

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

<https://marketpublishers.com/r/CC6702F4ACCCEN.html>

Date: September 2020

Pages: 94

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

ID: CC6702F4ACCCEN

Abstracts

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

The key players covered in this study

Activision Blizzard Inc.

Electronic Arts Inc.

Giant Interactive Group Inc.

GungHo Online Entertainment Inc.

King Digital Entertainment

Microsoft Corp.

NCSOFT Corp.

Sony Corp

Take-Two Interactive Software Inc.

Tencent Holdings Ltd.

Zynga Inc.

Market segment by Type, the product can be split into

Smartphones Online Gaming

Tablets Online Gaming

Others

Market segment by Application, split into

Young Adults

Adults

Mature Adults

Seniors

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 Online Gaming status, future forecast, growth opportunity, key market and key players.

To present the Online 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 Online 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.

Contents

1 REPORT OVERVIEW

- 1.1 Study Scope
- 1.2 Key Market Segments
- 1.3 Players Covered: Ranking by Online Gaming Revenue
- 1.4 Market Analysis by Type
 - 1.4.1 Global Online Gaming Market Size Growth Rate by Type: 2020 VS 2026
 - 1.4.2 Smartphones Online Gaming
 - 1.4.3 Tablets Online Gaming
 - 1.4.4 Others
- 1.5 Market by Application
 - 1.5.1 Global Online Gaming Market Share by Application: 2020 VS 2026
 - 1.5.2 Young Adults
 - 1.5.3 Adults
 - 1.5.4 Mature Adults
 - 1.5.5 Seniors
- 1.6 Coronavirus Disease 2019 (Covid-19): Online Gaming Industry Impact
 - 1.6.1 How the Covid-19 is Affecting the Online Gaming Industry
 - 1.6.1.1 Online Gaming 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 Online Gaming 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 Online Gaming Players to Combat Covid-19 Impact
- 1.7 Study Objectives
- 1.8 Years Considered

2 GLOBAL GROWTH TRENDS BY REGIONS

- 2.1 Online Gaming Market Perspective (2015-2026)
- 2.2 Online Gaming Growth Trends by Regions
 - 2.2.1 Online Gaming Market Size by Regions: 2015 VS 2020 VS 2026
 - 2.2.2 Online Gaming Historic Market Share by Regions (2015-2020)
 - 2.2.3 Online Gaming 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 Online Gaming Market Growth Strategy
- 2.3.6 Primary Interviews with Key Online Gaming Players (Opinion Leaders)

3 COMPETITION LANDSCAPE BY KEY PLAYERS

- 3.1 Global Top Online Gaming Players by Market Size
 - 3.1.1 Global Top Online Gaming Players by Revenue (2015-2020)
 - 3.1.2 Global Online Gaming Revenue Market Share by Players (2015-2020)
 - 3.1.3 Global Online Gaming Market Share by Company Type (Tier 1, Tier 2 and Tier 3)
- 3.2 Global Online Gaming Market Concentration Ratio
 - 3.2.1 Global Online Gaming Market Concentration Ratio (CR5 and HHI)
 - 3.2.2 Global Top 10 and Top 5 Companies by Online Gaming Revenue in 2019
- 3.3 Online Gaming Key Players Head office and Area Served
- 3.4 Key Players Online Gaming Product Solution and Service
- 3.5 Date of Enter into Online Gaming Market
- 3.6 Mergers & Acquisitions, Expansion Plans

4 BREAKDOWN DATA BY TYPE (2015-2026)

- 4.1 Global Online Gaming Historic Market Size by Type (2015-2020)
- 4.2 Global Online Gaming Forecasted Market Size by Type (2021-2026)

5 ONLINE GAMING BREAKDOWN DATA BY APPLICATION (2015-2026)

- 5.1 Global Online Gaming Market Size by Application (2015-2020)
- 5.2 Global Online Gaming Forecasted Market Size by Application (2021-2026)

6 NORTH AMERICA

- 6.1 North America Online Gaming Market Size (2015-2020)
- 6.2 Online Gaming Key Players in North America (2019-2020)
- 6.3 North America Online Gaming Market Size by Type (2015-2020)
- 6.4 North America Online Gaming Market Size by Application (2015-2020)

