

2018-2025 Casual Game Report on Global and United States Market, Status and Forecast, by Players, Types and Applications

<https://marketpublishers.com/r/220B0AAA830EN.html>

Date: June 2018

Pages: 115

Price: US\$ 3,600.00 (Single User License)

ID: 220B0AAA830EN

Abstracts

SUMMARY

This report studies the global Casual Game market, analyzes and researches the Casual Game development status and forecast in United States, EU, Japan, China, India and Southeast Asia. This report focuses on the top players in global market, like

Nintendo

Naughty Dog

Bethesda

Valve

RockStar North

Ubisoft Montreal

Square Enix

Rare

Bioware

Blizzard

Market segment by Regions/Countries, this report covers

United States

EU

Japan

China

India

Southeast Asia

Market segment by Type, the product can be split into

Try-Before-You-Buy

Subscription Services

Skill-Based Gaming

Advergames

Market segment by Application, the market can be split into

Game Console

Mobile Phones

TV Set-top Box

Others

If you have any special requirements, please let us know and we will offer you the report as you want.

Contents

2018-2025 CASUAL GAME REPORT ON GLOBAL AND UNITED STATES MARKET, STATUS AND FORECAST, BY PLAYERS, TYPES AND APPLICATIONS

1 INDUSTRY OVERVIEW OF CASUAL GAME

- 1.1 Casual Game Market Overview
 - 1.1.1 Casual Game Product Scope
 - 1.1.2 Market Status and Outlook
- 1.2 Global Casual Game Market Size and Analysis by Regions
 - 1.2.1 United States
 - 1.2.2 EU
 - 1.2.3 Japan
 - 1.2.4 China
 - 1.2.5 India
 - 1.2.6 Southeast Asia
- 1.3 Casual Game Market by Type
 - 1.3.1 Try-Before-You-Buy
 - 1.3.2 Subscription Services
 - 1.3.3 Skill-Based Gaming
 - 1.3.4 Advergames
- 1.4 Casual Game Market by End Users/Application
 - 1.4.1 Game Console
 - 1.4.2 Mobile Phones
 - 1.4.3 TV Set-top Box
 - 1.4.4 Others

2 GLOBAL CASUAL GAME COMPETITION ANALYSIS BY PLAYERS

- 2.1 Casual Game Market Size (Value) by Players (2017 and 2018)
- 2.2 Competitive Status and Trend
 - 2.2.1 Market Concentration Rate
 - 2.2.2 Product/Service Differences
 - 2.2.3 New Entrants
 - 2.2.4 The Technology Trends in Future

3 COMPANY (TOP PLAYERS) PROFILES

3.1 Nintendo

- 3.1.1 Company Profile
- 3.1.2 Main Business/Business Overview
- 3.1.3 Products, Services and Solutions
- 3.1.4 Casual Game Revenue (Value) (2013-2018)
- 3.1.5 Recent Developments

3.2 Naughty Dog

- 3.2.1 Company Profile
- 3.2.2 Main Business/Business Overview
- 3.2.3 Products, Services and Solutions
- 3.2.4 Casual Game Revenue (Value) (2013-2018)
- 3.2.5 Recent Developments

3.3 Bethesda

- 3.3.1 Company Profile
- 3.3.2 Main Business/Business Overview
- 3.3.3 Products, Services and Solutions
- 3.3.4 Casual Game Revenue (Value) (2013-2018)
- 3.3.5 Recent Developments

3.4 Valve

- 3.4.1 Company Profile
- 3.4.2 Main Business/Business Overview
- 3.4.3 Products, Services and Solutions
- 3.4.4 Casual Game Revenue (Value) (2013-2018)
- 3.4.5 Recent Developments

3.5 RockStar North

- 3.5.1 Company Profile
- 3.5.2 Main Business/Business Overview
- 3.5.3 Products, Services and Solutions
- 3.5.4 Casual Game Revenue (Value) (2013-2018)
- 3.5.5 Recent Developments

3.6 Ubisoft Montreal

- 3.6.1 Company Profile
- 3.6.2 Main Business/Business Overview
- 3.6.3 Products, Services and Solutions
- 3.6.4 Casual Game Revenue (Value) (2013-2018)
- 3.6.5 Recent Developments

