

# Covid-19 Impact on Global Smartphone Game Consoles Market Insights, Forecast to 2026

<https://marketpublishers.com/r/C783C8AA794DEN.html>

Date: June 2020

Pages: 117

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

ID: C783C8AA794DEN

## Abstracts

Smartphone Game Consoles market is segmented by Type, and by Application. Players, stakeholders, and other participants in the global Smartphone Game Consoles market will be able to gain the upper hand as they use the report as a powerful resource. The segmental analysis focuses on sales, revenue and forecast by Type and by Application for the period 2015-2026.

Segment by Type, the Smartphone Game Consoles market is segmented into

Smartphone Bracket Mounted

Smartphone Clip Mounted

Segment by Application, the Smartphone Game Consoles market is segmented into

Android

IOS

Regional and Country-level Analysis

The Smartphone Game Consoles market is analysed and market size information is provided by regions (countries).

The key regions covered in the Smartphone Game Consoles market report are North America, Europe, Asia Pacific, Latin America, Middle East and Africa. It also covers key regions (countries), viz, U.S., Canada, Germany, France, U.K., Italy, Russia, China,

Japan, South Korea, India, Australia, Taiwan, Indonesia, Thailand, Malaysia, Philippines, Vietnam, Mexico, Brazil, Turkey, Saudi Arabia, U.A.E, etc.

The report includes country-wise and region-wise market size for the period 2015-2026. It also includes market size and forecast by Type, and by Application segment in terms of sales and revenue for the period 2015-2026.

**Competitive Landscape and Smartphone Game Consoles Market Share Analysis**

Smartphone Game Consoles market competitive landscape provides details and data information by players. The report offers comprehensive analysis and accurate statistics on revenue by the player for the period 2015-2020. It also offers detailed analysis supported by reliable statistics on revenue (global and regional level) by players for the period 2015-2020. Details included are company description, major business, company total revenue and the sales, revenue generated in Smartphone Game Consoles business, the date to enter into the Smartphone Game Consoles market, Smartphone Game Consoles product introduction, recent developments, etc.

The major vendors covered:

Flydigi

Betop

Gamevice

GameSir

Beboncool

SteelSeries

Saitake

Amkette

IPEGA

MOGA

ROTOR RIOT

Satechi

Razer

## Contents

### 1 STUDY COVERAGE

- 1.1 Smartphone Game Consoles Product Introduction
- 1.2 Market Segments
- 1.3 Key Smartphone Game Consoles Manufacturers Covered: Ranking by Revenue
- 1.4 Market by Type
  - 1.4.1 Global Smartphone Game Consoles Market Size Growth Rate by Type
  - 1.4.2 Smartphone Bracket Mounted
  - 1.4.3 Smartphone Clip Mounted
- 1.5 Market by Application
  - 1.5.1 Global Smartphone Game Consoles Market Size Growth Rate by Application
  - 1.5.2 Android
  - 1.5.3 IOS
- 1.6 Coronavirus Disease 2019 (Covid-19): Smartphone Game Consoles Industry Impact
  - 1.6.1 How the Covid-19 is Affecting the Smartphone Game Consoles Industry
    - 1.6.1.1 Smartphone Game Consoles 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 Smartphone Game Consoles 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 Smartphone Game Consoles Players to Combat Covid-19 Impact
- 1.7 Study Objectives
- 1.8 Years Considered

### 2 EXECUTIVE SUMMARY

- 2.1 Global Smartphone Game Consoles Market Size Estimates and Forecasts
  - 2.1.1 Global Smartphone Game Consoles Revenue 2015-2026
  - 2.1.2 Global Smartphone Game Consoles Sales 2015-2026
- 2.2 Smartphone Game Consoles Market Size by Region: 2020 Versus 2026
  - 2.2.1 Global Smartphone Game Consoles Retrospective Market Scenario in Sales by Region: 2015-2020
  - 2.2.2 Global Smartphone Game Consoles Retrospective Market Scenario in Revenue by Region: 2015-2020

