

COVID-19 Impact on Global Game Testing Service Market Size, Status and Forecast 2020-2026

<https://marketpublishers.com/r/C38E3E65244EEN.html>

Date: July 2020

Pages: 152

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

ID: C38E3E65244EEN

Abstracts

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

The key players covered in this study

LogiGear

GameCloud-ltd

Codoid

GlobalStep

Indium

Softcrylic

Testbytes

Creatiosoft

Gateway TechnoLabs

Logix Guru

Precise Testing Solution

99 Percentage

TestMatick

KiwiQA

Cigniti

ISHIR

Mindfire Solutions

360Logica

Lionbridge

Arth I Soft

Flexasoft

Zensar

Crowdsourced Testing

TestFort

XBOSoft

QATestLab

Consystem Infotechtech

Qualitas Global

Market segment by Type, the product can be split into

Mobile Game

Video Game

Windows Game

Market segment by Application, split into

Large Enterprises

Small and Medium-sized Enterprises (SMEs)

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 Game Testing Service status, future forecast, growth opportunity, key market and key players.

To present the Game Testing Service 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 Game Testing Service 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.

Contents

1 REPORT OVERVIEW

- 1.1 Study Scope
- 1.2 Key Market Segments
- 1.3 Players Covered: Ranking by Game Testing Service Revenue
- 1.4 Market Analysis by Type
 - 1.4.1 Global Game Testing Service Market Size Growth Rate by Type: 2020 VS 2026
 - 1.4.2 Mobile Game
 - 1.4.3 Video Game
 - 1.4.4 Windows Game
- 1.5 Market by Application
 - 1.5.1 Global Game Testing Service Market Share by Application: 2020 VS 2026
 - 1.5.2 Large Enterprises
 - 1.5.3 Small and Medium-sized Enterprises (SMEs)
- 1.6 Coronavirus Disease 2019 (Covid-19): Game Testing Service Industry Impact
 - 1.6.1 How the Covid-19 is Affecting the Game Testing Service Industry
 - 1.6.1.1 Game Testing Service Business Impact Assessment - Covid-19
 - 1.6.1.2 Supply Chain Challenges
 - 1.6.1.3 COVID-19's Impact On Crude Oil and Refined Products
 - 1.6.2 Market Trends and Game Testing Service Potential Opportunities in the COVID-19 Landscape
 - 1.6.3 Measures / Proposal against Covid-19
 - 1.6.3.1 Government Measures to Combat Covid-19 Impact
 - 1.6.3.2 Proposal for Game Testing Service Players to Combat Covid-19 Impact
- 1.7 Study Objectives
- 1.8 Years Considered

2 GLOBAL GROWTH TRENDS BY REGIONS

- 2.1 Game Testing Service Market Perspective (2015-2026)
- 2.2 Game Testing Service Growth Trends by Regions
 - 2.2.1 Game Testing Service Market Size by Regions: 2015 VS 2020 VS 2026
 - 2.2.2 Game Testing Service Historic Market Share by Regions (2015-2020)
 - 2.2.3 Game Testing Service Forecasted Market Size by Regions (2021-2026)
- 2.3 Industry Trends and Growth Strategy
 - 2.3.1 Market Top Trends
 - 2.3.2 Market Drivers

