

Global Online Games Market Report 2019 - Market Size, Share, Price, Trend and Forecast

<https://marketpublishers.com/r/G8070EC6D821PEN.html>

Date: June 2019

Pages: 137

Price: US\$ 4,000.00 (Single User License)

ID: G8070EC6D821PEN

Abstracts

The global market size of Online Games is \$XX million in 2018 with XX CAGR from 2014 to 2018, and it is expected to reach \$XX million by the end of 2024 with a CAGR of XX% from 2019 to 2024.

Global Online Games Market Report 2019 - Market Size, Share, Price, Trend and Forecast is a professional and in-depth study on the current state of the global Online Games industry. The key insights of the report:

1. The report provides key statistics on the market status of the Online Games manufacturers and is a valuable source of guidance and direction for companies and individuals interested in the industry.
2. The report provides a basic overview of the industry including its definition, applications and manufacturing technology.
3. The report presents the company profile, product specifications, capacity, production value, and 2013-2018 market shares for key vendors.
4. The total market is further divided by company, by country, and by application/type for the competitive landscape analysis.
5. The report estimates 2019-2024 market development trends of Online Games industry.
6. Analysis of upstream raw materials, downstream demand, and current market dynamics is also carried out
7. The report makes some important proposals for a new project of Online Games Industry before evaluating its feasibility.

There are 4 key segments covered in this report: competitor segment, product type segment, end use/application segment and geography segment.

For competitor segment, the report includes global key players of Online Games as well as some small players. At least 17 companies are included:

Tencent

Netease

Microsoft

Sony

Electronic Arts

Sega

For complete companies list, please ask for sample pages.
The information for each competitor includes:

Company Profile

Main Business Information

SWOT Analysis

Sales, Revenue, Price and Gross Margin

Market Share

For product type segment, this report listed main product type of Online Games market

IOS

Android

Windows

For end use/application segment, this report focuses on the status and outlook for key applications. End users are also listed.

Smartphone & Tablet

PC

TV

Other

For geography segment, regional supply, application-wise and type-wise demand, major players, price is presented from 2013 to 2023. This report covers following regions:

North America

South America

Asia & Pacific

Europe

MEA (Middle East and Africa)

The key countries in each region are taken into consideration as well, such as United States, China, Japan, India, Korea, ASEAN, Germany, France, UK, Italy, Spain, CIS, and Brazil etc.

Reasons to Purchase this Report:

Analyzing the outlook of the market with the recent trends and SWOT analysis

Market dynamics scenario, along with growth opportunities of the market in the years to come

Market segmentation analysis including qualitative and quantitative research incorporating the impact of economic and non-economic aspects

Regional and country level analysis integrating the demand and supply forces that are influencing the growth of the market.

Market value (USD Million) and volume (Units Million) data for each segment and sub-segment

Competitive landscape involving the market share of major players, along with the new projects and strategies adopted by players in the past five years

Comprehensive company profiles covering the product offerings, key financial information, recent developments, SWOT analysis, and strategies employed by the major market players

1-year analyst support, along with the data support in excel format.

We also can offer customized report to fulfill special requirements of our clients. Regional and Countries report can be provided as well.

Contents

CHAPTER 1 EXECUTIVE SUMMARY

CHAPTER 2 ABBREVIATION AND ACRONYMS

CHAPTER 3 PREFACE

- 3.1 Research Scope
- 3.2 Research Methodology
 - 3.2.1 Primary Sources
 - 3.2.2 Secondary Sources
 - 3.2.3 Assumptions

CHAPTER 4 MARKET LANDSCAPE

- 4.1 Market Overview
- 4.2 Classification/Types
- 4.3 Application/End Users

CHAPTER 5 MARKET TREND ANALYSIS

- 5.1 Introduction
- 5.2 Drivers
- 5.3 Restraints
- 5.4 Opportunities
- 5.5 Threats