### **3 GLOBAL SMARTPHONE GAME CONSOLES COMPETITOR LANDSCAPE BY PLAYERS**

#### 3.1 Smartphone Game Consoles Sales by Manufacturers

3.1.1 Smartphone Game Consoles Sales by Manufacturers (2015-2020)

3.1.2 Smartphone Game Consoles Sales Market Share by Manufacturers (2015-2020)

#### 3.2 Smartphone Game Consoles Revenue by Manufacturers

3.2.1 Smartphone Game Consoles Revenue by Manufacturers (2015-2020)

3.2.2 Smartphone Game Consoles Revenue Share by Manufacturers (2015-2020)

3.2.3 Global Smartphone Game Consoles Market Concentration Ratio (CR5 and HHI) (2015-2020)

3.2.4 Global Top 10 and Top 5 Companies by Smartphone Game Consoles Revenue in 2019

3.2.5 Global Smartphone Game Consoles Market Share by Company Type (Tier 1, Tier 2 and Tier 3)

#### 3.3 Smartphone Game Consoles Price by Manufacturers

#### 3.4 Smartphone Game Consoles Manufacturing Base Distribution, Product Types

3.4.1 Smartphone Game Consoles Manufacturers Manufacturing Base Distribution, Headquarters

3.4.2 Manufacturers Smartphone Game Consoles Product Type

3.4.3 Date of International Manufacturers Enter into Smartphone Game Consoles Market

#### 3.5 Manufacturers Mergers & Acquisitions, Expansion Plans

### **4 BREAKDOWN DATA BY TYPE (2015-2026)**

#### 4.1 Global Smartphone Game Consoles Market Size by Type (2015-2020)

4.1.1 Global Smartphone Game Consoles Sales by Type (2015-2020)

4.1.2 Global Smartphone Game Consoles Revenue by Type (2015-2020)

4.1.3 Smartphone Game Consoles Average Selling Price (ASP) by Type (2015-2026)

#### 4.2 Global Smartphone Game Consoles Market Size Forecast by Type (2021-2026)

4.2.1 Global Smartphone Game Consoles Sales Forecast by Type (2021-2026)

4.2.2 Global Smartphone Game Consoles Revenue Forecast by Type (2021-2026)

4.2.3 Smartphone Game Consoles Average Selling Price (ASP) Forecast by Type (2021-2026)

#### 4.3 Global Smartphone Game Consoles Market Share by Price Tier (2015-2020): Low-End, Mid-Range and High-End

## **5 BREAKDOWN DATA BY APPLICATION (2015-2026)**

### 5.1 Global Smartphone Game Consoles Market Size by Application (2015-2020)

5.1.1 Global Smartphone Game Consoles Sales by Application (2015-2020)

5.1.2 Global Smartphone Game Consoles Revenue by Application (2015-2020)

5.1.3 Smartphone Game Consoles Price by Application (2015-2020)

### 5.2 Smartphone Game Consoles Market Size Forecast by Application (2021-2026)

5.2.1 Global Smartphone Game Consoles Sales Forecast by Application (2021-2026)

5.2.2 Global Smartphone Game Consoles Revenue Forecast by Application  
(2021-2026)

5.2.3 Global Smartphone Game Consoles Price Forecast by Application (2021-2026)

## **6 NORTH AMERICA**

### 6.1 North America Smartphone Game Consoles by Country

6.1.1 North America Smartphone Game Consoles Sales by Country

6.1.2 North America Smartphone Game Consoles Revenue by Country

6.1.3 U.S.

6.1.4 Canada

### 6.2 North America Smartphone Game Consoles Market Facts & Figures by Type

### 6.3 North America Smartphone Game Consoles Market Facts & Figures by Application

## **7 EUROPE**

### 7.1 Europe Smartphone Game Consoles by Country

7.1.1 Europe Smartphone Game Consoles Sales by Country

7.1.2 Europe Smartphone Game Consoles Revenue by Country

7.1.3 Germany

7.1.4 France

7.1.5 U.K.

7.1.6 Italy

7.1.7 Russia