2.3.3 Market Challenges

2.3.4 Porter's Five Forces Analysis

2.3.5 Game Testing Service Market Growth Strategy

2.3.6 Primary Interviews with Key Game Testing Service Players (Opinion Leaders)

3 COMPETITION LANDSCAPE BY KEY PLAYERS

3.1 Global Top Game Testing Service Players by Market Size

3.1.1 Global Top Game Testing Service Players by Revenue (2015-2020)

3.1.2 Global Game Testing Service Revenue Market Share by Players (2015-2020)

3.1.3 Global Game Testing Service Market Share by Company Type (Tier 1, Tier 2 and Tier 3)

3.2 Global Game Testing Service Market Concentration Ratio

3.2.1 Global Game Testing Service Market Concentration Ratio (CR5 and HHI)

3.2.2 Global Top 10 and Top 5 Companies by Game Testing Service Revenue in 2019

3.3 Game Testing Service Key Players Head office and Area Served

3.4 Key Players Game Testing Service Product Solution and Service

3.5 Date of Enter into Game Testing Service Market

3.6 Mergers & Acquisitions, Expansion Plans

4 BREAKDOWN DATA BY TYPE (2015-2026)

4.1 Global Game Testing Service Historic Market Size by Type (2015-2020)

4.2 Global Game Testing Service Forecasted Market Size by Type (2021-2026)

5 GAME TESTING SERVICE BREAKDOWN DATA BY APPLICATION (2015-2026)

5.1 Global Game Testing Service Market Size by Application (2015-2020)

5.2 Global Game Testing Service Forecasted Market Size by Application (2021-2026)

6 NORTH AMERICA

6.1 North America Game Testing Service Market Size (2015-2020)

6.2 Game Testing Service Key Players in North America (2019-2020)

6.3 North America Game Testing Service Market Size by Type (2015-2020)

6.4 North America Game Testing Service Market Size by Application (2015-2020)

7 EUROPE

- 7.1 Europe Game Testing Service Market Size (2015-2020)
- 7.2 Game Testing Service Key Players in Europe (2019-2020)
- 7.3 Europe Game Testing Service Market Size by Type (2015-2020)
- 7.4 Europe Game Testing Service Market Size by Application (2015-2020)

8 CHINA

- 8.1 China Game Testing Service Market Size (2015-2020)
- 8.2 Game Testing Service Key Players in China (2019-2020)
- 8.3 China Game Testing Service Market Size by Type (2015-2020)
- 8.4 China Game Testing Service Market Size by Application (2015-2020)

9 JAPAN

- 9.1 Japan Game Testing Service Market Size (2015-2020)
- 9.2 Game Testing Service Key Players in Japan (2019-2020)
- 9.3 Japan Game Testing Service Market Size by Type (2015-2020)
- 9.4 Japan Game Testing Service Market Size by Application (2015-2020)

10 SOUTHEAST ASIA

- 10.1 Southeast Asia Game Testing Service Market Size (2015-2020)
- 10.2 Game Testing Service Key Players in Southeast Asia (2019-2020)
- 10.3 Southeast Asia Game Testing Service Market Size by Type (2015-2020)
- 10.4 Southeast Asia Game Testing Service Market Size by Application (2015-2020)

11 INDIA

- 11.1 India Game Testing Service Market Size (2015-2020)
- 11.2 Game Testing Service Key Players in India (2019-2020)
- 11.3 India Game Testing Service Market Size by Type (2015-2020)
- 11.4 India Game Testing Service Market Size by Application (2015-2020)

12 CENTRAL & SOUTH AMERICA

- 12.1 Central & South America Game Testing Service Market Size (2015-2020)
- 12.2 Game Testing Service Key Players in Central & South America (2019-2020)
- 12.3 Central & South America Game Testing Service Market Size by Type (2015-2020)
- 12.4 Central & South America Game Testing Service Market Size by Application

(2015-2020)

