

Social Gaming Market - Global Outlook and Forecast 2022-2028

<https://marketpublishers.com/r/S7B2BB449BD1EN.html>

Date: March 2022

Pages: 106

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

ID: S7B2BB449BD1EN

Abstracts

Social Gaming or Online gaming refers to the activity or practice of playing an online game on a social media platform.

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

Global Social Gaming Market Revenue, 2017-2022, 2023-2028, (\$ millions)

Global top five companies in 2021 (%)

The global Social Gaming market was valued at 14180 million in 2021 and is projected to reach US\$ 30720 million by 2028, at a CAGR of 11.7% during the forecast period.

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

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

The global key manufacturers of Social Gaming include Activision Blizzard, Electronic Arts, King Digital Entertainment, Supercell, Behaviour Interactive, Wooga, Zynga, Etermax and Peak 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 Social Gaming 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 Social Gaming Market, by Type, 2017-2022, 2023-2028 (\$ millions)

Global Social Gaming Market Segment Percentages, by Type, 2021 (%)

Voice Social Gaming

Video Social Gaming

Others

Global Social Gaming Market, by Application, 2017-2022, 2023-2028 (\$ millions)

Global Social Gaming Market Segment Percentages, by Application, 2021 (%)

Male

Female

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

Global Social Gaming 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 Social Gaming revenues in global market, 2017-2022 (estimated), (\$ millions)

Key companies Social Gaming revenues share in global market, 2021 (%)

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

Activision Blizzard

Electronic Arts

King Digital Entertainment

Supercell

Behaviour Interactive

Wooga

Zynga

Etermax

Peak Games

Tencent

TinyCo

Gameloft

CrowdStar

Aeria Games GmbH

DeNA Co., Ltd

Contents

1 INTRODUCTION TO RESEARCH & ANALYSIS REPORTS

- 1.1 Social Gaming Market Definition
- 1.2 Market Segments
 - 1.2.1 Market by Type
 - 1.2.2 Market by Application
- 1.3 Global Social Gaming 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 SOCIAL GAMING OVERALL MARKET SIZE

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

4 MARKET SIGHTS BY PRODUCT

- 4.1 Overview

- 4.1.1 by Type - Global Social Gaming Market Size Markets, 2021 & 2028
- 4.1.2 Voice Social Gaming
- 4.1.3 Video Social Gaming
- 4.1.4 Others
- 4.2 By Type - Global Social Gaming Revenue & Forecasts
 - 4.2.1 By Type - Global Social Gaming Revenue, 2017-2022
 - 4.2.2 By Type - Global Social Gaming Revenue, 2023-2028
 - 4.2.3 By Type - Global Social Gaming Revenue Market Share, 2017-2028

5 SIGHTS BY APPLICATION

- 5.1 Overview
 - 5.1.1 By Application - Global Social Gaming Market Size, 2021 & 2028
 - 5.1.2 Male
 - 5.1.3 Female
- 5.2 By Application - Global Social Gaming Revenue & Forecasts
 - 5.2.1 By Application - Global Social Gaming Revenue, 2017-2022
 - 5.2.2 By Application - Global Social Gaming Revenue, 2023-2028
 - 5.2.3 By Application - Global Social Gaming Revenue Market Share, 2017-2028

6 SIGHTS BY REGION

- 6.1 By Region - Global Social Gaming Market Size, 2021 & 2028
- 6.2 By Region - Global Social Gaming Revenue & Forecasts
 - 6.2.1 By Region - Global Social Gaming Revenue, 2017-2022
 - 6.2.2 By Region - Global Social Gaming Revenue, 2023-2028
 - 6.2.3 By Region - Global Social Gaming Revenue Market Share, 2017-2028
- 6.3 North America
 - 6.3.1 By Country - North America Social Gaming Revenue, 2017-2028
 - 6.3.2 US Social Gaming Market Size, 2017-2028
 - 6.3.3 Canada Social Gaming Market Size, 2017-2028
 - 6.3.4 Mexico Social Gaming Market Size, 2017-2028
- 6.4 Europe
 - 6.4.1 By Country - Europe Social Gaming Revenue, 2017-2028
 - 6.4.2 Germany Social Gaming Market Size, 2017-2028
 - 6.4.3 France Social Gaming Market Size, 2017-2028
 - 6.4.4 U.K. Social Gaming Market Size, 2017-2028
 - 6.4.5 Italy Social Gaming Market Size, 2017-2028
 - 6.4.6 Russia Social Gaming Market Size, 2017-2028