CHAPTER 6 INDUSTRY CHAIN ANALYSIS

- 6.1 Upstream/Suppliers Analysis
- 6.2 Online Games Analysis
 - 6.2.1 Technology Analysis
 - 6.2.2 Cost Analysis
 - 6.2.3 Market Channel Analysis
- 6.3 Downstream Buyers/End Users

CHAPTER 7 LATEST MARKET DYNAMICS

- 7.1 Latest News
- 7.2 Merger and Acquisition
- 7.3 Planned/Future Project
- 7.4 Policy Dynamics

CHAPTER 8 TRADING ANALYSIS

- 8.1 Export of Online Games by Region
- 8.2 Import of Online Games by Region
- 8.3 Balance of Trade

CHAPTER 9 HISTORICAL AND CURRENT ONLINE GAMES IN NORTH AMERICA (2013-2018)

- 9.1 Online Games Supply
- 9.2 Online Games Demand by End Use
- 9.3 Competition by Players/Suppliers
- 9.4 Type Segmentation and Price
- 9.5 Key Countries Analysis
 - 9.5.1 US
 - 9.5.2 Canada
 - 9.5.3 Mexico

CHAPTER 10 HISTORICAL AND CURRENT ONLINE GAMES IN SOUTH AMERICA (2013-2018)

- 10.1 Online Games Supply
- 10.2 Online Games Demand by End Use
- 10.3 Competition by Players/Suppliers
- 10.4 Type Segmentation and Price
- 10.5 Key Countries Analysis
 - 10.5.1 Brazil
 - 10.5.2 Argentina
 - 10.5.3 Chile
 - 10.5.4 Peru

CHAPTER 11 HISTORICAL AND CURRENT ONLINE GAMES IN ASIA & PACIFIC (2013-2018)

- 11.1 Online Games Supply
- 11.2 Online Games Demand by End Use
- 11.3 Competition by Players/Suppliers
- 11.4 Type Segmentation and Price
- 11.5 Key Countries Analysis
 - 11.5.1 China
 - 11.5.2 India
 - 11.5.3 Japan
 - 11.5.4 South Korea
 - 11.5.5 ASEAN
 - 11.5.6 Australia

CHAPTER 12 HISTORICAL AND CURRENT ONLINE GAMES IN EUROPE (2013-2018)

- 12.1 Online Games Supply
- 12.2 Online Games Demand by End Use
- 12.3 Competition by Players/Suppliers
- 12.4 Type Segmentation and Price
- 12.5 Key Countries Analysis
 - 12.5.1 Germany
 - 12.5.2 France
 - 12.5.3 UK
 - 12.5.4 Italy
 - 12.5.5 Spain
 - 12.5.6 Belgium
 - 12.5.7 Netherlands
 - 12.5.8 Austria
 - 12.5.9 Poland
 - 12.5.10 Russia

CHAPTER 13 HISTORICAL AND CURRENT ONLINE GAMES IN MEA (2013-2018)

- 13.1 Online Games Supply
- 13.2 Online Games Demand by End Use
- 13.3 Competition by Players/Suppliers
- 13.4 Type Segmentation and Price
- 13.5 Key Countries Analysis
 - 13.5.1 Egypt

- 13.5.2 Iran
- 13.5.3 Israel
- 13.5.4 South Africa
- 13.5.5 GCC
- 13.5.6 Turkey

CHAPTER 14 SUMMARY FOR GLOBAL ONLINE GAMES (2013-2018)

- 14.1 Online Games Supply
- 14.2 Online Games Demand by End Use
- 14.3 Competition by Players/Suppliers
- 14.4 Type Segmentation and Price

CHAPTER 15 GLOBAL ONLINE GAMES FORECAST (2019-2023)

- 15.1 Online Games Supply Forecast
- 15.2 Online Games Demand Forecast
- 15.3 Competition by Players/Suppliers
- 15.4 Type Segmentation and Price Forecast