13 KEY PLAYERS PROFILES

13.1 LogiGear

13.1.1 LogiGear Company Details

13.1.2 LogiGear Business Overview and Its Total Revenue

13.1.3 LogiGear Game Testing Service Introduction

13.1.4 LogiGear Revenue in Game Testing Service Business (2015-2020))

13.1.5 LogiGear Recent Development

13.2 GameCloud-ltd

13.2.1 GameCloud-ltd Company Details

13.2.2 GameCloud-ltd Business Overview and Its Total Revenue

13.2.3 GameCloud-ltd Game Testing Service Introduction

13.2.4 GameCloud-ltd Revenue in Game Testing Service Business (2015-2020)

13.2.5 GameCloud-ltd Recent Development

13.3 Codoid

13.3.1 Codoid Company Details

13.3.2 Codoid Business Overview and Its Total Revenue

13.3.3 Codoid Game Testing Service Introduction

13.3.4 Codoid Revenue in Game Testing Service Business (2015-2020)

13.3.5 Codoid Recent Development

13.4 GlobalStep

13.4.1 GlobalStep Company Details

13.4.2 GlobalStep Business Overview and Its Total Revenue

13.4.3 GlobalStep Game Testing Service Introduction

13.4.4 GlobalStep Revenue in Game Testing Service Business (2015-2020)

13.4.5 GlobalStep Recent Development

13.5 Indium

13.5.1 Indium Company Details

13.5.2 Indium Business Overview and Its Total Revenue

13.5.3 Indium Game Testing Service Introduction

13.5.4 Indium Revenue in Game Testing Service Business (2015-2020)

13.5.5 Indium Recent Development

13.6 Softcrylic

13.6.1 Softcrylic Company Details

13.6.2 Softcrylic Business Overview and Its Total Revenue

13.6.3 Softcrylic Game Testing Service Introduction

13.6.4 Softcrylic Revenue in Game Testing Service Business (2015-2020)

- 13.6.5 Softcrylic Recent Development
- 13.7 Testbytes
 - 13.7.1 Testbytes Company Details
 - 13.7.2 Testbytes Business Overview and Its Total Revenue
 - 13.7.3 Testbytes Game Testing Service Introduction
 - 13.7.4 Testbytes Revenue in Game Testing Service Business (2015-2020)
 - 13.7.5 Testbytes Recent Development
- 13.8 Creatiosoft
 - 13.8.1 Creatiosoft Company Details
 - 13.8.2 Creatiosoft Business Overview and Its Total Revenue
 - 13.8.3 Creatiosoft Game Testing Service Introduction
 - 13.8.4 Creatiosoft Revenue in Game Testing Service Business (2015-2020)
 - 13.8.5 Creatiosoft Recent Development
- 13.9 Gateway TechnoLabs
 - 13.9.1 Gateway TechnoLabs Company Details
 - 13.9.2 Gateway TechnoLabs Business Overview and Its Total Revenue
 - 13.9.3 Gateway TechnoLabs Game Testing Service Introduction
 - 13.9.4 Gateway TechnoLabs Revenue in Game Testing Service Business (2015-2020)
 - 13.9.5 Gateway TechnoLabs Recent Development
- 13.10 Logix Guru
 - 13.10.1 Logix Guru Company Details
 - 13.10.2 Logix Guru Business Overview and Its Total Revenue
 - 13.10.3 Logix Guru Game Testing Service Introduction
 - 13.10.4 Logix Guru Revenue in Game Testing Service Business (2015-2020)
 - 13.10.5 Logix Guru Recent Development
- 13.11 Precise Testing Solution
 - 10.11.1 Precise Testing Solution Company Details
 - 10.11.2 Precise Testing Solution Business Overview and Its Total Revenue
 - 10.11.3 Precise Testing Solution Game Testing Service Introduction
 - 10.11.4 Precise Testing Solution Revenue in Game Testing Service Business (2015-2020)
 - 10.11.5 Precise Testing Solution Recent Development
- 13.12 99 Percentage
 - 10.12.1 99 Percentage Company Details
 - 10.12.2 99 Percentage Business Overview and Its Total Revenue
 - 10.12.3 99 Percentage Game Testing Service Introduction
 - 10.12.4 99 Percentage Revenue in Game Testing Service Business (2015-2020)
 - 10.12.5 99 Percentage Recent Development
- 13.13 TestMatick

- 10.13.1 TestMatick Company Details
- 10.13.2 TestMatick Business Overview and Its Total Revenue
- 10.13.3 TestMatick Game Testing Service Introduction
- 10.13.4 TestMatick Revenue in Game Testing Service Business (2015-2020)
- 10.13.5 TestMatick Recent Development
- 13.14 KiwiQA
 - 10.14.1 KiwiQA Company Details
 - 10.14.2 KiwiQA Business Overview and Its Total Revenue
 - 10.14.3 KiwiQA Game Testing Service Introduction
 - 10.14.4 KiwiQA Revenue in Game Testing Service Business (2015-2020)
 - 10.14.5 KiwiQA Recent Development
- 13.15 Cigniti
 - 10.15.1 Cigniti Company Details
 - 10.15.2 Cigniti Business Overview and Its Total Revenue
 - 10.15.3 Cigniti Game Testing Service Introduction
 - 10.15.4 Cigniti Revenue in Game Testing Service Business (2015-2020)
 - 10.15.5 Cigniti Recent Development
- 13.16 ISHIR
 - 10.16.1 ISHIR Company Details
 - 10.16.2 ISHIR Business Overview and Its Total Revenue
 - 10.16.3 ISHIR Game Testing Service Introduction
 - 10.16.4 ISHIR Revenue in Game Testing Service Business (2015-2020)
 - 10.16.5 ISHIR Recent Development
- 13.17 Mindfire Solutions
 - 10.17.1 Mindfire Solutions Company Details
 - 10.17.2 Mindfire Solutions Business Overview and Its Total Revenue
 - 10.17.3 Mindfire Solutions Game Testing Service Introduction
 - 10.17.4 Mindfire Solutions Revenue in Game Testing Service Business (2015-2020)
 - 10.17.5 Mindfire Solutions Recent Development
- 13.18 360Logica
 - 10.18.1 360Logica Company Details
 - 10.18.2 360Logica Business Overview and Its Total Revenue
 - 10.18.3 360Logica Game Testing Service Introduction
 - 10.18.4 360Logica Revenue in Game Testing Service Business (2015-2020)
 - 10.18.5 360Logica Recent Development
- 13.19 Lionbridge
 - 10.19.1 Lionbridge Company Details
 - 10.19.2 Lionbridge Business Overview and Its Total Revenue
 - 10.19.3 Lionbridge Game Testing Service Introduction

