

China Mobile Game Handle Market Research Report 2018

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Abstracts

The global Mobile Game Handle market is valued at XX million USD in 2017 and is expected to reach XX million USD by the end of 2025, growing at a CAGR of XX% between 2017 and 2025.

China plays an important role in global market, with market size of xx million USD in 2017 and will be xx million USD in 2025, with a CAGR of xx%.

This report studies the Mobile Game Handle development status and future trend in China, focuses on top players in China, also splits Mobile Game Handle by type and by applications, to fully and deeply research and reveal the market general situation and future forecast.

The major players in China market include

MOGA

NVIDIA

Nyko

Razer

8Bitdo

Ipega

Wamo

GameKlip

SteelSeries

Geographically, this report splits the China market into six regions,

South China

East China

Southwest China

Northeast China

North China

Central China

Northwest China

On the basis of product, this report displays the sales volume (K Units), revenue (Million USD), product price (USD/Unit), market share and growth rate of each type, primarily split into

Andriod

IOS

On the basis of the end users/application, this report covers

Competition

Entertainment

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

Contents

China Mobile Game Handle Market Research Report 2018

1 MOBILE GAME HANDLE OVERVIEW

- 1.1 Product Overview and Scope of Mobile Game Handle
- 1.2 Classification of Mobile Game Handle by Product Category
 - 1.2.1 China Mobile Game Handle Sales (K Units) Comparison by Type (2013-2025)
 - 1.2.2 China Mobile Game Handle Sales (K Units) Market Share by Type in 2017
 - 1.2.3 Android
 - 1.2.4 IOS
- 1.3 China Mobile Game Handle Market by Application/End Users
 - 1.3.1 China Mobile Game Handle Sales (K Units) and Market Share Comparison by Applications (2013-2025)
 - 1.3.2 Competition
 - 1.3.3 Entertainment
- 1.4 China Mobile Game Handle Market by Region
 - 1.4.1 China Mobile Game Handle Market Size (Million USD) Comparison by Region (2013-2025)
 - 1.4.2 South China Mobile Game Handle Status and Prospect (2013-2025)
 - 1.4.3 East China Mobile Game Handle Status and Prospect (2013-2025)
 - 1.4.4 Southwest China Mobile Game Handle Status and Prospect (2013-2025)
 - 1.4.5 Northeast China Mobile Game Handle Status and Prospect (2013-2025)
 - 1.4.6 North China Mobile Game Handle Status and Prospect (2013-2025)
 - 1.4.7 Central China Mobile Game Handle Status and Prospect (2013-2025)
- 1.5 China Market Size (Sales and Revenue) of Mobile Game Handle (2013-2025)
 - 1.5.1 China Mobile Game Handle Sales (K Units) and Growth Rate (%) (2013-2025)
 - 1.5.2 China Mobile Game Handle Revenue (Million USD) and Growth Rate (%) (2013-2025)

2 CHINA MOBILE GAME HANDLE MARKET COMPETITION BY PLAYERS/MANUFACTURERS

- 2.1 China Mobile Game Handle Sales and Market Share of Key Players/Manufacturers (2013-2018)
- 2.2 China Mobile Game Handle Revenue and Share by Players/Manufacturers (2013-2018)
- 2.3 China Mobile Game Handle Average Price (USD/Unit) by Players/Manufacturers

(2013-2018)