CHAPTER 16 ANALYSIS OF GLOBAL KEY VENDORS

- 16.1 Tencent
 - 16.1.1 Company Profile
 - 16.1.2 Main Business and Online Games Information
 - 16.1.3 SWOT Analysis of Tencent
 - 16.1.4 Tencent Online Games Sales, Revenue, Price and Gross Margin (2014-2019)
- 16.2 Netease
 - 16.2.1 Company Profile
 - 16.2.2 Main Business and Online Games Information
 - 16.2.3 SWOT Analysis of Netease
 - 16.2.4 Netease Online Games Sales, Revenue, Price and Gross Margin (2014-2019)
- 16.3 Microsoft
 - 16.3.1 Company Profile
 - 16.3.2 Main Business and Online Games Information
 - 16.3.3 SWOT Analysis of Microsoft
 - 16.3.4 Microsoft Online Games Sales, Revenue, Price and Gross Margin (2014-2019)
- 16.4 Sony
 - 16.4.1 Company Profile

- 16.4.2 Main Business and Online Games Information
- 16.4.3 SWOT Analysis of Sony
- 16.4.4 Sony Online Games Sales, Revenue, Price and Gross Margin (2014-2019)
- 16.5 Electronic Arts
 - 16.5.1 Company Profile
 - 16.5.2 Main Business and Online Games Information
 - 16.5.3 SWOT Analysis of Electronic Arts
 - 16.5.4 Electronic Arts Online Games Sales, Revenue, Price and Gross Margin (2014-2019)
- 16.6 Sega
 - 16.6.1 Company Profile
 - 16.6.2 Main Business and Online Games Information
 - 16.6.3 SWOT Analysis of Sega
 - 16.6.4 Sega Online Games Sales, Revenue, Price and Gross Margin (2014-2019)
- 16.7 Ubisoft
 - 16.7.1 Company Profile
 - 16.7.2 Main Business and Online Games Information
 - 16.7.3 SWOT Analysis of Ubisoft
 - 16.7.4 Ubisoft Online Games Sales, Revenue, Price and Gross Margin (2014-2019)

Tables & Figures

TABLES AND FIGURES

Table Abbreviation and Acronyms List

Table Research Scope of Online Games Report

Table Primary Sources of Online Games Report

Table Secondary Sources of Online Games Report

Table Major Assumptions of Online Games Report

Figure Online Games Picture

Table Online Games Classification

Table Online Games Applications List

Table Drivers of Online Games Market

Table Restraints of Online Games Market

Table Opportunities of Online Games Market

Table Threats of Online Games Market

Table Raw Materials Suppliers List

Table Different Production Methods of Online Games

Table Cost Structure Analysis of Online Games

Table Key End Users List

Table Latest News of Online Games Market

Table Merger and Acquisition List

Table Planned/Future Project of Online Games Market

Table Policy of Online Games Market

Table 2014-2024 Regional Export of Online Games

Table 2014-2024 Regional Import of Online Games

Table 2014-2024 Regional Trade Balance

Figure 2014-2024 Regional Trade Balance

Table 2014-2024 North America Online Games Market Size (M USD) and Market Volume (Tons) List

Figure 2014-2024 North America Online Games Market Size (M USD) and CAGR

Figure 2014-2024 North America Online Games Market Volume (Tons) and CAGR

Table 2014-2024 North America Online Games Demand (Tons) List by Application

Table 2014-2019 North America Online Games Key Players Sales (Tons) List

Table 2014-2019 North America Online Games Key Players Market Share List

Table 2014-2024 North America Online Games Demand (Tons) List by Type

Table 2014-2019 North America Online Games Price (USD/Ton) List by Type

Table 2014-2024 US Online Games Market Size (M USD) and Market Volume (Tons) List