- 10.19.4 Lionbridge Revenue in Game Testing Service Business (2015-2020)
- 10.19.5 Lionbridge Recent Development
- 13.20 Arth I Soft
 - 10.20.1 Arth I Soft Company Details
 - 10.20.2 Arth I Soft Business Overview and Its Total Revenue
 - 10.20.3 Arth I Soft Game Testing Service Introduction
 - 10.20.4 Arth I Soft Revenue in Game Testing Service Business (2015-2020)
 - 10.20.5 Arth I Soft Recent Development
- 13.21 Flexasoft
 - 10.21.1 Flexasoft Company Details
 - 10.21.2 Flexasoft Business Overview and Its Total Revenue
 - 10.21.3 Flexasoft Game Testing Service Introduction
 - 10.21.4 Flexasoft Revenue in Game Testing Service Business (2015-2020)
 - 10.21.5 Flexasoft Recent Development
- 13.22 Zensar
 - 10.22.1 Zensar Company Details
 - 10.22.2 Zensar Business Overview and Its Total Revenue
 - 10.22.3 Zensar Game Testing Service Introduction
 - 10.22.4 Zensar Revenue in Game Testing Service Business (2015-2020)
 - 10.22.5 Zensar Recent Development
- 13.23 Crowdsourced Testing
 - 10.23.1 Crowdsourced Testing Company Details
 - 10.23.2 Crowdsourced Testing Business Overview and Its Total Revenue
 - 10.23.3 Crowdsourced Testing Game Testing Service Introduction
 - 10.23.4 Crowdsourced Testing Revenue in Game Testing Service Business (2015-2020)
 - 10.23.5 Crowdsourced Testing Recent Development
- 13.24 TestFort
 - 10.24.1 TestFort Company Details
 - 10.24.2 TestFort Business Overview and Its Total Revenue
 - 10.24.3 TestFort Game Testing Service Introduction
 - 10.24.4 TestFort Revenue in Game Testing Service Business (2015-2020)
 - 10.24.5 TestFort Recent Development
- 13.25 XBOSoft
 - 10.25.1 XBOSoft Company Details
 - 10.25.2 XBOSoft Business Overview and Its Total Revenue
 - 10.25.3 XBOSoft Game Testing Service Introduction
 - 10.25.4 XBOSoft Revenue in Game Testing Service Business (2015-2020)
 - 10.25.5 XBOSoft Recent Development