3.7 Square Enix

- 3.7.1 Company Profile
- 3.7.2 Main Business/Business Overview

- 3.7.3 Products, Services and Solutions
- 3.7.4 Casual Game Revenue (Value) (2013-2018)
- 3.7.5 Recent Developments
- 3.8 Rare
 - 3.8.1 Company Profile
 - 3.8.2 Main Business/Business Overview
 - 3.8.3 Products, Services and Solutions
 - 3.8.4 Casual Game Revenue (Value) (2013-2018)
 - 3.8.5 Recent Developments
- 3.9 Bioware
 - 3.9.1 Company Profile
 - 3.9.2 Main Business/Business Overview
 - 3.9.3 Products, Services and Solutions
 - 3.9.4 Casual Game Revenue (Value) (2013-2018)
 - 3.9.5 Recent Developments
- 3.10 Blizzard
 - 3.10.1 Company Profile
 - 3.10.2 Main Business/Business Overview
 - 3.10.3 Products, Services and Solutions
 - 3.10.4 Casual Game Revenue (Value) (2013-2018)
 - 3.10.5 Recent Developments

4 GLOBAL CASUAL GAME MARKET SIZE BY TYPE AND APPLICATION (2013-2018)

- 4.1 Global Casual Game Market Size by Type (2013-2018)
- 4.2 Global Casual Game Market Size by Application (2013-2018)
- 4.3 Potential Application of Casual Game in Future
- 4.4 Top Consumer/End Users of Casual Game

5 UNITED STATES CASUAL GAME DEVELOPMENT STATUS AND OUTLOOK

- 5.1 United States Casual Game Market Size (2013-2018)
- 5.2 United States Casual Game Market Size and Market Share by Players (2017 and 2018)

6 EU CASUAL GAME DEVELOPMENT STATUS AND OUTLOOK

- 6.1 EU Casual Game Market Size (2013-2018)

6.2 EU Casual Game Market Size and Market Share by Players (2017 and 2018)

7 JAPAN CASUAL GAME DEVELOPMENT STATUS AND OUTLOOK

7.1 Japan Casual Game Market Size (2013-2018)

7.2 Japan Casual Game Market Size and Market Share by Players (2017 and 2018)

8 CHINA CASUAL GAME DEVELOPMENT STATUS AND OUTLOOK

8.1 China Casual Game Market Size (2013-2018)

8.2 China Casual Game Market Size and Market Share by Players (2017 and 2018)

9 INDIA CASUAL GAME DEVELOPMENT STATUS AND OUTLOOK

9.1 India Casual Game Market Size (2013-2018)

9.2 India Casual Game Market Size and Market Share by Players (2017 and 2018)

10 SOUTHEAST ASIA CASUAL GAME DEVELOPMENT STATUS AND OUTLOOK

10.1 Southeast Asia Casual Game Market Size (2013-2018)

10.2 Southeast Asia Casual Game Market Size and Market Share by Players (2017 and 2018)

11 MARKET FORECAST BY REGIONS, TYPE AND APPLICATION (2018-2025)

11.1 Global Casual Game Market Size (Value) by Regions (2018-2025)

11.1.1 United States Casual Game Revenue and Growth Rate (2018-2025)

11.1.2 EU Casual Game Revenue and Growth Rate (2018-2025)

11.1.3 Japan Casual Game Revenue and Growth Rate (2018-2025)

11.1.4 China Casual Game Revenue and Growth Rate (2018-2025)

11.1.5 India Casual Game Revenue and Growth Rate (2018-2025)

11.1.6 Southeast Asia Casual Game Revenue and Growth Rate (2018-2025)

11.2 Global Casual Game Market Size (Value) by Type (2018-2025)

11.3 Global Casual Game Market Size by Application (2018-2025)

12 CASUAL GAME MARKET DYNAMICS

12.1 Casual Game Market Opportunities

12.2 Casual Game Challenge and Risk

- 12.2.1 Competition from Opponents
- 12.2.2 Downside Risks of Economy
- 12.3 Casual Game Market Constraints and Threat
 - 12.3.1 Threat from Substitute
 - 12.3.2 Government Policy
 - 12.3.3 Technology Risks
- 12.4 Casual Game Market Driving Force
 - 12.4.1 Growing Demand from Emerging Markets
 - 12.4.2 Potential Application

13 MARKET EFFECT FACTORS ANALYSIS

- 13.1 Technology Progress/Risk
 - 13.1.1 Substitutes
 - 13.1.2 Technology Progress in Related Industry
- 13.2 Consumer Needs Trend/Customer Preference
- 13.3 External Environmental Change
 - 13.3.1 Economic Fluctuations
 - 13.3.2 Other Risk Factors

14 RESEARCH FINDING/CONCLUSION

15 APPENDIX

Methodology
Analyst Introduction
Data Source

The report requires updating with new data and is sent in 2-3 business days after order is placed.