7 EUROPE

- 7.1 Europe Online Gaming Market Size (2015-2020)
- 7.2 Online Gaming Key Players in Europe (2019-2020)
- 7.3 Europe Online Gaming Market Size by Type (2015-2020)
- 7.4 Europe Online Gaming Market Size by Application (2015-2020)

8 CHINA

- 8.1 China Online Gaming Market Size (2015-2020)
- 8.2 Online Gaming Key Players in China (2019-2020)
- 8.3 China Online Gaming Market Size by Type (2015-2020)
- 8.4 China Online Gaming Market Size by Application (2015-2020)

9 JAPAN

- 9.1 Japan Online Gaming Market Size (2015-2020)
- 9.2 Online Gaming Key Players in Japan (2019-2020)
- 9.3 Japan Online Gaming Market Size by Type (2015-2020)
- 9.4 Japan Online Gaming Market Size by Application (2015-2020)

10 SOUTHEAST ASIA

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

11 INDIA

- 11.1 India Online Gaming Market Size (2015-2020)
- 11.2 Online Gaming Key Players in India (2019-2020)
- 11.3 India Online Gaming Market Size by Type (2015-2020)
- 11.4 India Online Gaming Market Size by Application (2015-2020)

12 CENTRAL & SOUTH AMERICA

- 12.1 Central & South America Online Gaming Market Size (2015-2020)
- 12.2 Online Gaming Key Players in Central & South America (2019-2020)
- 12.3 Central & South America Online Gaming Market Size by Type (2015-2020)

12.4 Central & South America Online Gaming Market Size by Application (2015-2020)

13 KEY PLAYERS PROFILES

13.1 Activision Blizzard Inc.

- 13.1.1 Activision Blizzard Inc. Company Details
- 13.1.2 Activision Blizzard Inc. Business Overview and Its Total Revenue
- 13.1.3 Activision Blizzard Inc. Online Gaming Introduction
- 13.1.4 Activision Blizzard Inc. Revenue in Online Gaming Business (2015-2020))
- 13.1.5 Activision Blizzard Inc. Recent Development

13.2 Electronic ArtsInc.

- 13.2.1 Electronic ArtsInc. Company Details
- 13.2.2 Electronic ArtsInc. Business Overview and Its Total Revenue
- 13.2.3 Electronic ArtsInc. Online Gaming Introduction
- 13.2.4 Electronic ArtsInc. Revenue in Online Gaming Business (2015-2020)
- 13.2.5 Electronic ArtsInc. Recent Development

13.3 Giant Interactive Group Inc.

- 13.3.1 Giant Interactive Group Inc. Company Details
- 13.3.2 Giant Interactive Group Inc. Business Overview and Its Total Revenue
- 13.3.3 Giant Interactive Group Inc. Online Gaming Introduction
- 13.3.4 Giant Interactive Group Inc. Revenue in Online Gaming Business (2015-2020)
- 13.3.5 Giant Interactive Group Inc. Recent Development

13.4 GungHo Online Entertainment Inc.

- 13.4.1 GungHo Online Entertainment Inc. Company Details
- 13.4.2 GungHo Online Entertainment Inc. Business Overview and Its Total Revenue
- 13.4.3 GungHo Online Entertainment Inc. Online Gaming Introduction
- 13.4.4 GungHo Online Entertainment Inc. Revenue in Online Gaming Business (2015-2020)
- 13.4.5 GungHo Online Entertainment Inc. Recent Development

13.5 King Digital Entertainment

- 13.5.1 King Digital Entertainment Company Details
- 13.5.2 King Digital Entertainment Business Overview and Its Total Revenue
- 13.5.3 King Digital Entertainment Online Gaming Introduction
- 13.5.4 King Digital Entertainment Revenue in Online Gaming Business (2015-2020)
- 13.5.5 King Digital Entertainment Recent Development

13.6 Microsoft Corp.

- 13.6.1 Microsoft Corp. Company Details
- 13.6.2 Microsoft Corp. Business Overview and Its Total Revenue
- 13.6.3 Microsoft Corp. Online Gaming Introduction