13.26 QATestLab

10.26.1 QATestLab Company Details

10.26.2 QATestLab Business Overview and Its Total Revenue

10.26.3 QATestLab Game Testing Service Introduction

10.26.4 QATestLab Revenue in Game Testing Service Business (2015-2020)

10.26.5 QATestLab Recent Development

13.27 Consistent Infotechtech

10.27.1 Consistent Infotechtech Company Details

10.27.2 Consistent Infotechtech Business Overview and Its Total Revenue

10.27.3 Consistent Infotechtech Game Testing Service Introduction

10.27.4 Consistent Infotechtech Revenue in Game Testing Service Business (2015-2020)

10.27.5 Consistent Infotechtech Recent Development

13.28 Qualitas Global

10.28.1 Qualitas Global Company Details

10.28.2 Qualitas Global Business Overview and Its Total Revenue

10.28.3 Qualitas Global Game Testing Service Introduction

10.28.4 Qualitas Global Revenue in Game Testing Service Business (2015-2020)

10.28.5 Qualitas Global Recent Development

14 ANALYST'S VIEWPOINTS/CONCLUSIONS

15 APPENDIX

15.1 Research Methodology

15.1.1 Methodology/Research Approach

15.1.2 Data Source

15.2 Disclaimer

15.3 Author Details

List Of Tables

LIST OF TABLES

- Table 1. Game Testing Service Key Market Segments
- Table 2. Key Players Covered: Ranking by Game Testing Service Revenue
- Table 3. Ranking of Global Top Game Testing Service Manufacturers by Revenue (US\$ Million) in 2019
- Table 4. Global Game Testing Service Market Size Growth Rate by Type (US\$ Million): 2020 VS 2026
- Table 5. Key Players of Mobile Game
- Table 6. Key Players of Video Game
- Table 7. Key Players of Windows Game
- Table 8. COVID-19 Impact Global Market: (Four Game Testing Service Market Size Forecast Scenarios)
- Table 9. Opportunities and Trends for Game Testing Service Players in the COVID-19 Landscape
- Table 10. Present Opportunities in China & Elsewhere Due to the Coronavirus Crisis
- Table 11. Key Regions/Countries Measures against Covid-19 Impact
- Table 12. Proposal for Game Testing Service Players to Combat Covid-19 Impact
- Table 13. Global Game Testing Service Market Size Growth by Application (US\$ Million): 2020 VS 2026
- Table 14. Global Game Testing Service Market Size by Regions (US\$ Million): 2020 VS 2026
- Table 15. Global Game Testing Service Market Size by Regions (2015-2020) (US\$ Million)
- Table 16. Global Game Testing Service Market Share by Regions (2015-2020)
- Table 17. Global Game Testing Service Forecasted Market Size by Regions (2021-2026) (US\$ Million)
- Table 18. Global Game Testing Service Market Share by Regions (2021-2026)
- Table 19. Market Top Trends
- Table 20. Key Drivers: Impact Analysis
- Table 21. Key Challenges
- Table 22. Game Testing Service Market Growth Strategy
- Table 23. Main Points Interviewed from Key Game Testing Service Players
- Table 24. Global Game Testing Service Revenue by Players (2015-2020) (Million US\$)
- Table 25. Global Game Testing Service Market Share by Players (2015-2020)
- Table 26. Global Top Game Testing Service Players by Company Type (Tier 1, Tier 2 and Tier 3) (based on the Revenue in Game Testing Service as of 2019)

Table 27. Global Game Testing Service by Players Market Concentration Ratio (CR5 and HHI)

Table 28. Key Players Headquarters and Area Served

Table 29. Key Players Game Testing Service Product Solution and Service

Table 30. Date of Enter into Game Testing Service Market

Table 31. Mergers & Acquisitions, Expansion Plans

Table 32. Global Game Testing Service Market Size by Type (2015-2020) (Million US\$)

Table 33. Global Game Testing Service Market Size Share by Type (2015-2020)

Table 34. Global Game Testing Service Revenue Market Share by Type (2021-2026)

Table 35. Global Game Testing Service Market Size Share by Application (2015-2020)

Table 36. Global Game Testing Service Market Size by Application (2015-2020) (Million US\$)

Table 37. Global Game Testing Service Market Size Share by Application (2021-2026)

Table 38. North America Key Players Game Testing Service Revenue (2019-2020) (Million US\$)

Table 39. North America Key Players Game Testing Service Market Share (2019-2020)

Table 40. North America Game Testing Service Market Size by Type (2015-2020) (Million US\$)

Table 41. North America Game Testing Service Market Share by Type (2015-2020)

Table 42. North America Game Testing Service Market Size by Application (2015-2020) (Million US\$)

Table 43. North America Game Testing Service Market Share by Application (2015-2020)

Table 44. Europe Key Players Game Testing Service Revenue (2019-2020) (Million US\$)

Table 45. Europe Key Players Game Testing Service Market Share (2019-2020)

Table 46. Europe Game Testing Service Market Size by Type (2015-2020) (Million US\$)

Table 47. Europe Game Testing Service Market Share by Type (2015-2020)

Table 48. Europe Game Testing Service Market Size by Application (2015-2020) (Million US\$)

Table 49. Europe Game Testing Service Market Share by Application (2015-2020)

Table 50. China Key Players Game Testing Service Revenue (2019-2020) (Million US\$)

Table 51. China Key Players Game Testing Service Market Share (2019-2020)

Table 52. China Game Testing Service Market Size by Type (2015-2020) (Million US\$)

Table 53. China Game Testing Service Market Share by Type (2015-2020)

Table 54. China Game Testing Service Market Size by Application (2015-2020) (Million US\$)

Table 55. China Game Testing Service Market Share by Application (2015-2020)

Table 56. Japan Key Players Game Testing Service Revenue (2019-2020) (Million US\$)

- Table 57. Japan Key Players Game Testing Service Market Share (2019-2020)
- Table 58. Japan Game Testing Service Market Size by Type (2015-2020) (Million US\$)
- Table 59. Japan Game Testing Service Market Share by Type (2015-2020)
- Table 60. Japan Game Testing Service Market Size by Application (2015-2020) (Million US\$)
- Table 61. Japan Game Testing Service Market Share by Application (2015-2020)
- Table 62. Southeast Asia Key Players Game Testing Service Revenue (2019-2020) (Million US\$)
- Table 63. Southeast Asia Key Players Game Testing Service Market Share (2019-2020)
- Table 64. Southeast Asia Game Testing Service Market Size by Type (2015-2020) (Million US\$)
- Table 65. Southeast Asia Game Testing Service Market Share by Type (2015-2020)
- Table 66. Southeast Asia Game Testing Service Market Size by Application (2015-2020) (Million US\$)
- Table 67. Southeast Asia Game Testing Service Market Share by Application (2015-2020)
- Table 68. India Key Players Game Testing Service Revenue (2019-2020) (Million US\$)
- Table 69. India Key Players Game Testing Service Market Share (2019-2020)
- Table 70. India Game Testing Service Market Size by Type (2015-2020) (Million US\$)
- Table 71. India Game Testing Service Market Share by Type (2015-2020)
- Table 72. India Game Testing Service Market Size by Application (2015-2020) (Million US\$)
- Table 73. India Game Testing Service Market Share by Application (2015-2020)
- Table 74. Central & South America Key Players Game Testing Service Revenue (2019-2020) (Million US\$)
- Table 75. Central & South America Key Players Game Testing Service Market Share (2019-2020)
- Table 76. Central & South America Game Testing Service Market Size by Type (2015-2020) (Million US\$)
- Table 77. Central & South America Game Testing Service Market Share by Type (2015-2020)
- Table 78. Central & South America Game Testing Service Market Size by Application (2015-2020) (Million US\$)
- Table 79. Central & South America Game Testing Service Market Share by Application (2015-2020)
- Table 80. LogiGear Company Details
- Table 81. LogiGear Business Overview
- Table 82. LogiGear Product
- Table 83. LogiGear Revenue in Game Testing Service Business (2015-2020) (Million