List Of Tables

LIST OF TABLES AND FIGURES

Figure Casual Game Product Scope

Figure Global Casual Game Market Size (Million USD) (2013-2018)

Table Global Casual Game Market Size (Million USD) and Growth Rate by Regions (2013-2018)

Figure Global Casual Game Market Share by Regions in 2017

Figure United States Casual Game Market Size (Million USD) and Growth Rate by Regions (2013-2018)

Figure EU Casual Game Market Size (Million USD) and Growth Rate by Regions (2013-2018)

Figure Japan Casual Game Market Size (Million USD) and Growth Rate by Regions (2013-2018)

Figure China Casual Game Market Size (Million USD) and Growth Rate by Regions (2013-2018)

Figure India Casual Game Market Size (Million USD) and Growth Rate by Regions (2013-2018)

Figure Southeast Asia Casual Game Market Size (Million USD) and Growth Rate by Regions (2013-2018)

Figure Global Casual Game Market Share by Type in 2017

Figure Try-Before-You-Buy Market Size (Million USD) and Growth Rate (2013-2018)

Figure Subscription Services Market Size (Million USD) and Growth Rate (2013-2018)

Figure Skill-Based Gaming Market Size (Million USD) and Growth Rate (2013-2018)

Figure Advergaming Market Size (Million USD) and Growth Rate (2013-2018)

Figure Global Casual Game Market Share by Application in 2017

Table Key Downstream Customer in Game Console

Figure Casual Game Market Size (Million USD) and Growth Rate in Game Console (2013-2018)

Table Key Downstream Customer in Mobile Phones

Figure Casual Game Market Size (Million USD) and Growth Rate in Mobile Phones (2013-2018)

Table Key Downstream Customer in TV Set-top Box

Figure Casual Game Market Size (Million USD) and Growth Rate in TV Set-top Box (2013-2018)

Table Key Downstream Customer in Others

Figure Casual Game Market Size (Million USD) and Growth Rate in Others (2013-2018)

Table Casual Game Market Size (Million USD) by Players (2017 and 2018)

Figure Casual Game Market Size Share by Players in 2017

Figure Casual Game Market Size Share by Players in 2018

Table Nintendo Basic Information List

Table Casual Game Business Revenue (Million USD) of Nintendo (2013-2018)

Figure Nintendo Casual Game Business Revenue Market Share in 2017

Table Naughty Dog Basic Information List

Table Casual Game Business Revenue (Million USD) of Naughty Dog (2013-2018)

Figure Naughty Dog Casual Game Business Revenue Market Share in 2017

Table Bethesda Basic Information List

Table Casual Game Business Revenue (Million USD) of Bethesda (2013-2018)

Figure Bethesda Casual Game Business Revenue Market Share in 2017

Table Valve Basic Information List

Table Casual Game Business Revenue (Million USD) of Valve (2013-2018)

Figure Valve Casual Game Business Revenue Market Share in 2017

Table RockStar North Basic Information List

Table Casual Game Business Revenue (Million USD) of RockStar North (2013-2018)

Figure RockStar North Casual Game Business Revenue Market Share in 2017

Table Ubisoft Montreal Basic Information List

Table Casual Game Business Revenue (Million USD) of Ubisoft Montreal (2013-2018)

Figure Ubisoft Montreal Casual Game Business Revenue Market Share in 2017

Table Square Enix Basic Information List

Table Casual Game Business Revenue (Million USD) of Square Enix (2013-2018)

Figure Square Enix Casual Game Business Revenue Market Share in 2017

Table Rare Basic Information List

Table Casual Game Business Revenue (Million USD) of Rare (2013-2018)

Figure Rare Casual Game Business Revenue Market Share in 2017

Table Bioware Basic Information List

Table Casual Game Business Revenue (Million USD) of Bioware (2013-2018)

Figure Bioware Casual Game Business Revenue Market Share in 2017

Table Blizzard Basic Information List

Table Casual Game Business Revenue (Million USD) of Blizzard (2013-2018)

Figure Blizzard Casual Game Business Revenue Market Share in 2017

Table Global Casual Game Market Size (Million USD) by Type (2013-2018)