- 13.6.4 Microsoft Corp. Revenue in Online Gaming Business (2015-2020)
- 13.6.5 Microsoft Corp. Recent Development
- 13.7 NCSOFT Corp.
 - 13.7.1 NCSOFT Corp. Company Details
 - 13.7.2 NCSOFT Corp. Business Overview and Its Total Revenue
 - 13.7.3 NCSOFT Corp. Online Gaming Introduction
 - 13.7.4 NCSOFT Corp. Revenue in Online Gaming Business (2015-2020)
 - 13.7.5 NCSOFT Corp. Recent Development
- 13.8 Sony Corp.
 - 13.8.1 Sony Corp Company Details
 - 13.8.2 Sony Corp Business Overview and Its Total Revenue
 - 13.8.3 Sony Corp Online Gaming Introduction
 - 13.8.4 Sony Corp Revenue in Online Gaming Business (2015-2020)
 - 13.8.5 Sony Corp Recent Development
- 13.9 Take-Two Interactive Software Inc.
 - 13.9.1 Take-Two Interactive Software Inc. Company Details
 - 13.9.2 Take-Two Interactive Software Inc. Business Overview and Its Total Revenue
 - 13.9.3 Take-Two Interactive Software Inc. Online Gaming Introduction
 - 13.9.4 Take-Two Interactive Software Inc. Revenue in Online Gaming Business (2015-2020)
 - 13.9.5 Take-Two Interactive Software Inc. Recent Development
- 13.10 Tencent HoldingsLtd.
 - 13.10.1 Tencent HoldingsLtd. Company Details
 - 13.10.2 Tencent HoldingsLtd. Business Overview and Its Total Revenue
 - 13.10.3 Tencent HoldingsLtd. Online Gaming Introduction
 - 13.10.4 Tencent HoldingsLtd. Revenue in Online Gaming Business (2015-2020)
 - 13.10.5 Tencent HoldingsLtd. Recent Development
- 13.11 Zynga Inc.
 - 10.11.1 Zynga Inc. Company Details
 - 10.11.2 Zynga Inc. Business Overview and Its Total Revenue
 - 10.11.3 Zynga Inc. Online Gaming Introduction
 - 10.11.4 Zynga Inc. Revenue in Online Gaming Business (2015-2020)
 - 10.11.5 Zynga Inc. 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. Online Gaming Key Market Segments

Table 2. Key Players Covered: Ranking by Online Gaming Revenue

Table 3. Ranking of Global Top Online Gaming Manufacturers by Revenue (US\$ Million) in 2019

Table 4. Global Online Gaming Market Size Growth Rate by Type (US\$ Million): 2020 VS 2026

Table 5. Key Players of Smartphones Online Gaming

Table 6. Key Players of Tablets Online Gaming

Table 7. Key Players of Others

Table 8. COVID-19 Impact Global Market: (Four Online Gaming Market Size Forecast Scenarios)

Table 9. Opportunities and Trends for Online Gaming 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 Online Gaming Players to Combat Covid-19 Impact

Table 13. Global Online Gaming Market Size Growth by Application (US\$ Million): 2020 VS 2026

Table 14. Global Online Gaming Market Size by Regions (US\$ Million): 2020 VS 2026

Table 15. Global Online Gaming Market Size by Regions (2015-2020) (US\$ Million)

Table 16. Global Online Gaming Market Share by Regions (2015-2020)

Table 17. Global Online Gaming Forecasted Market Size by Regions (2021-2026) (US\$ Million)

Table 18. Global Online Gaming Market Share by Regions (2021-2026)

Table 19. Market Top Trends

Table 20. Key Drivers: Impact Analysis

Table 21. Key Challenges

Table 22. Online Gaming Market Growth Strategy

Table 23. Main Points Interviewed from Key Online Gaming Players

Table 24. Global Online Gaming Revenue by Players (2015-2020) (Million US\$)

Table 25. Global Online Gaming Market Share by Players (2015-2020)

