

Global Gaming Market Insights, Opportunity Analysis, Market Shares and Forecast 2016 – 2022

<https://marketpublishers.com/r/G0B1C9BA927EN.html>

Date: January 2016

Pages: 153

Price: US\$ 3,900.00 (Single User License)

ID: G0B1C9BA927EN

Abstracts

The online gaming industry is moving ahead rapidly with constant innovations. Multi-players, role-playing games, and different genres of games are in great demand. According to estimates, almost 60% of the population in the U.S. has access to games and nearly 50% households own at least one gaming console. While U.S. and Europe are currently the largest markets. Primary motivators for the rapid growth of this market include greater penetration of mobile phones and internet. The gaming industry is largely dependent on internet and with intense internet penetration across the globe, this industry is set to record tremendous revenue growth

Companies profiled include

1. Aardman Animations Ltd
2. Activision Blizzard
3. Capcom Co Ltd
4. DQ Entertainment
5. Electronic Arts
6. GungHo Entertainment
7. Kingcom
8. The Lego Group
9. Microsoft Corporation
10. Microsoft Corporation
11. Rockstar Games
12. Sega Sammy Holdings
13. Sony Corporation
14. Tencent Holdings Limited
15. Ubisoft Entertainment

16. Zynga Inc

This Occams Research Report covers

1. Historical data
2. Revenue forecasts, growth rates and CAGR upto 2022
3. Industry Analysis
4. Competitive Analysis
5. Key geographic growth data
6. Deep profiles top competitive companies

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