

Global Gaming Market by Country (United States, Canada, India, China, Japan, United Kingdom), Company Profiles, Share, Trends, Analysis, Size, Opportunities, Segmentation and Forecast 2015 – 2021

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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, Asia Pacific is the largest market led by China, Japan, and India accounts for 38.70% of market share in 2013 and will continue to dominate the global gaming market throughout the forecasted period growing at a CAGR of 6.7%(2014-2021) 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 2021
3. Industry Analysis
4. Competitive Analysis
5. Key geographic growth data
6. Deep profiles top competitive companies

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