Table 26. Global Top Online Gaming Players by Company Type (Tier 1, Tier 2 and Tier 3) (based on the Revenue in Online Gaming as of 2019)

Table 27. Global Online Gaming by Players Market Concentration Ratio (CR5 and HHI)

Table 28. Key Players Headquarters and Area Served

- Table 29. Key Players Online Gaming Product Solution and Service
- Table 30. Date of Enter into Online Gaming Market
- Table 31. Mergers & Acquisitions, Expansion Plans
- Table 32. Global Online Gaming Market Size by Type (2015-2020) (Million US\$)
- Table 33. Global Online Gaming Market Size Share by Type (2015-2020)
- Table 34. Global Online Gaming Revenue Market Share by Type (2021-2026)
- Table 35. Global Online Gaming Market Size Share by Application (2015-2020)
- Table 36. Global Online Gaming Market Size by Application (2015-2020) (Million US\$)
- Table 37. Global Online Gaming Market Size Share by Application (2021-2026)
- Table 38. North America Key Players Online Gaming Revenue (2019-2020) (Million US\$)
- Table 39. North America Key Players Online Gaming Market Share (2019-2020)
- Table 40. North America Online Gaming Market Size by Type (2015-2020) (Million US\$)
- Table 41. North America Online Gaming Market Share by Type (2015-2020)
- Table 42. North America Online Gaming Market Size by Application (2015-2020) (Million US\$)
- Table 43. North America Online Gaming Market Share by Application (2015-2020)
- Table 44. Europe Key Players Online Gaming Revenue (2019-2020) (Million US\$)
- Table 45. Europe Key Players Online Gaming Market Share (2019-2020)
- Table 46. Europe Online Gaming Market Size by Type (2015-2020) (Million US\$)
- Table 47. Europe Online Gaming Market Share by Type (2015-2020)
- Table 48. Europe Online Gaming Market Size by Application (2015-2020) (Million US\$)
- Table 49. Europe Online Gaming Market Share by Application (2015-2020)
- Table 50. China Key Players Online Gaming Revenue (2019-2020) (Million US\$)
- Table 51. China Key Players Online Gaming Market Share (2019-2020)
- Table 52. China Online Gaming Market Size by Type (2015-2020) (Million US\$)
- Table 53. China Online Gaming Market Share by Type (2015-2020)
- Table 54. China Online Gaming Market Size by Application (2015-2020) (Million US\$)
- Table 55. China Online Gaming Market Share by Application (2015-2020)
- Table 56. Japan Key Players Online Gaming Revenue (2019-2020) (Million US\$)
- Table 57. Japan Key Players Online Gaming Market Share (2019-2020)
- Table 58. Japan Online Gaming Market Size by Type (2015-2020) (Million US\$)
- Table 59. Japan Online Gaming Market Share by Type (2015-2020)
- Table 60. Japan Online Gaming Market Size by Application (2015-2020) (Million US\$)
- Table 61. Japan Online Gaming Market Share by Application (2015-2020)
- Table 62. Southeast Asia Key Players Online Gaming Revenue (2019-2020) (Million US\$)
- Table 63. Southeast Asia Key Players Online Gaming Market Share (2019-2020)
- Table 64. Southeast Asia Online Gaming Market Size by Type (2015-2020) (Million

US\$)

Table 65. Southeast Asia Online Gaming Market Share by Type (2015-2020)

Table 66. Southeast Asia Online Gaming Market Size by Application (2015-2020)
(Million US\$)

Table 67. Southeast Asia Online Gaming Market Share by Application (2015-2020)

Table 68. India Key Players Online Gaming Revenue (2019-2020) (Million US\$)

Table 69. India Key Players Online Gaming Market Share (2019-2020)

Table 70. India Online Gaming Market Size by Type (2015-2020) (Million US\$)

Table 71. India Online Gaming Market Share by Type (2015-2020)

Table 72. India Online Gaming Market Size by Application (2015-2020) (Million US\$)

Table 73. India Online Gaming Market Share by Application (2015-2020)

Table 74. Central & South America Key Players Online Gaming Revenue (2019-2020)
(Million US\$)

