

China Online Gaming Market Research Report 2017

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Abstracts

Notes:

Sales, means the sales volume of Online Gaming

Revenue, means the sales value of Online Gaming

This report studies Online Gaming in China market, focuses on the top players in China market, with capacity, production, price, revenue and market share for each manufacturer, covering

Activision Blizzard Inc.

Electronic Arts? Inc.

Giant Interactive Group Inc.

GungHo Online Entertainment Inc.

King Digital Entertainment plc

Microsoft Corp.

NCSOFT Corp.

Sony Corp

Take-Two Interactive Software Inc.

Tencent Holdings Ltd.

Zynga Inc.

Market Segment by Regions (provinces), covering

South China

East China

Southwest China

Northeast China

North China

Central China

Northwest China

Split by product Type, with production, revenue, price, market share and growth rate of each type, can be divided into

Smartphones Online Gaming

Tablets Online Gaming

Others

Split by Application, this report focuses on consumption, market share and growth rate of Online Gaming in each application, can be divided into

Young Adults

Adults

Mature Adults

Seniors

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