37. Zynga Inc. Corporate Summary

Table 38. Zynga Inc. Online Smartphone & Tablet Games Product Offerings

Table 39. Zynga Inc. Online Smartphone & Tablet Games Sales (K Units), Revenue (US\$, Mn) and Average Price (USD/Unit) (2015-2020)

Table 40. CyberAgent Corporate Summary

Table 41. CyberAgent Online Smartphone & Tablet Games Product Offerings

Table 42. CyberAgent Online Smartphone & Tablet Games Sales (K Units), Revenue (US\$, Mn) and Average Price (USD/Unit) (2015-2020)

Table 43. Walt Disney Corporate Summary

Table 44. Walt Disney Online Smartphone & Tablet Games Product Offerings

Table 45. Walt Disney Online Smartphone & Tablet Games Sales (K Units), Revenue (US\$, Mn) and Average Price (USD/Unit) (2015-2020)

Table 46. Gamevil Corporate Summary

Table 47. Gamevil Online Smartphone & Tablet Games Product Offerings

Table 48. Gamevil Online Smartphone & Tablet Games Sales (K Units), Revenue (US\$, Mn) and Average Price (USD/Unit) (2015-2020)

Table 49. Online Smartphone & Tablet Games Production Capacity (K Units) of Local Manufacturers in South Korea, 2015-2020

Table 50. Online Smartphone & Tablet Games Production (K Units) of Local Manufacturers in South Korea, 2015-2020

Table 51. South Korea Online Smartphone & Tablet Games Production Market Share of Local Manufacturers, 2015-2020

Table 52. Online Smartphone & Tablet Games Production Value (US\$, Mn) of Local Manufacturers in South Korea, 2015-2020

Table 53. South Korea Online Smartphone & Tablet Games Production Value Market Share of Local Manufacturers, 2015-2020

Table 54. The Percentage of Online Smartphone & Tablet Games Production Sold in South Korea and Sold Other Than South Korea by Manufacturers

Table 55. The Percentage of Online Smartphone & Tablet Games Production Sold in South Korea and Sold Other Than South Korea by Manufacturers

Table 56. Dangeguojia Online Smartphone & Tablet Games Sales (Consumption), Production, Export and Import, 2015-2020

Table 57. Raw Materials and Suppliers

Table 58. Online Smartphone & Tablet Games Downstream Clients in South Korea

Table 59. Online Smartphone & Tablet Games Distributors and Sales Agents in South Korea

List Of Figures

LIST OF FIGURES

- Figure 1. Online Smartphone & Tablet Games Segment by Type
- Figure 2. Online Smartphone & Tablet Games Segment by Application
- Figure 3. Dangeguojia Online Smartphone & Tablet Games Market Overview: 2020
- Figure 4. Key Caveats
- Figure 5. Online Smartphone & Tablet Games Market Size in South Korea, (US\$, Mn) & (K Units): 2020 VS 2026
- Figure 6. South Korea Online Smartphone & Tablet Games Revenue, 2015-2026 (US\$, Mn)
- Figure 7. Online Smartphone & Tablet Games Sales in South Korea: 2015-2026 (K Units)
- Figure 8. The Top 3 and 5 Players Market Share by Online Smartphone & Tablet Games Revenue in 2019
- Figure 9. By Type - South Korea Online Smartphone & Tablet Games Incremental Growth, (US\$, Mn), 2015-2026
- Figure 10. By Type - South Korea Online Smartphone & Tablet Games Market Share, 2015-2020
- Figure 11. By Type - South Korea Online Smartphone & Tablet Games Market Share, 2020-2026
- Figure 12. By Type - South Korea Online Smartphone & Tablet Games Price (USD/Unit), 2015-2026
- Figure 13. By Application - Online Smartphone & Tablet Games Revenue in South Korea (US\$, Mn), 2020 & 2026
- Figure 14. By Application - South Korea Online Smartphone & Tablet Games Market Share, 2015-2020
- Figure 15. By Application - South Korea Online Smartphone & Tablet Games Market Share, 2020-2026
- Figure 16. By Application -South Korea Online Smartphone & Tablet Games Price (USD/Unit), 2015-2026
- Figure 17. South Korea Online Smartphone & Tablet Games Production Capacity (K Units), 2015-2026
- Figure 18. South Korea Online Smartphone & Tablet Games Actual Output (K Units), 2015-2026
- Figure 19. South Korea Online Smartphone & Tablet Games Production Value (US\$, Mn), 2015-2026
- Figure 20. The Percentage of South Korea Online Smartphone & Tablet Games Export

Destination, 2019

Figure 21. The Source of Imports of South Korea Online Smartphone & Tablet Games, 2019

Figure 22. PEST Analysis for South Korea Online Smartphone & Tablet Games Market in 2020

Figure 23. Online Smartphone & Tablet Games Market Opportunities & Trends in South Korea

Figure 24. Online Smartphone & Tablet Games Market Drivers in South Korea

Figure 25. Online Smartphone & Tablet Games Market Restraints in South Korea

Figure 26. Online Smartphone & Tablet Games Industry Value Chain

I would like to order

Product name: Online Smartphone & Tablet Games Market in South Korea - Manufacturing and Consumption, Outlook and Forecast 2020-2026

Product link: <https://marketpublishers.com/r/OAE525D6DB3FEN.html>

Price: US\$ 2,700.00 (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/OAE525D6DB3FEN.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