2.4 China Mobile Game Handle Market Competitive Situation and Trends

2.4.1 China Mobile Game Handle Market Concentration Rate

2.4.2 China Mobile Game Handle Market Share of Top 3 and Top 5

Players/Manufacturers

2.4.3 Mergers & Acquisitions, Expansion in China Market

2.5 China Players/Manufacturers Mobile Game Handle Manufacturing Base Distribution, Sales Area, Product Types

3 CHINA MOBILE GAME HANDLE SALES AND REVENUE BY REGION (2013-2018)

3.1 China Mobile Game Handle Sales (K Units) and Market Share by Region (2013-2018)

3.2 China Mobile Game Handle Revenue (Million USD) and Market Share by Region (2013-2018)

3.3 China Mobile Game Handle Price (USD/Unit) by Regions (2013-2018)

4 CHINA MOBILE GAME HANDLE SALES AND REVENUE BY TYPE/ PRODUCT CATEGORY (2013-2018)

4.1 China Mobile Game Handle Sales (K Units) and Market Share by Type/ Product Category (2013-2018)

4.2 China Mobile Game Handle Revenue (Million USD) and Market Share by Type (2013-2018)

4.3 China Mobile Game Handle Price (USD/Unit) by Type (2013-2018)

4.4 China Mobile Game Handle Sales Growth Rate (%) by Type (2013-2018)

5 CHINA MOBILE GAME HANDLE SALES BY APPLICATION (2013-2018)

5.1 China Mobile Game Handle Sales (K Units) and Market Share by Application (2013-2018)

5.2 China Mobile Game Handle Sales Growth Rate (%) by Application (2013-2018)

5.3 Market Drivers and Opportunities

6 CHINA MOBILE GAME HANDLE PLAYERS/SUPPLIERS PROFILES AND SALES DATA

6.1 MOGA

6.1.1 Company Basic Information, Manufacturing Base and Competitors

- 6.1.2 Mobile Game Handle Product Category, Application and Specification
 - 6.1.2.1 Product A
 - 6.1.2.2 Product B
- 6.1.3 MOGA Mobile Game Handle Sales (K Units), Revenue (Million USD), Price (USD/Unit) and Gross Margin (%) (2013-2018)
- 6.1.4 Main Business/Business Overview
- 6.2 NVIDIA
 - 6.2.1 Company Basic Information, Manufacturing Base and Competitors
 - 6.2.2 Mobile Game Handle Product Category, Application and Specification
 - 6.2.2.1 Product A
 - 6.2.2.2 Product B
 - 6.2.3 NVIDIA Mobile Game Handle Sales (K Units), Revenue (Million USD), Price (USD/Unit) and Gross Margin (%) (2013-2018)
 - 6.2.4 Main Business/Business Overview
- 6.3 Nyko
 - 6.3.1 Company Basic Information, Manufacturing Base and Competitors
 - 6.3.2 Mobile Game Handle Product Category, Application and Specification
 - 6.3.2.1 Product A
 - 6.3.2.2 Product B
 - 6.3.3 Nyko Mobile Game Handle Sales (K Units), Revenue (Million USD), Price (USD/Unit) and Gross Margin (%) (2013-2018)
 - 6.3.4 Main Business/Business Overview
- 6.4 Razer
 - 6.4.1 Company Basic Information, Manufacturing Base and Competitors
 - 6.4.2 Mobile Game Handle Product Category, Application and Specification
 - 6.4.2.1 Product A
 - 6.4.2.2 Product B
 - 6.4.3 Razer Mobile Game Handle Sales (K Units), Revenue (Million USD), Price (USD/Unit) and Gross Margin (%) (2013-2018)
 - 6.4.4 Main Business/Business Overview
- 6.5 8Bitdo
 - 6.5.1 Company Basic Information, Manufacturing Base and Competitors
 - 6.5.2 Mobile Game Handle Product Category, Application and Specification
 - 6.5.2.1 Product A
 - 6.5.2.2 Product B
 - 6.5.3 8Bitdo Mobile Game Handle Sales (K Units), Revenue (Million USD), Price (USD/Unit) and Gross Margin (%) (2013-2018)
 - 6.5.4 Main Business/Business Overview
- 6.6 Ipega