6.4.7 Nordic Countries Social Gaming Market Size, 2017-2028

6.4.8 Benelux Social Gaming Market Size, 2017-2028

6.5 Asia

6.5.1 By Region - Asia Social Gaming Revenue, 2017-2028

6.5.2 China Social Gaming Market Size, 2017-2028

6.5.3 Japan Social Gaming Market Size, 2017-2028

6.5.4 South Korea Social Gaming Market Size, 2017-2028

6.5.5 Southeast Asia Social Gaming Market Size, 2017-2028

6.5.6 India Social Gaming Market Size, 2017-2028

6.6 South America

6.6.1 By Country - South America Social Gaming Revenue, 2017-2028

6.6.2 Brazil Social Gaming Market Size, 2017-2028

6.6.3 Argentina Social Gaming Market Size, 2017-2028

6.7 Middle East & Africa

6.7.1 By Country - Middle East & Africa Social Gaming Revenue, 2017-2028

6.7.2 Turkey Social Gaming Market Size, 2017-2028

6.7.3 Israel Social Gaming Market Size, 2017-2028

6.7.4 Saudi Arabia Social Gaming Market Size, 2017-2028

6.7.5 UAE Social Gaming Market Size, 2017-2028

7 PLAYERS PROFILES

7.1 Activision Blizzard

7.1.1 Activision Blizzard Corporate Summary

7.1.2 Activision Blizzard Business Overview

7.1.3 Activision Blizzard Social Gaming Major Product Offerings

7.1.4 Activision Blizzard Social Gaming Revenue in Global Market (2017-2022)

7.1.5 Activision Blizzard Key News

7.2 Electronic Arts

7.2.1 Electronic Arts Corporate Summary

7.2.2 Electronic Arts Business Overview

7.2.3 Electronic Arts Social Gaming Major Product Offerings

7.2.4 Electronic Arts Social Gaming Revenue in Global Market (2017-2022)

7.2.5 Electronic Arts Key News

7.3 King Digital Entertainment

7.3.1 King Digital Entertainment Corporate Summary

7.3.2 King Digital Entertainment Business Overview

7.3.3 King Digital Entertainment Social Gaming Major Product Offerings

7.3.4 King Digital Entertainment Social Gaming Revenue in Global Market (2017-2022)

7.3.5 King Digital Entertainment Key News

7.4 Supercell

7.4.1 Supercell Corporate Summary

7.4.2 Supercell Business Overview

7.4.3 Supercell Social Gaming Major Product Offerings

7.4.4 Supercell Social Gaming Revenue in Global Market (2017-2022)

7.4.5 Supercell Key News

7.5 Behaviour Interactive

7.5.1 Behaviour Interactive Corporate Summary

7.5.2 Behaviour Interactive Business Overview

7.5.3 Behaviour Interactive Social Gaming Major Product Offerings

7.5.4 Behaviour Interactive Social Gaming Revenue in Global Market (2017-2022)

7.5.5 Behaviour Interactive Key News

7.6 Wooga

7.6.1 Wooga Corporate Summary

7.6.2 Wooga Business Overview

7.6.3 Wooga Social Gaming Major Product Offerings

7.6.4 Wooga Social Gaming Revenue in Global Market (2017-2022)

7.6.5 Wooga Key News

7.7 Zynga

7.7.1 Zynga Corporate Summary

7.7.2 Zynga Business Overview

7.7.3 Zynga Social Gaming Major Product Offerings

7.7.4 Zynga Social Gaming Revenue in Global Market (2017-2022)

7.7.5 Zynga Key News

7.8 Etermax

7.8.1 Etermax Corporate Summary

7.8.2 Etermax Business Overview

7.8.3 Etermax Social Gaming Major Product Offerings

7.8.4 Etermax Social Gaming Revenue in Global Market (2017-2022)

7.8.5 Etermax Key News

7.9 Peak Games

7.9.1 Peak Games Corporate Summary

7.9.2 Peak Games Business Overview

7.9.3 Peak Games Social Gaming Major Product Offerings

7.9.4 Peak Games Social Gaming Revenue in Global Market (2017-2022)

7.9.5 Peak Games Key News

7.10 Tencent

7.10.1 Tencent Corporate Summary

- 7.10.2 Tencent Business Overview
- 7.10.3 Tencent Social Gaming Major Product Offerings
- 7.10.4 Tencent Social Gaming Revenue in Global Market (2017-2022)
- 7.10.5 Tencent Key News
- 7.11 TinyCo
 - 7.11.1 TinyCo Corporate Summary
 - 7.11.2 TinyCo Business Overview