Figure Global Casual Game Market Size Share by Type in 2013

Figure Global Casual Game Market Size Share by Type in 2014

Figure Global Casual Game Market Size Share by Type in 2015

Figure Global Casual Game Market Size Share by Type in 2016

Figure Global Casual Game Market Size Share by Type in 2017

Figure Global Casual Game Market Size Share by Type in 2018

Table Global Casual Game Market Size (Million USD) by Application (2013-2018)
Figure Global Casual Game Market Size (Million USD) by Application in 2013
Figure Global Casual Game Market Size (Million USD) by Application in 2014
Figure Global Casual Game Market Size (Million USD) by Application in 2015
Figure Global Casual Game Market Size (Million USD) by Application in 2016
Figure Global Casual Game Market Size (Million USD) by Application in 2017
Figure Global Casual Game Market Size (Million USD) by Application in 2018
Table Top Consumer/End Users of Casual Game
Figure United States Casual Game Market Size (Million USD) and Growth Rate by Regions (2013-2018)
Table United States Casual Game Market Size (Million USD) by Players (2013-2018)
Figure United States Casual Game Market Size Share by Players in 2017
Figure United States Casual Game Market Size Share by Players in 2018
Figure EU Casual Game Market Size (Million USD) and Growth Rate by Regions (2013-2018)
Table EU Casual Game Market Size (Million USD) by Players (2013-2018)
Figure EU Casual Game Market Size Share by Players in 2017
Figure EU Casual Game Market Size Share by Players in 2018
Figure Japan Casual Game Market Size (Million USD) and Growth Rate by Regions (2013-2018)
Table Japan Casual Game Market Size (Million USD) by Players (2013-2018)
Figure Japan Casual Game Market Size Share by Players in 2017
Figure Japan Casual Game Market Size Share by Players in 2018
Figure China Casual Game Market Size (Million USD) and Growth Rate by Regions (2013-2018)
Table China Casual Game Market Size (Million USD) by Players (2013-2018)
Figure China Casual Game Market Size Share by Players in 2017
Figure China Casual Game Market Size Share by Players in 2018
Figure India Casual Game Market Size (Million USD) and Growth Rate by Regions (2013-2018)
Table India Casual Game Market Size (Million USD) by Players (2013-2018)
Figure India Casual Game Market Size Share by Players in 2017
Figure India Casual Game Market Size Share by Players in 2018
Figure Southeast Asia Casual Game Market Size (Million USD) and Growth Rate by Regions (2013-2018)
Table Southeast Asia Casual Game Market Size (Million USD) by Players (2013-2018)
Figure Southeast Asia Casual Game Market Size Share by Players in 2017
Figure Southeast Asia Casual Game Market Size Share by Players in 2018
Figure Global Casual Game Market Size (Million USD) by Regions (2018-2025)

Table Global Casual Game Market Size (Million USD) by Regions (2018-2025)

Figure Global Casual Game Market Size Share by Regions in 2018

Figure Global Casual Game Market Size Share by Regions in 2025

Figure United States Casual Game Revenue (Million USD) and Growth Rate (2018-2025)

Figure EU Casual Game Revenue (Million USD) and Growth Rate (2018-2025)

Figure Japan Casual Game Revenue (Million USD) and Growth Rate (2018-2025)

Figure China Casual Game Revenue (Million USD) and Growth Rate (2018-2025)

Figure India Casual Game Revenue (Million USD) and Growth Rate (2018-2025)

Figure Southeast Asia Casual Game Revenue (Million USD) and Growth Rate (2018-2025)

Table Global Casual Game Market Size (Million USD) by Type (2018-2025)

Figure Global Casual Game Market Size Share by Type in 2018

Figure Global Casual Game Market Size Share by Type in 2025

Table Global Casual Game Market Size (Million USD) by Application (2018-2025)

Figure Global Casual Game Market Size (Million USD) by Application in 2018

Figure Global Casual Game Market Size (Million USD) by Application in 2025

I would like to order

Product name: 2018-2025 Casual Game Report on Global and United States Market, Status and Forecast, by Players, Types and Applications

Product link: <https://marketpublishers.com/r/220B0AAA830EN.html>

Price: US\$ 3,600.00 (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/220B0AAA830EN.html>

To pay by Wire Transfer, please, fill in your contact details in the form below:

First name:
Last name:
Email:
Company:
Address:
City:
Zip code:
Country:
Tel:
Fax:
Your message:

****All fields are required**

Customer signature _____

Please, note that by ordering from marketpublishers.com you are agreeing to our Terms & Conditions at <https://marketpublishers.com/docs/terms.html>

To place an order via fax simply print this form, fill in the information below and fax the completed form to +44 20 7900 3970