- 6.6.1 Company Basic Information, Manufacturing Base and Competitors
- 6.6.2 Mobile Game Handle Product Category, Application and Specification
 - 6.6.2.1 Product A
 - 6.6.2.2 Product B
- 6.6.3 Ipega Mobile Game Handle Sales (K Units), Revenue (Million USD), Price (USD/Unit) and Gross Margin (%)(2013-2018)
- 6.6.4 Main Business/Business Overview
- 6.7 Wamo
 - 6.7.1 Company Basic Information, Manufacturing Base and Competitors
 - 6.7.2 Mobile Game Handle Product Category, Application and Specification
 - 6.7.2.1 Product A
 - 6.7.2.2 Product B
 - 6.7.3 Wamo Mobile Game Handle Sales (K Units), Revenue (Million USD), Price (USD/Unit) and Gross Margin (%)(2013-2018)
 - 6.7.4 Main Business/Business Overview
- 6.8 GameKlip
 - 6.8.1 Company Basic Information, Manufacturing Base and Competitors
 - 6.8.2 Mobile Game Handle Product Category, Application and Specification
 - 6.8.2.1 Product A
 - 6.8.2.2 Product B
 - 6.8.3 GameKlip Mobile Game Handle Sales (K Units), Revenue (Million USD), Price (USD/Unit) and Gross Margin (%)(2013-2018)
 - 6.8.4 Main Business/Business Overview
- 6.9 SteelSeries
 - 6.9.1 Company Basic Information, Manufacturing Base and Competitors
 - 6.9.2 Mobile Game Handle Product Category, Application and Specification
 - 6.9.2.1 Product A
 - 6.9.2.2 Product B
 - 6.9.3 SteelSeries Mobile Game Handle Sales (K Units), Revenue (Million USD), Price (USD/Unit) and Gross Margin (%)(2013-2018)
 - 6.9.4 Main Business/Business Overview

7 MOBILE GAME HANDLE MANUFACTURING COST ANALYSIS

- 7.1 Mobile Game Handle Key Raw Materials Analysis
 - 7.1.1 Key Raw Materials
 - 7.1.2 Price Trend of Key Raw Materials
 - 7.1.3 Key Suppliers of Raw Materials
 - 7.1.4 Market Concentration Rate of Raw Materials