 - 7.11.3 TinyCo Social Gaming Major Product Offerings
 - 7.11.4 TinyCo Social Gaming Revenue in Global Market (2017-2022)
 - 7.11.5 TinyCo Key News
- 7.12 Gameloft
 - 7.12.1 Gameloft Corporate Summary
 - 7.12.2 Gameloft Business Overview
 - 7.12.3 Gameloft Social Gaming Major Product Offerings
 - 7.12.4 Gameloft Social Gaming Revenue in Global Market (2017-2022)
 - 7.12.5 Gameloft Key News
- 7.13 CrowdStar
 - 7.13.1 CrowdStar Corporate Summary
 - 7.13.2 CrowdStar Business Overview
 - 7.13.3 CrowdStar Social Gaming Major Product Offerings
 - 7.13.4 CrowdStar Social Gaming Revenue in Global Market (2017-2022)
 - 7.13.5 CrowdStar Key News
- 7.14 Aeria Games GmbH
 - 7.14.1 Aeria Games GmbH Corporate Summary
 - 7.14.2 Aeria Games GmbH Business Overview
 - 7.14.3 Aeria Games GmbH Social Gaming Major Product Offerings
 - 7.14.4 Aeria Games GmbH Social Gaming Revenue in Global Market (2017-2022)
 - 7.14.5 Aeria Games GmbH Key News
- 7.15 DeNA Co., Ltd
 - 7.15.1 DeNA Co., Ltd Corporate Summary
 - 7.15.2 DeNA Co., Ltd Business Overview
 - 7.15.3 DeNA Co., Ltd Social Gaming Major Product Offerings
 - 7.15.4 DeNA Co., Ltd Social Gaming Revenue in Global Market (2017-2022)
 - 7.15.5 DeNA Co., Ltd 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. Social Gaming Market Opportunities & Trends in Global Market
- Table 2. Social Gaming Market Drivers in Global Market
- Table 3. Social Gaming Market Restraints in Global Market
- Table 4. Key Players of Social Gaming in Global Market
- Table 5. Top Social Gaming Players in Global Market, Ranking by Revenue (2021)
- Table 6. Global Social Gaming Revenue by Companies, (US\$, Mn), 2017-2022
- Table 7. Global Social Gaming Revenue Share by Companies, 2017-2022
- Table 8. Global Companies Social Gaming Product Type
- Table 9. List of Global Tier 1 Social Gaming Companies, Revenue (US\$, Mn) in 2021 and Market Share
- Table 10. List of Global Tier 2 and Tier 3 Social Gaming Companies, Revenue (US\$, Mn) in 2021 and Market Share
- Table 11. By Type – Global Social Gaming Revenue, (US\$, Mn), 2021 & 2028
- Table 12. By Type - Social Gaming Revenue in Global (US\$, Mn), 2017-2022
- Table 13. By Type - Social Gaming Revenue in Global (US\$, Mn), 2023-2028
- Table 14. By Application – Global Social Gaming Revenue, (US\$, Mn), 2021 & 2028
- Table 15. By Application - Social Gaming Revenue in Global (US\$, Mn), 2017-2022
- Table 16. By Application - Social Gaming Revenue in Global (US\$, Mn), 2023-2028
- Table 17. By Region – Global Social Gaming Revenue, (US\$, Mn), 2021 & 2028
- Table 18. By Region - Global Social Gaming Revenue (US\$, Mn), 2017-2022
- Table 19. By Region - Global Social Gaming Revenue (US\$, Mn), 2023-2028
- Table 20. By Country - North America Social Gaming Revenue, (US\$, Mn), 2017-2022
- Table 21. By Country - North America Social Gaming Revenue, (US\$, Mn), 2023-2028
- Table 22. By Country - Europe Social Gaming Revenue, (US\$, Mn), 2017-2022
- Table 23. By Country - Europe Social Gaming Revenue, (US\$, Mn), 2023-2028
- Table 24. By Region - Asia Social Gaming Revenue, (US\$, Mn), 2017-2022
- Table 25. By Region - Asia Social Gaming Revenue, (US\$, Mn), 2023-2028
- Table 26. By Country - South America Social Gaming Revenue, (US\$, Mn), 2017-2022
- Table 27. By Country - South America Social Gaming Revenue, (US\$, Mn), 2023-2028
- Table 28. By Country - Middle East & Africa Social Gaming Revenue, (US\$, Mn), 2017-2022
- Table 29. By Country - Middle East & Africa Social Gaming Revenue, (US\$, Mn), 2023-2028
- Table 30. Activision Blizzard Corporate Summary
- Table 31. Activision Blizzard Social Gaming Product Offerings

