

COVID-19 Impact on Global Digital Gaming Market Size, Status and Forecast 2020-2026

<https://marketpublishers.com/r/C33B28CB51E2EN.html>

Date: September 2020

Pages: 91

Price: US\$ 3,900.00 (Single User License)

ID: C33B28CB51E2EN

Abstracts

This report focuses on the global Digital Gaming status, future forecast, growth opportunity, key market and key players. The study objectives are to present the Digital Gaming development in North America, Europe, China, Japan, Southeast Asia, India and Central & South America.

The key players covered in this study

Activision Blizzard

Zynga

Electronic Arts

Wargaming

Giant Interactive

GungHo Online

NCSOFT

Smilegate

Microsoft

Riot Games

Market segment by Type, the product can be split into

Free-to-play

Pay-to-play

Market segment by Application, split into

Mobile Devices

PC

TV

Gaming Console

Market segment by Regions/Countries, this report covers

North America

Europe

China

Japan

Southeast Asia

India

Central & South America

The study objectives of this report are:

To analyze global Digital Gaming status, future forecast, growth opportunity, key market and key players.

To present the Digital Gaming development in North America, Europe, China, Japan, Southeast Asia, India and Central & South America.

To strategically profile the key players and comprehensively analyze their development plan and strategies.

To define, describe and forecast the market by type, market and key regions.

In this study, the years considered to estimate the market size of Digital Gaming are as follows:

History Year: 2015-2019

Base Year: 2019

Estimated Year: 2020

Forecast Year 2020 to 2026

For the data information by region, company, type and application, 2019 is considered as the base year. Whenever data information was unavailable for the base year, the prior year has been considered.

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