### 7.2 Europe Smartphone Game Consoles Market Facts & Figures by Type

### 7.3 Europe Smartphone Game Consoles Market Facts & Figures by Application

## **8 ASIA PACIFIC**

### 8.1 Asia Pacific Smartphone Game Consoles by Region

8.1.1 Asia Pacific Smartphone Game Consoles Sales by Region

8.1.2 Asia Pacific Smartphone Game Consoles Revenue by Region

8.1.3 China

8.1.4 Japan

8.1.5 South Korea

8.1.6 India

8.1.7 Australia

8.1.8 Taiwan

8.1.9 Indonesia

8.1.10 Thailand

8.1.11 Malaysia

8.1.12 Philippines

8.1.13 Vietnam

8.2 Asia Pacific Smartphone Game Consoles Market Facts & Figures by Type

8.3 Asia Pacific Smartphone Game Consoles Market Facts & Figures by Application

## **9 LATIN AMERICA**

9.1 Latin America Smartphone Game Consoles by Country

9.1.1 Latin America Smartphone Game Consoles Sales by Country

9.1.2 Latin America Smartphone Game Consoles Revenue by Country

9.1.3 Mexico

9.1.4 Brazil

9.1.5 Argentina

9.2 Central & South America Smartphone Game Consoles Market Facts & Figures by Type

9.3 Central & South America Smartphone Game Consoles Market Facts & Figures by Application

## **10 MIDDLE EAST AND AFRICA**

10.1 Middle East and Africa Smartphone Game Consoles by Country

10.1.1 Middle East and Africa Smartphone Game Consoles Sales by Country

10.1.2 Middle East and Africa Smartphone Game Consoles Revenue by Country

10.1.3 Turkey

10.1.4 Saudi Arabia

10.1.5 U.A.E

10.2 Middle East and Africa Smartphone Game Consoles Market Facts & Figures by Type

10.3 Middle East and Africa Smartphone Game Consoles Market Facts & Figures by

Application

## **11 COMPANY PROFILES**

### 11.1 Flydigi

- 11.1.1 Flydigi Corporation Information
- 11.1.2 Flydigi Description, Business Overview and Total Revenue
- 11.1.3 Flydigi Sales, Revenue and Gross Margin (2015-2020)
- 11.1.4 Flydigi Smartphone Game Consoles Products Offered
- 11.1.5 Flydigi Recent Development

### 11.2 Betop

- 11.2.1 Betop Corporation Information
- 11.2.2 Betop Description, Business Overview and Total Revenue
- 11.2.3 Betop Sales, Revenue and Gross Margin (2015-2020)
- 11.2.4 Betop Smartphone Game Consoles Products Offered
- 11.2.5 Betop Recent Development

### 11.3 Gamevice

- 11.3.1 Gamevice Corporation Information
- 11.3.2 Gamevice Description, Business Overview and Total Revenue
- 11.3.3 Gamevice Sales, Revenue and Gross Margin (2015-2020)
- 11.3.4 Gamevice Smartphone Game Consoles Products Offered
- 11.3.5 Gamevice Recent Development

### 11.4 GameSir

- 11.4.1 GameSir Corporation Information
- 11.4.2 GameSir Description, Business Overview and Total Revenue
- 11.4.3 GameSir Sales, Revenue and Gross Margin (2015-2020)
- 11.4.4 GameSir Smartphone Game Consoles Products Offered
- 11.4.5 GameSir Recent Development

### 11.5 Beboncool

- 11.5.1 Beboncool Corporation Information
- 11.5.2 Beboncool Description, Business Overview and Total Revenue
- 11.5.3 Beboncool Sales, Revenue and Gross Margin (2015-2020)
- 11.5.4 Beboncool Smartphone Game Consoles Products Offered
- 11.5.5 Beboncool Recent Development

### 11.6 SteelSeries

- 11.6.1 SteelSeries Corporation Information
- 11.6.2 SteelSeries Description, Business Overview and Total Revenue
- 11.6.3 SteelSeries Sales, Revenue and Gross Margin (2015-2020)
- 11.6.4 SteelSeries Smartphone Game Consoles Products Offered