US\$)

Table 84. LogiGear Recent Development

Table 85. GameCloud-ltd Company Details

Table 86. GameCloud-ltd Business Overview

Table 87. GameCloud-ltd Product

Table 88. GameCloud-ltd Revenue in Game Testing Service Business (2015-2020)
(Million US\$)

Table 89. GameCloud-ltd Recent Development

Table 90. Codoid Company Details

Table 91. Codoid Business Overview

Table 92. Codoid Product

Table 93. Codoid Revenue in Game Testing Service Business (2015-2020) (Million
US\$)

Table 94. Codoid Recent Development

Table 95. GlobalStep Company Details

Table 96. GlobalStep Business Overview

Table 97. GlobalStep Product

Table 98. GlobalStep Revenue in Game Testing Service Business (2015-2020) (Million
US\$)

Table 99. GlobalStep Recent Development

Table 100. Indium Company Details

Table 101. Indium Business Overview

Table 102. Indium Product

Table 103. Indium Revenue in Game Testing Service Business (2015-2020) (Million
US\$)

Table 104. Indium Recent Development

Table 105. Softcrylic Company Details

Table 106. Softcrylic Business Overview

Table 107. Softcrylic Product

Table 108. Softcrylic Revenue in Game Testing Service Business (2015-2020) (Million
US\$)

Table 109. Softcrylic Recent Development

Table 110. Testbytes Company Details

Table 111. Testbytes Business Overview

Table 112. Testbytes Product

Table 113. Testbytes Revenue in Game Testing Service Business (2015-2020) (Million
US\$)

Table 114. Testbytes Recent Development

Table 115. Creatiosoft Business Overview

- Table 116. Creatiosoft Product
- Table 117. Creatiosoft Company Details
- Table 118. Creatiosoft Revenue in Game Testing Service Business (2015-2020) (Million US\$)
- Table 119. Creatiosoft Recent Development
- Table 120. Gateway TechnoLabs Company Details
- Table 121. Gateway TechnoLabs Business Overview
- Table 122. Gateway TechnoLabs Product
- Table 123. Gateway TechnoLabs Revenue in Game Testing Service Business (2015-2020) (Million US\$)
- Table 124. Gateway TechnoLabs Recent Development
- Table 125. Logix Guru Company Details
- Table 126. Logix Guru Business Overview
- Table 127. Logix Guru Product
- Table 128. Logix Guru Revenue in Game Testing Service Business (2015-2020) (Million US\$)
- Table 129. Logix Guru Recent Development
- Table 130. Precise Testing Solution Company Details
- Table 131. Precise Testing Solution Business Overview
- Table 132. Precise Testing Solution Product
- Table 133. Precise Testing Solution Revenue in Game Testing Service Business (2015-2020) (Million US\$)
- Table 134. Precise Testing Solution Recent Development
- Table 135. 99 Percentage Company Details
- Table 136. 99 Percentage Business Overview
- Table 137. 99 Percentage Product
- Table 138. 99 Percentage Revenue in Game Testing Service Business (2015-2020) (Million US\$)
- Table 139. 99 Percentage Recent Development
- Table 140. TestMatick Company Details
- Table 141. TestMatick Business Overview
- Table 142. TestMatick Product
- Table 143. TestMatick Revenue in Game Testing Service Business (2015-2020) (Million US\$)
- Table 144. TestMatick Recent Development
- Table 145. KiwiQA Company Details
- Table 146. KiwiQA Business Overview
- Table 147. KiwiQA Product
- Table 148. KiwiQA Revenue in Game Testing Service Business (2015-2020) (Million US\$)