7.2 Proportion of Manufacturing Cost Structure

7.2.1 Raw Materials

7.2.2 Labor Cost

7.2.3 Manufacturing Expenses

7.3 Manufacturing Process Analysis of Mobile Game Handle

8 INDUSTRIAL CHAIN, SOURCING STRATEGY AND DOWNSTREAM BUYERS

8.1 Mobile Game Handle Industrial Chain Analysis

8.2 Upstream Raw Materials Sourcing

8.3 Raw Materials Sources of Mobile Game Handle Major Manufacturers in 2017

8.4 Downstream Buyers

9 MARKETING STRATEGY ANALYSIS, DISTRIBUTORS/TRADERS

9.1 Marketing Channel

9.1.1 Direct Marketing

9.1.2 Indirect Marketing

9.1.3 Marketing Channel Development Trend

9.2 Market Positioning

9.2.1 Pricing Strategy

9.2.2 Brand Strategy

9.2.3 Target Client

9.3 Distributors/Traders List

10 MARKET EFFECT FACTORS ANALYSIS

10.1 Technology Progress/Risk

10.1.1 Substitutes Threat

10.1.2 Technology Progress in Related Industry

10.2 Consumer Needs/Customer Preference Change

10.3 Economic/Political Environmental Change

11 CHINA MOBILE GAME HANDLE MARKET SIZE (SALES AND REVENUE) FORECAST (2018-2025)

11.1 China Mobile Game Handle Sales (K Units), Revenue (Million USD) Forecast (2018-2025)

11.2 China Mobile Game Handle Sales (K Units) Forecast by Type (2018-2025)

11.3 China Mobile Game Handle Sales (K Units) Forecast by Application (2018-2025)

11.4 China Mobile Game Handle Sales (K Units) Forecast by Region (2018-2025)

12 RESEARCH FINDINGS AND CONCLUSION

13 METHODOLOGY AND DATA SOURCE

13.1 Methodology/Research Approach

13.1.1 Research Programs/Design

13.1.2 Market Size Estimation

13.1.3 Market Breakdown and Data Triangulation

13.2 Data Source

13.2.1 Secondary Sources

13.2.2 Primary Sources

13.3 Disclaimer

13.4 Author List

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 Global and China Market Size (Million USD) Comparison (2013-2025)
Table Mobile Game Handle Sales (K Units) and Revenue (Million USD) Market Split by Product Type
Table Mobile Game Handle Sales (K Units) by Application (2013-2025)
Figure Product Picture of Mobile Game Handle
Table China Mobile Game Handle Sales (K Units) and Growth Rate (%) Comparison by Types (Product Category) (2013-2025)
Figure China Mobile Game Handle Sales Volume Market Share by Types in 2017
Figure Andriod Product Picture
Figure IOS Product Picture
Figure China Mobile Game Handle Sales (K Units) Comparison by Application (2013-2025)
Figure China Sales Market Share (%) of Mobile Game Handle by Application in 2017
Figure Competition Examples
Table Key Downstream Customer in Competition
Figure Entertainment Examples
Table Key Downstream Customer in Entertainment
Figure South China Mobile Game Handle Revenue (Million USD) and Growth Rate (2013-2025)
Figure East China Mobile Game Handle Revenue (Million USD) and Growth Rate (2013-2025)
Figure Southwest China Mobile Game Handle Revenue (Million USD) and Growth Rate (2013-2025)
Figure Northeast China Mobile Game Handle Revenue (Million USD) and Growth Rate (2013-2025)
Figure North China Mobile Game Handle Revenue (Million USD) and Growth Rate (2013-2025)
Figure Central China Mobile Game Handle Revenue (Million USD) and Growth Rate (2013-2025)
Figure China Mobile Game Handle Sales (K Units) and Growth Rate (%) (2013-2025)
Figure China Mobile Game Handle Revenue (Million USD) and Growth Rate (%) (2013-2025)
Table China Mobile Game Handle Sales of Key Players/Manufacturers (2013-2018)
Table China Mobile Game Handle Sales Share (%) by Players/Manufacturers (2013-2018)

Figure 2017 China Mobile Game Handle Sales Share (%) by Players/Manufacturers

Figure 2017 China Mobile Game Handle Sales Share (%) by Players/Manufacturers

Table China Mobile Game Handle Revenue by Players/Manufacturers (2013-2018)

Table China Mobile Game Handle Revenue Market Share (%) by

Players/Manufacturers (2013-2018)

Figure 2017 China Mobile Game Handle Revenue Market Share (%) by

Players/Manufacturers

Figure 2017 China Mobile Game Handle Revenue Market Share (%) by

Players/Manufacturers

Table China Market Mobile Game Handle Average Price of Key Players/Manufacturers (2013-2018)

Figure China Market Mobile Game Handle Average Price of Key Players/Manufacturers in 2017

Figure China Mobile Game Handle Market Share of Top 3 Players/Manufacturers

Figure China Mobile Game Handle Market Share of Top 5 Players/Manufacturers

Table China Players/Manufacturers Mobile Game Handle Manufacturing Base Distribution and Sales Area

Table China Players/Manufacturers Mobile Game Handle Product Category

Table China Mobile Game Handle Sales (K Units) by Regions (2013-2018)

Table China Mobile Game Handle Sales Share (%) by Regions (2013-2018)

Figure China Mobile Game Handle Sales Share (%) by Regions (2013-2018)

Figure China Mobile Game Handle Sales Market Share (%) by Regions in 2017

Table China Mobile Game Handle Revenue (Million USD) and Market Share by Regions (2013-2018)

Table China Mobile Game Handle Revenue Market Share (%) by Regions (2013-2018)

Figure China Mobile Game Handle Revenue Market Share (%) by Regions (2013-2018)

Figure China Mobile Game Handle Revenue Market Share (%) by Regions in 2017

Table China Mobile Game Handle Price (USD/Unit) by Regions (2013-2018)