Table 32. Activision Blizzard Social Gaming Revenue (US\$, Mn), (2017-2022)
Table 33. Electronic Arts Corporate Summary
Table 34. Electronic Arts Social Gaming Product Offerings
Table 35. Electronic Arts Social Gaming Revenue (US\$, Mn), (2017-2022)
Table 36. King Digital Entertainment Corporate Summary
Table 37. King Digital Entertainment Social Gaming Product Offerings
Table 38. King Digital Entertainment Social Gaming Revenue (US\$, Mn), (2017-2022)
Table 39. Supercell Corporate Summary
Table 40. Supercell Social Gaming Product Offerings
Table 41. Supercell Social Gaming Revenue (US\$, Mn), (2017-2022)
Table 42. Behaviour Interactive Corporate Summary
Table 43. Behaviour Interactive Social Gaming Product Offerings
Table 44. Behaviour Interactive Social Gaming Revenue (US\$, Mn), (2017-2022)
Table 45. Wooga Corporate Summary
Table 46. Wooga Social Gaming Product Offerings
Table 47. Wooga Social Gaming Revenue (US\$, Mn), (2017-2022)
Table 48. Zynga Corporate Summary
Table 49. Zynga Social Gaming Product Offerings
Table 50. Zynga Social Gaming Revenue (US\$, Mn), (2017-2022)
Table 51. Etermax Corporate Summary
Table 52. Etermax Social Gaming Product Offerings
Table 53. Etermax Social Gaming Revenue (US\$, Mn), (2017-2022)
Table 54. Peak Games Corporate Summary
Table 55. Peak Games Social Gaming Product Offerings
Table 56. Peak Games Social Gaming Revenue (US\$, Mn), (2017-2022)
Table 57. Tencent Corporate Summary
Table 58. Tencent Social Gaming Product Offerings
Table 59. Tencent Social Gaming Revenue (US\$, Mn), (2017-2022)
Table 60. TinyCo Corporate Summary
Table 61. TinyCo Social Gaming Product Offerings
Table 62. TinyCo Social Gaming Revenue (US\$, Mn), (2017-2022)
Table 63. Gameloft Corporate Summary
Table 64. Gameloft Social Gaming Product Offerings
Table 65. Gameloft Social Gaming Revenue (US\$, Mn), (2017-2022)
Table 66. CrowdStar Corporate Summary
Table 67. CrowdStar Social Gaming Product Offerings
Table 68. CrowdStar Social Gaming Revenue (US\$, Mn), (2017-2022)
Table 69. Aeria Games GmbH Corporate Summary
Table 70. Aeria Games GmbH Social Gaming Product Offerings

Table 71. Aeria Games GmbH Social Gaming Revenue (US\$, Mn), (2017-2022)

Table 72. DeNA Co., Ltd Corporate Summary

Table 73. DeNA Co., Ltd Social Gaming Product Offerings

Table 74. DeNA Co., Ltd Social Gaming Revenue (US\$, Mn), (2017-2022)

List Of Figures

LIST OF FIGURES

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

Figure 33. Turkey Social Gaming Revenue, (US\$, Mn), 2017-2028

Figure 34. Israel Social Gaming Revenue, (US\$, Mn), 2017-2028

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

Figure 36. UAE Social Gaming Revenue, (US\$, Mn), 2017-2028

Figure 37. Activision Blizzard Social Gaming Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 38. Electronic Arts Social Gaming Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 39. King Digital Entertainment Social Gaming Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 40. Supercell Social Gaming Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 41. Behaviour Interactive Social Gaming Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 42. Wooga Social Gaming Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 43. Zynga Social Gaming Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 44. Etermax Social Gaming Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 45. Peak Games Social Gaming Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 46. Tencent Social Gaming Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 47. TinyCo Social Gaming Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 48. Gameloft Social Gaming Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 49. CrowdStar Social Gaming Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 50. Aeria Games GmbH Social Gaming Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 51. DeNA Co., Ltd Social Gaming Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

I would like to order

Product name: Social Gaming Market - Global Outlook and Forecast 2022-2028

Product link: <https://marketpublishers.com/r/S7B2BB449BD1EN.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/S7B2BB449BD1EN.html>