US\$)

Table 149. KiwiQA Recent Development

Table 150. Cigniti Company Details

Table 151. Cigniti Business Overview

Table 152. Cigniti Product

Table 153. Cigniti Revenue in Game Testing Service Business (2015-2020) (Million US\$)

Table 154. Cigniti Recent Development

Table 155. ISHIR Company Details

Table 156. ISHIR Business Overview

Table 157. ISHIR Product

Table 158. ISHIR Revenue in Game Testing Service Business (2015-2020) (Million US\$)

Table 159. ISHIR Recent Development

Table 160. Mindfire Solutions Company Details

Table 161. Mindfire Solutions Business Overview

Table 162. Mindfire Solutions Product

Table 163. Mindfire Solutions Revenue in Game Testing Service Business (2015-2020) (Million US\$)

Table 164. Mindfire Solutions Recent Development

Table 165. 360Logica Company Details

Table 166. 360Logica Business Overview

Table 167. 360Logica Product

Table 168. 360Logica Revenue in Game Testing Service Business (2015-2020) (Million US\$)

Table 169. 360Logica Recent Development

Table 170. Lionbridge Company Details

Table 171. Lionbridge Business Overview

Table 172. Lionbridge Product

Table 173. Lionbridge Revenue in Game Testing Service Business (2015-2020) (Million US\$)

Table 174. Lionbridge Recent Development

Table 175. Arth I Soft Company Details

Table 176. Arth I Soft Business Overview

Table 177. Arth I Soft Product

Table 178. Arth I Soft Revenue in Game Testing Service Business (2015-2020) (Million US\$)

Table 179. Arth I Soft Recent Development

Table 180. Flexasoft Company Details

Table 181. Flexasoft Business Overview

Table 182. Flexasoft Product

Table 183. Flexasoft Revenue in Game Testing Service Business (2015-2020) (Million US\$)

Table 184. Flexasoft Recent Development

Table 185. Zensar Company Details

Table 186. Zensar Business Overview

Table 187. Zensar Product

Table 188. Zensar Revenue in Game Testing Service Business (2015-2020) (Million US\$)

Table 189. Zensar Recent Development

Table 190. Crowdsourced Testing Company Details

Table 191. Crowdsourced Testing Business Overview

Table 192. Crowdsourced Testing Product

Table 193. Crowdsourced Testing Revenue in Game Testing Service Business (2015-2020) (Million US\$)

Table 194. Crowdsourced Testing Recent Development

Table 195. TestFort Company Details

Table 196. TestFort Business Overview

Table 197. TestFort Product

Table 198. TestFort Revenue in Game Testing Service Business (2015-2020) (Million US\$)

Table 199. TestFort Recent Development

Table 200. XBOSoft Company Details

Table 201. XBOSoft Business Overview

Table 202. XBOSoft Product

Table 203. XBOSoft Revenue in Game Testing Service Business (2015-2020) (Million US\$)

Table 204. XBOSoft Recent Development

Table 205. QATestLab Company Details

Table 206. QATestLab Business Overview

Table 207. QATestLab Product

Table 208. QATestLab Revenue in Game Testing Service Business (2015-2020) (Million US\$)

Table 209. QATestLab Recent Development

Table 210. Consistent Infotechtech Company Details

Table 211. Consistent Infotechtech Business Overview

Table 212. Consistent Infotechtech Product

Table 213. Consistent Infotechtech Revenue in Game Testing Service Business

(2015-2020) (Million US\$)

Table 214. Consistent Infotechtech Recent Development

Table 215. Qualitas Global Company Details

Table 216. Qualitas Global Business Overview

Table 217. Qualitas Global Product

Table 218. Qualitas Global Revenue in Game Testing Service Business (2015-2020)
(Million US\$)

Table 219. Qualitas Global Recent Development

Table 220. Research Programs/Design for This Report

Table 221. Key Data Information from Secondary Sources

Table 222. Key Data Information from Primary Sources

List Of Figures

LIST OF FIGURES

Figure 1. Global Game Testing Service Market Share by Type: 2020 VS 2026

Figure 2. Mobile Game Features

Figure 3. Video Game Features

Figure 4. Windows Game Features

Figure 5. Global Game Testing Service Market Share by Application: 2020 VS 2026

Figure 6. Large Enterprises Case Studies

Figure 7. Small and Medium-sized Enterprises (SMEs) Case Studies

Figure 8. Game Testing Service Report Years Considered

Figure 9. Global Game Testing Service Market Size YoY Growth 2015-2026 (US\$ Million)

Figure 10. Global Game Testing Service Market Share by Regions: 2020 VS 2026

Figure 11. Global Game Testing Service Market Share by Regions (2021-2026)