Table China Mobile Game Handle Sales (K Units) by Type (2013-2018)

Table China Mobile Game Handle Sales Share (%) by Type (2013-2018)

Figure China Mobile Game Handle Sales Share (%) by Type (2013-2018)

Figure China Mobile Game Handle Sales Market Share (%) by Type in 2017

Table China Mobile Game Handle Revenue (Million USD) and Market Share by Type (2013-2018)

Table China Mobile Game Handle Revenue Market Share (%) by Type (2013-2018)

Figure Revenue Market Share of Mobile Game Handle by Type (2013-2018)

Figure Revenue Market Share of Mobile Game Handle by Type in 2017

Table China Mobile Game Handle Price (USD/Unit) by Types (2013-2018)

Figure China Mobile Game Handle Sales Growth Rate (%) by Type (2013-2018)

Table China Mobile Game Handle Sales (K Units) by Applications (2013-2018)
Table China Mobile Game Handle Sales Market Share (%) by Applications (2013-2018)
Figure China Mobile Game Handle Sales Market Share (%) by Application (2013-2018)
Figure China Mobile Game Handle Sales Market Share (%) by Application in 2017
Table China Mobile Game Handle Sales Growth Rate (%) by Application (2013-2018)
Figure China Mobile Game Handle Sales Growth Rate (%) by Application (2013-2018)
Table MOGA Mobile Game Handle Basic Information List
Table MOGA Mobile Game Handle Sales (K Units), Revenue (Million USD), Price (USD/Unit) and Gross Margin (%) (2013-2018)
Figure MOGA Mobile Game Handle Sales (K Units) and Growth Rate (%) (2013-2018)
Figure MOGA Mobile Game Handle Sales Market Share (%) in China (2013-2018)
Figure MOGA Mobile Game Handle Revenue Market Share (%) in China (2013-2018)
Table NVIDIA Mobile Game Handle Basic Information List
Table NVIDIA Mobile Game Handle Sales (K Units), Revenue (Million USD), Price (USD/Unit) and Gross Margin (%) (2013-2018)
Figure NVIDIA Mobile Game Handle Sales (K Units) and Growth Rate (%) (2013-2018)
Figure NVIDIA Mobile Game Handle Sales Market Share (%) in China (2013-2018)
Figure NVIDIA Mobile Game Handle Revenue Market Share (%) in China (2013-2018)
Table Nyko Mobile Game Handle Basic Information List
Table Nyko Mobile Game Handle Sales (K Units), Revenue (Million USD), Price (USD/Unit) and Gross Margin (%) (2013-2018)
Figure Nyko Mobile Game Handle Sales (K Units) and Growth Rate (%) (2013-2018)
Figure Nyko Mobile Game Handle Sales Market Share (%) in China (2013-2018)
Figure Nyko Mobile Game Handle Revenue Market Share (%) in China (2013-2018)
Table Razer Mobile Game Handle Basic Information List
Table Razer Mobile Game Handle Sales (K Units), Revenue (Million USD), Price (USD/Unit) and Gross Margin (%) (2013-2018)
Figure Razer Mobile Game Handle Sales (K Units) and Growth Rate (%) (2013-2018)
Figure Razer Mobile Game Handle Sales Market Share (%) in China (2013-2018)
Figure Razer Mobile Game Handle Revenue Market Share (%) in China (2013-2018)
Table 8Bitdo Mobile Game Handle Basic Information List
Table 8Bitdo Mobile Game Handle Sales (K Units), Revenue (Million USD), Price (USD/Unit) and Gross Margin (%) (2013-2018)
Figure 8Bitdo Mobile Game Handle Sales (K Units) and Growth Rate (%) (2013-2018)
Figure 8Bitdo Mobile Game Handle Sales Market Share (%) in China (2013-2018)
Figure 8Bitdo Mobile Game Handle Revenue Market Share (%) in China (2013-2018)
Table Ipega Mobile Game Handle Basic Information List
Table Ipega Mobile Game Handle Sales (K Units), Revenue (Million USD), Price (USD/Unit) and Gross Margin (%) (2013-2018)