Table 2014-2024 US Online Games Import & Export (Tons) List
Table 2014-2024 Canada Online Games Market Size (M USD) and Market Volume (Tons) List
Table 2014-2024 Canada Online Games Import & Export (Tons) List
Table 2014-2024 Mexico Online Games Market Size (M USD) and Market Volume (Tons) List
Table 2014-2024 Mexico Online Games Import & Export (Tons) List
Table 2014-2024 South America Online Games Market Size (M USD) and Market Volume (Tons) List
Figure 2014-2024 South America Online Games Market Size (M USD) and CAGR
Figure 2014-2024 South America Online Games Market Volume (Tons) and CAGR
Table 2014-2024 South America Online Games Demand (Tons) List by Application
Table 2014-2019 South America Online Games Key Players Sales (Tons) List
Table 2014-2019 South America Online Games Key Players Market Share List
Table 2014-2024 South America Online Games Demand (Tons) List by Type
Table 2014-2019 South America Online Games Price (USD/Ton) List by Type
Table 2014-2024 Brazil Online Games Market Size (M USD) and Market Volume (Tons) List
Table 2014-2024 Brazil Online Games Import & Export (Tons) List
Table 2014-2024 Argentina Online Games Market Size (M USD) and Market Volume (Tons) List
Table 2014-2024 Argentina Online Games Import & Export (Tons) List
Table 2014-2024 Chile Online Games Market Size (M USD) and Market Volume (Tons) List
Table 2014-2024 Chile Online Games Import & Export (Tons) List
Table 2014-2024 Peru Online Games Market Size (M USD) and Market Volume (Tons) List
Table 2014-2024 Peru Online Games Import & Export (Tons) List
Table 2014-2024 Asia & Pacific Online Games Market Size (M USD) and Market Volume (Tons) List
Figure 2014-2024 Asia & Pacific Online Games Market Size (M USD) and CAGR
Figure 2014-2024 Asia & Pacific Online Games Market Volume (Tons) and CAGR
Table 2014-2024 Asia & Pacific Online Games Demand (Tons) List by Application
Table 2014-2019 Asia & Pacific Online Games Key Players Sales (Tons) List
Table 2014-2019 Asia & Pacific Online Games Key Players Market Share List
Table 2014-2024 Asia & Pacific Online Games Demand (Tons) List by Type
Table 2014-2019 Asia & Pacific Online Games Price (USD/Ton) List by Type
Table 2014-2024 China Online Games Market Size (M USD) and Market Volume (Tons) List

- Table 2014-2024 China Online Games Import & Export (Tons) List
- Table 2014-2024 India Online Games Market Size (M USD) and Market Volume (Tons) List
- Table 2014-2024 India Online Games Import & Export (Tons) List
- Table 2014-2024 Japan Online Games Market Size (M USD) and Market Volume (Tons) List
- Table 2014-2024 Japan Online Games Import & Export (Tons) List
- Table 2014-2024 South Korea Online Games Market Size (M USD) and Market Volume (Tons) List
- Table 2014-2024 South Korea Online Games Import & Export (Tons) List
- Table 2014-2024 ASEAN Online Games Market Size (M USD) List
- Table 2014-2024 ASEAN Online Games Market Volume (Tons) List
- Table 2014-2024 ASEAN Online Games Import (Tons) List
- Table 2014-2024 ASEAN Online Games Export (Tons) List
- Table 2014-2024 Australia Online Games Market Size (M USD) and Market Volume (Tons) List
- Table 2014-2024 Australia Online Games Import & Export (Tons) List
- Table 2014-2024 Europe Online Games Market Size (M USD) and Market Volume (Tons) List
- Figure 2014-2024 Europe Online Games Market Size (M USD) and CAGR
- Figure 2014-2024 Europe Online Games Market Volume (Tons) and CAGR
- Table 2014-2024 Europe Online Games Demand (Tons) List by Application
- Table 2014-2019 Europe Online Games Key Players Sales (Tons) List
- Table 2014-2019 Europe Online Games Key Players Market Share List
- Table 2014-2024 Europe Online Games Demand (Tons) List by Type
- Table 2014-2019 Europe Online Games Price (USD/Ton) List by Type
- Table 2014-2024 Germany Online Games Market Size (M USD) and Market Volume (Tons) List
- Table 2014-2024 Germany Online Games Import & Export (Tons) List
- Table 2014-2024 France Online Games Market Size (M USD) and Market Volume (Tons) List
- Table 2014-2024 France Online Games Import & Export (Tons) List
- Table 2014-2024 UK Online Games Market Size (M USD) and Market Volume (Tons) List
- Table 2014-2024 UK Online Games Import & Export (Tons) List
- Table 2014-2024 Italy Online Games Market Size (M USD) and Market Volume (Tons) List
- Table 2014-2024 Italy Online Games Import & Export (Tons) List
- Table 2014-2024 Spain Online Games Market Size (M USD) and Market Volume (Tons)