Table 75. Central & South America Key Players Online Gaming Market Share
(2019-2020)

Table 76. Central & South America Online Gaming Market Size by Type (2015-2020)
(Million US\$)

Table 77. Central & South America Online Gaming Market Share by Type (2015-2020)

Table 78. Central & South America Online Gaming Market Size by Application
(2015-2020) (Million US\$)

Table 79. Central & South America Online Gaming Market Share by Application
(2015-2020)

Table 80. Activision Blizzard Inc. Company Details

Table 81. Activision Blizzard Inc. Business Overview

Table 82. Activision Blizzard Inc. Product

Table 83. Activision Blizzard Inc. Revenue in Online Gaming Business (2015-2020)
(Million US\$)

Table 84. Activision Blizzard Inc. Recent Development

Table 85. Electronic Arts Inc. Company Details

Table 86. Electronic Arts Inc. Business Overview

Table 87. Electronic Arts Inc. Product

Table 88. Electronic Arts Inc. Revenue in Online Gaming Business (2015-2020) (Million
US\$)

Table 89. Electronic Arts Inc. Recent Development

Table 90. Giant Interactive Group Inc. Company Details

Table 91. Giant Interactive Group Inc. Business Overview

Table 92. Giant Interactive Group Inc. Product

Table 93. Giant Interactive Group Inc. Revenue in Online Gaming Business
(2015-2020) (Million US\$)

- Table 94. Giant Interactive Group Inc. Recent Development
- Table 95. GungHo Online Entertainment Inc. Company Details
- Table 96. GungHo Online Entertainment Inc. Business Overview
- Table 97. GungHo Online Entertainment Inc. Product
- Table 98. GungHo Online Entertainment Inc. Revenue in Online Gaming Business (2015-2020) (Million US\$)
- Table 99. GungHo Online Entertainment Inc. Recent Development
- Table 100. King Digital Entertainment Company Details
- Table 101. King Digital Entertainment Business Overview
- Table 102. King Digital Entertainment Product
- Table 103. King Digital Entertainment Revenue in Online Gaming Business (2015-2020) (Million US\$)
- Table 104. King Digital Entertainment Recent Development
- Table 105. Microsoft Corp. Company Details
- Table 106. Microsoft Corp. Business Overview
- Table 107. Microsoft Corp. Product
- Table 108. Microsoft Corp. Revenue in Online Gaming Business (2015-2020) (Million US\$)
- Table 109. Microsoft Corp. Recent Development
- Table 110. NCSOFT Corp. Company Details
- Table 111. NCSOFT Corp. Business Overview
- Table 112. NCSOFT Corp. Product
- Table 113. NCSOFT Corp. Revenue in Online Gaming Business (2015-2020) (Million US\$)
- Table 114. NCSOFT Corp. Recent Development
- Table 115. Sony Corp Business Overview
- Table 116. Sony Corp Product
- Table 117. Sony Corp Company Details
- Table 118. Sony Corp Revenue in Online Gaming Business (2015-2020) (Million US\$)
- Table 119. Sony Corp Recent Development
- Table 120. Take-Two Interactive Software Inc. Company Details
- Table 121. Take-Two Interactive Software Inc. Business Overview
- Table 122. Take-Two Interactive Software Inc. Product
- Table 123. Take-Two Interactive Software Inc. Revenue in Online Gaming Business (2015-2020) (Million US\$)
- Table 124. Take-Two Interactive Software Inc. Recent Development
- Table 125. Tencent HoldingsLtd. Company Details
- Table 126. Tencent HoldingsLtd. Business Overview
- Table 127. Tencent HoldingsLtd. Product

Table 128. Tencent HoldingsLtd. Revenue in Online Gaming Business (2015-2020)
(Million US\$)

Table 129. Tencent HoldingsLtd. Recent Development

Table 130. Zynga Inc. Company Details

Table 131. Zynga Inc. Business Overview

Table 132. Zynga Inc. Product

Table 133. Zynga Inc. Revenue in Online Gaming Business (2015-2020) (Million US\$)