Figure Ipega Mobile Game Handle Sales (K Units) and Growth Rate (%) (2013-2018)

Figure Ipega Mobile Game Handle Sales Market Share (%) in China (2013-2018)

Figure Ipega Mobile Game Handle Revenue Market Share (%) in China (2013-2018)

Table Wamo Mobile Game Handle Basic Information List

Table Wamo Mobile Game Handle Sales (K Units), Revenue (Million USD), Price (USD/Unit) and Gross Margin (%) (2013-2018)

Figure Wamo Mobile Game Handle Sales (K Units) and Growth Rate (%) (2013-2018)

Figure Wamo Mobile Game Handle Sales Market Share (%) in China (2013-2018)

Figure Wamo Mobile Game Handle Revenue Market Share (%) in China (2013-2018)

Table GameKlip Mobile Game Handle Basic Information List

Table GameKlip Mobile Game Handle Sales (K Units), Revenue (Million USD), Price (USD/Unit) and Gross Margin (%) (2013-2018)

Figure GameKlip Mobile Game Handle Sales (K Units) and Growth Rate (%) (2013-2018)

Figure GameKlip Mobile Game Handle Sales Market Share (%) in China (2013-2018)

Figure GameKlip Mobile Game Handle Revenue Market Share (%) in China (2013-2018)

Table SteelSeries Mobile Game Handle Basic Information List

Table SteelSeries Mobile Game Handle Sales (K Units), Revenue (Million USD), Price (USD/Unit) and Gross Margin (%) (2013-2018)

Figure SteelSeries Mobile Game Handle Sales (K Units) and Growth Rate (%) (2013-2018)

Figure SteelSeries Mobile Game Handle Sales Market Share (%) in China (2013-2018)

Figure SteelSeries Mobile Game Handle Revenue Market Share (%) in China (2013-2018)

Table Production Base and Market Concentration Rate of Raw Material

Figure Price Trend of Key Raw Materials

Table Key Suppliers of Raw Materials

Figure Manufacturing Cost Structure of Mobile Game Handle

Figure Manufacturing Process Analysis of Mobile Game Handle

Figure Mobile Game Handle Industrial Chain Analysis

Table Raw Materials Sources of Mobile Game Handle Major Players/Manufacturers in 2017

Table Major Buyers of Mobile Game Handle

Table Distributors/Traders List

Figure China Mobile Game Handle Sales (K Units) and Growth Rate (%) Forecast (2018-2025)

Figure China Mobile Game Handle Revenue (Million USD) and Growth Rate Forecast (2018-2025)

Figure China Mobile Game Handle Price (USD/Unit) Trend Forecast (2018-2025)

Table China Mobile Game Handle Sales (K Units) Forecast by Type (2018-2025)

Figure China Mobile Game Handle Sales (K Units) Forecast by Type (2018-2025)

Figure China Mobile Game Handle Sales Volume Market Share Forecast by Type in 2025

Table China Mobile Game Handle Sales (K Units) Forecast by Application (2018-2025)

Figure China Mobile Game Handle Sales Volume Market Share Forecast by Application (2018-2025)

Figure China Mobile Game Handle Sales Volume Market Share Forecast by Application in 2025

Table China Mobile Game Handle Sales (K Units) Forecast by Regions (2018-2025)

Table China Mobile Game Handle Sales Volume Share Forecast by Regions (2018-2025)

Figure China Mobile Game Handle Sales Volume Share Forecast by Regions (2018-2025)

Figure China Mobile Game Handle Sales Volume Share Forecast by Regions in 2025

Table Research Programs/Design for This Report

Figure Bottom-up and Top-down Approaches for This Report

Figure Data Triangulation

Table Key Data Information from Secondary Sources

Table Key Data Information from Primary Sources

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