List

Table 2014-2024 Spain Online Games Import & Export (Tons) List

Table 2014-2024 Belgium Online Games Market Size (M USD) and Market Volume (Tons) List

Table 2014-2024 Belgium Online Games Import & Export (Tons) List

Table 2014-2024 Netherlands Online Games Market Size (M USD) and Market Volume (Tons) List

Table 2014-2024 Netherlands Online Games Import & Export (Tons) List

Table 2014-2024 Austria Online Games Market Size (M USD) and Market Volume (Tons) List

Table 2014-2024 Austria Online Games Import & Export (Tons) List

Table 2014-2024 Poland Online Games Market Size (M USD) and Market Volume (Tons) List

Table 2014-2024 Poland Online Games Import & Export (Tons) List

Table 2014-2024 Russia Online Games Market Size (M USD) and Market Volume (Tons) List

Table 2014-2024 Russia Online Games Import & Export (Tons) List

Table 2014-2024 MEA Online Games Market Size (M USD) and Market Volume (Tons) List

Figure 2014-2024 MEA Online Games Market Size (M USD) and CAGR

Figure 2014-2024 MEA Online Games Market Volume (Tons) and CAGR

Table 2014-2024 MEA Online Games Demand (Tons) List by Application

Table 2014-2019 MEA Online Games Key Players Sales (Tons) List

Table 2014-2019 MEA Online Games Key Players Market Share List

Table 2014-2024 MEA Online Games Demand (Tons) List by Type

Table 2014-2019 MEA Online Games Price (USD/Ton) List by Type

Table 2014-2024 Egypt Online Games Market Size (M USD) and Market Volume (Tons) List

Table 2014-2024 Egypt Online Games Import & Export (Tons) List

Table 2014-2024 Iran Online Games Market Size (M USD) and Market Volume (Tons) List

Table 2014-2024 Iran Online Games Import & Export (Tons) List

Table 2014-2024 Israel Online Games Market Size (M USD) and Market Volume (Tons) List

Table 2014-2024 Israel Online Games Import & Export (Tons) List

Table 2014-2024 South Africa Online Games Market Size (M USD) and Market Volume (Tons) List

Table 2014-2024 South Africa Online Games Import & Export (Tons) List

Table 2014-2024 GCC Online Games Market Size (M USD) and Market Volume (Tons)