Table 134. Zynga Inc. Recent Development

Table 135. Research Programs/Design for This Report

Table 136. Key Data Information from Secondary Sources

Table 137. Key Data Information from Primary Sources

List Of Figures

LIST OF FIGURES

- Figure 1. Global Online Gaming Market Share by Type: 2020 VS 2026
- Figure 2. Smartphones Online Gaming Features
- Figure 3. Tablets Online Gaming Features
- Figure 4. Others Features
- Figure 5. Global Online Gaming Market Share by Application: 2020 VS 2026
- Figure 6. Young Adults Case Studies
- Figure 7. Adults Case Studies
- Figure 8. Mature Adults Case Studies
- Figure 9. Seniors Case Studies
- Figure 10. Online Gaming Report Years Considered
- Figure 11. Global Online Gaming Market Size YoY Growth 2015-2026 (US\$ Million)
- Figure 12. Global Online Gaming Market Share by Regions: 2020 VS 2026
- Figure 13. Global Online Gaming Market Share by Regions (2021-2026)
- Figure 14. Porter's Five Forces Analysis
- Figure 15. Global Online Gaming Market Share by Players in 2019
- Figure 16. Global Top Online Gaming Players by Company Type (Tier 1, Tier 2 and Tier 3) (based on the Revenue in Online Gaming as of 2019)
- Figure 17. The Top 10 and 5 Players Market Share by Online Gaming Revenue in 2019
- Figure 18. North America Online Gaming Market Size YoY Growth (2015-2020) (Million US\$)
- Figure 19. Europe Online Gaming Market Size YoY Growth (2015-2020) (Million US\$)
- Figure 20. China Online Gaming Market Size YoY Growth (2015-2020) (Million US\$)
- Figure 21. Japan Online Gaming Market Size YoY Growth (2015-2020) (Million US\$)
- Figure 22. Southeast Asia Online Gaming Market Size YoY Growth (2015-2020) (Million US\$)
- Figure 23. India Online Gaming Market Size YoY Growth (2015-2020) (Million US\$)
- Figure 24. Central & South America Online Gaming Market Size YoY Growth (2015-2020) (Million US\$)
- Figure 25. Activision Blizzard Inc. Total Revenue (US\$ Million): 2019 Compared with 2018
- Figure 26. Activision Blizzard Inc. Revenue Growth Rate in Online Gaming Business (2015-2020)
- Figure 27. Electronic Arts Inc. Total Revenue (US\$ Million): 2019 Compared with 2018
- Figure 28. Electronic Arts Inc. Revenue Growth Rate in Online Gaming Business (2015-2020)

Figure 29. Giant Interactive Group Inc. Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 30. Giant Interactive Group Inc. Revenue Growth Rate in Online Gaming Business (2015-2020)

Figure 31. GungHo Online Entertainment Inc. Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 32. GungHo Online Entertainment Inc. Revenue Growth Rate in Online Gaming Business (2015-2020)

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

Figure 34. King Digital Entertainment Revenue Growth Rate in Online Gaming Business (2015-2020)

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

Figure 36. Microsoft Corp. Revenue Growth Rate in Online Gaming Business (2015-2020)

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

Figure 38. NCSOFT Corp. Revenue Growth Rate in Online Gaming Business (2015-2020)

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

Figure 40. Sony Corp Revenue Growth Rate in Online Gaming Business (2015-2020)

Figure 41. Take-Two Interactive Software Inc. Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 42. Take-Two Interactive Software Inc. Revenue Growth Rate in Online Gaming Business (2015-2020)

Figure 43. Tencent HoldingsLtd. Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 44. Tencent HoldingsLtd. Revenue Growth Rate in Online Gaming Business (2015-2020)

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

Figure 46. Zynga Inc. Revenue Growth Rate in Online Gaming Business (2015-2020)

Figure 47. Bottom-up and Top-down Approaches for This Report

Figure 48. Data Triangulation

Figure 49. Key Executives Interviewed

I would like to order

Product name: COVID-19 Impact on Global Online Gaming Market Size, Status and Forecast 2020-2026

Product link: <https://marketpublishers.com/r/CC6702F4ACCCEN.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/CC6702F4ACCCEN.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