

Social-network Game Service Market - Global Outlook and Forecast 2022-2028

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Abstracts

This report contains market size and forecasts of Social-network Game Service in Global, including the following market information:

Global Social-network Game Service Market Revenue, 2017-2022, 2023-2028, (\$ millions)

Global top five companies in 2021 (%)

The global Social-network Game Service 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.

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

The global key manufacturers of Social-network Game Service include Zynga, Wooga, Gameforge, Bigpoint Games, Goodgame Studios, Plinga, Kabam and RockYou, 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-network Game Service 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-network Game Service Market, by Type, 2017-2022, 2023-2028 (\$ millions)

Global Social-network Game Service Market Segment Percentages, by Type, 2021 (%)

Casual

Adventure

Competitive

Others

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

Global Social-network Game Service Market Segment Percentages, by Application, 2021 (%)

Applications

Websites

Others

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

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

Key companies Social-network Game Service revenues share in global market, 2021 (%)

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

Zynga

Wooga

Gameforge

Bigpoint Games

Goodgame Studios

Plinga

Kabam

RockYou

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