List

- Table 2014-2024 GCC Online Games Import & Export (Tons) List
- Table 2014-2024 Turkey Online Games Market Size (M USD) and Market Volume (Tons) List
- Table 2014-2024 Turkey Online Games Import & Export (Tons) List
- Table 2014-2019 Global Online Games Market Size (M USD) List by Region
- Table 2014-2019 Global Online Games Market Size Share List by Region
- Table 2014-2019 Global Online Games Market Volume (Tons) List by Region
- Table 2014-2019 Global Online Games Market Volume Share List by Region
- Table 2014-2019 Global Online Games Demand (Tons) List by Application
- Table 2014-2019 Global Online Games Demand Market Share List by Application
- Table 2014-2019 Global Online Games Capacity (Tons) List
- Table 2014-2019 Global Online Games Key Vendors Capacity Share List
- Table 2014-2019 Global Online Games Key Vendors Production (Tons) List
- Table 2014-2019 Global Online Games Key Vendors Production Share List
- Figure 2014-2019 Global Online Games Capacity Production and Growth Rate
- Table 2014-2019 Global Online Games Key Vendors Production Value (M USD) List
- Figure 2014-2019 Global Online Games Production Value (M USD) and Growth Rate
- Table 2014-2019 Global Online Games Key Vendors Production Value Share List
- Table 2014-2019 Global Online Games Demand (Tons) List by Type
- Table 2014-2019 Global Online Games Demand Market Share List by Type
- Table 2014-2019 Regional Online Games Price (USD/Ton) List
- Table 2019-2024 Global Online Games Market Size (M USD) List by Region
- Table 2019-2024 Global Online Games Market Size Share List by Region
- Table 2019-2024 Global Online Games Market Volume (Tons) List by Region
- Table 2019-2024 Global Online Games Market Volume Share List by Region
- Table 2019-2024 Global Online Games Demand (Tons) List by Application
- Table 2019-2024 Global Online Games Demand Market Share List by Application
- Table 2019-2024 Global Online Games Capacity (Tons) List
- Table 2019-2024 Global Online Games Key Vendors Capacity Share List
- Table 2019-2024 Global Online Games Key Vendors Production (Tons) List
- Table 2019-2024 Global Online Games Key Vendors Production Share List
- Figure 2019-2024 Global Online Games Capacity Production and Growth Rate
- Table 2019-2024 Global Online Games Key Vendors Production Value (M USD) List
- Figure 2019-2024 Global Online Games Production Value (M USD) and Growth Rate
- Table 2019-2024 Global Online Games Key Vendors Production Value Share List
- Table 2019-2024 Global Online Games Demand (Tons) List by Type
- Table 2019-2024 Global Online Games Demand Market Share List by Type
- Table 2019-2024 Regional Online Games Price (USD/Ton) List

Table Tencent Information List

Table SWOT Analysis of Tencent

Table 2014-2019 Tencent Online Games Product Capacity Production (Tons) Price Cost (USD/Ton) Production Value (M USD) List

Figure 2014-2019 Tencent Online Games Capacity Production (Tons) and Growth Rate

Figure 2014-2019 Tencent Online Games Market Share

Table Netease Information List

Table SWOT Analysis of Netease

Table 2014-2019 Netease Online Games Product Capacity Production (Tons) Price Cost (USD/Ton) Production Value (M USD) List

Figure 2014-2019 Netease Online Games Capacity Production (Tons) and Growth Rate

Figure 2014-2019 Netease Online Games Market Share

Table Microsoft Information List

Table SWOT Analysis of Microsoft

Table 2014-2019 Microsoft Online Games Product Capacity Production (Tons) Price Cost (USD/Ton) Production Value (M USD) List

Figure 2014-2019 Microsoft Online Games Capacity Production (Tons) and Growth Rate

Figure 2014-2019 Microsoft Online Games Market Share

Table Sony Information List

Table SWOT Analysis of Sony

Table 2014-2019 Sony Online Games Product Capacity Production (Tons) Price Cost (USD/Ton) Production Value (M USD) List

Figure 2014-2019 Sony Online Games Capacity Production (Tons) and Growth Rate

Figure 2014-2019 Sony Online Games Market Share

Table Electronic Arts Information List

Table SWOT Analysis of Electronic Arts

Table 2014-2019 Electronic Arts Online Games Product Capacity Production (Tons) Price Cost (USD/Ton) Production Value (M USD) List

Figure 2014-2019 Electronic Arts Online Games Capacity Production (Tons) and Growth Rate

Figure 2014-2019 Electronic Arts Online Games Market Share

Table Sega Information List

Table SWOT Analysis of Sega

Table 2014-2019 Sega Online Games Product Capacity Production (Tons) Price Cost (USD/Ton) Production Value (M USD) List

Figure 2014-2019 Sega Online Games Capacity Production (Tons) and Growth Rate

Figure 2014-2019 Sega Online Games Market Share

Table Ubisoft Information List

Table SWOT Analysis of Ubisoft

Table 2014-2019 Ubisoft Online Games Product Capacity Production (Tons) Price Cost (USD/Ton) Production Value (M USD) List

Figure 2014-2019 Ubisoft Online Games Capacity Production (Tons) and Growth Rate

Figure 2014-2019 Ubisoft Online Games Market Share

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