Figure 12. Porter's Five Forces Analysis

Figure 13. Global Game Testing Service Market Share by Players in 2019

Figure 14. Global Top Game Testing Service Players by Company Type (Tier 1, Tier 2 and Tier 3) (based on the Revenue in Game Testing Service as of 2019)

Figure 15. The Top 10 and 5 Players Market Share by Game Testing Service Revenue in 2019

Figure 16. North America Game Testing Service Market Size YoY Growth (2015-2020) (Million US\$)

Figure 17. Europe Game Testing Service Market Size YoY Growth (2015-2020) (Million US\$)

Figure 18. China Game Testing Service Market Size YoY Growth (2015-2020) (Million US\$)

Figure 19. Japan Game Testing Service Market Size YoY Growth (2015-2020) (Million US\$)

Figure 20. Southeast Asia Game Testing Service Market Size YoY Growth (2015-2020) (Million US\$)

Figure 21. India Game Testing Service Market Size YoY Growth (2015-2020) (Million US\$)

Figure 22. Central & South America Game Testing Service Market Size YoY Growth (2015-2020) (Million US\$)

Figure 23. LogiGear Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 24. LogiGear Revenue Growth Rate in Game Testing Service Business (2015-2020)

Figure 25. GameCloud-Itld Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 26. GameCloud-Itld Revenue Growth Rate in Game Testing Service Business (2015-2020)

Figure 27. Codoid Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 28. Codoid Revenue Growth Rate in Game Testing Service Business (2015-2020)

Figure 29. GlobalStep Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 30. GlobalStep Revenue Growth Rate in Game Testing Service Business (2015-2020)

Figure 31. Indium Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 32. Indium Revenue Growth Rate in Game Testing Service Business (2015-2020)

Figure 33. Softcrylic Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 34. Softcrylic Revenue Growth Rate in Game Testing Service Business (2015-2020)

Figure 35. Testbytes Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 36. Testbytes Revenue Growth Rate in Game Testing Service Business (2015-2020)

Figure 37. Creatiosoft Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 38. Creatiosoft Revenue Growth Rate in Game Testing Service Business (2015-2020)

Figure 39. Gateway TechnoLabs Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 40. Gateway TechnoLabs Revenue Growth Rate in Game Testing Service Business (2015-2020)

Figure 41. Logix Guru Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 42. Logix Guru Revenue Growth Rate in Game Testing Service Business (2015-2020)

Figure 43. Precise Testing Solution Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 44. Precise Testing Solution Revenue Growth Rate in Game Testing Service Business (2015-2020)

Figure 45. 99 Percentage Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 46. 99 Percentage Revenue Growth Rate in Game Testing Service Business (2015-2020)

Figure 47. TestMatick Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 48. TestMatick Revenue Growth Rate in Game Testing Service Business (2015-2020)

Figure 49. KiwiQA Total Revenue (US\$ Million): 2019 Compared with 2018

- Figure 50. KiwiQA Revenue Growth Rate in Game Testing Service Business (2015-2020)
- Figure 51. Cigniti Total Revenue (US\$ Million): 2019 Compared with 2018
- Figure 52. Cigniti Revenue Growth Rate in Game Testing Service Business (2015-2020)
- Figure 53. ISHIR Total Revenue (US\$ Million): 2019 Compared with 2018
- Figure 54. ISHIR Revenue Growth Rate in Game Testing Service Business (2015-2020)
- Figure 55. Mindfire Solutions Total Revenue (US\$ Million): 2019 Compared with 2018
- Figure 56. Mindfire Solutions Revenue Growth Rate in Game Testing Service Business (2015-2020)
- Figure 57. 360Logica Total Revenue (US\$ Million): 2019 Compared with 2018
- Figure 58. 360Logica Revenue Growth Rate in Game Testing Service Business (2015-2020)
- Figure 59. Lionbridge Total Revenue (US\$ Million): 2019 Compared with 2018
- Figure 60. Lionbridge Revenue Growth Rate in Game Testing Service Business (2015-2020)
- Figure 61. Arth I Soft Total Revenue (US\$ Million): 2019 Compared with 2018
- Figure 62. Arth I Soft Revenue Growth Rate in Game Testing Service Business (2015-2020)
- Figure 63. Bottom-up and Top-down Approaches for This Report
- Figure 64. Data Triangulation
- Figure 65. Key Executives Interviewed

I would like to order

Product name: COVID-19 Impact on Global Game Testing Service Market Size, Status and Forecast 2020-2026

Product link: <https://marketpublishers.com/r/C38E3E65244EEN.html>

Price: US\$ 3,900.00 (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/C38E3E65244EEN.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