- 11.6.5 SteelSeries Recent Development
- 11.7 Saitake
  - 11.7.1 Saitake Corporation Information
  - 11.7.2 Saitake Description, Business Overview and Total Revenue
  - 11.7.3 Saitake Sales, Revenue and Gross Margin (2015-2020)
  - 11.7.4 Saitake Smartphone Game Consoles Products Offered
  - 11.7.5 Saitake Recent Development
- 11.8 Amkette
  - 11.8.1 Amkette Corporation Information
  - 11.8.2 Amkette Description, Business Overview and Total Revenue
  - 11.8.3 Amkette Sales, Revenue and Gross Margin (2015-2020)
  - 11.8.4 Amkette Smartphone Game Consoles Products Offered
  - 11.8.5 Amkette Recent Development
- 11.9 IPEGA
  - 11.9.1 IPEGA Corporation Information
  - 11.9.2 IPEGA Description, Business Overview and Total Revenue
  - 11.9.3 IPEGA Sales, Revenue and Gross Margin (2015-2020)
  - 11.9.4 IPEGA Smartphone Game Consoles Products Offered
  - 11.9.5 IPEGA Recent Development
- 11.10 MOGA
  - 11.10.1 MOGA Corporation Information
  - 11.10.2 MOGA Description, Business Overview and Total Revenue
  - 11.10.3 MOGA Sales, Revenue and Gross Margin (2015-2020)
  - 11.10.4 MOGA Smartphone Game Consoles Products Offered
  - 11.10.5 MOGA Recent Development
- 11.1 Flydigi
  - 11.1.1 Flydigi Corporation Information
  - 11.1.2 Flydigi Description, Business Overview and Total Revenue
  - 11.1.3 Flydigi Sales, Revenue and Gross Margin (2015-2020)
  - 11.1.4 Flydigi Smartphone Game Consoles Products Offered
  - 11.1.5 Flydigi Recent Development
- 11.12 Satechi
  - 11.12.1 Satechi Corporation Information
  - 11.12.2 Satechi Description, Business Overview and Total Revenue
  - 11.12.3 Satechi Sales, Revenue and Gross Margin (2015-2020)
  - 11.12.4 Satechi Products Offered
  - 11.12.5 Satechi Recent Development
- 11.13 Razer
  - 11.13.1 Razer Corporation Information

- 11.13.2 Razer Description, Business Overview and Total Revenue
- 11.13.3 Razer Sales, Revenue and Gross Margin (2015-2020)
- 11.13.4 Razer Products Offered
- 11.13.5 Razer Recent Development

## **12 FUTURE FORECAST BY REGIONS (COUNTRIES) (2021-2026)**

- 12.1 Smartphone Game Consoles Market Estimates and Projections by Region
  - 12.1.1 Global Smartphone Game Consoles Sales Forecast by Regions 2021-2026
  - 12.1.2 Global Smartphone Game Consoles Revenue Forecast by Regions 2021-2026
- 12.2 North America Smartphone Game Consoles Market Size Forecast (2021-2026)
  - 12.2.1 North America: Smartphone Game Consoles Sales Forecast (2021-2026)
  - 12.2.2 North America: Smartphone Game Consoles Revenue Forecast (2021-2026)
  - 12.2.3 North America: Smartphone Game Consoles Market Size Forecast by Country (2021-2026)
- 12.3 Europe Smartphone Game Consoles Market Size Forecast (2021-2026)
  - 12.3.1 Europe: Smartphone Game Consoles Sales Forecast (2021-2026)
  - 12.3.2 Europe: Smartphone Game Consoles Revenue Forecast (2021-2026)
  - 12.3.3 Europe: Smartphone Game Consoles Market Size Forecast by Country (2021-2026)
- 12.4 Asia Pacific Smartphone Game Consoles Market Size Forecast (2021-2026)
  - 12.4.1 Asia Pacific: Smartphone Game Consoles Sales Forecast (2021-2026)
  - 12.4.2 Asia Pacific: Smartphone Game Consoles Revenue Forecast (2021-2026)
  - 12.4.3 Asia Pacific: Smartphone Game Consoles Market Size Forecast by Region (2021-2026)
- 12.5 Latin America Smartphone Game Consoles Market Size Forecast (2021-2026)
  - 12.5.1 Latin America: Smartphone Game Consoles Sales Forecast (2021-2026)
  - 12.5.2 Latin America: Smartphone Game Consoles Revenue Forecast (2021-2026)
  - 12.5.3 Latin America: Smartphone Game Consoles Market Size Forecast by Country (2021-2026)
- 12.6 Middle East and Africa Smartphone Game Consoles Market Size Forecast (2021-2026)
  - 12.6.1 Middle East and Africa: Smartphone Game Consoles Sales Forecast (2021-2026)
  - 12.6.2 Middle East and Africa: Smartphone Game Consoles Revenue Forecast (2021-2026)
  - 12.6.3 Middle East and Africa: Smartphone Game Consoles Market Size Forecast by Country (2021-2026)

## **13 MARKET OPPORTUNITIES, CHALLENGES, RISKS AND INFLUENCES FACTORS ANALYSIS**

13.1 Market Opportunities and Drivers

13.2 Market Challenges

13.3 Market Risks/Restraints

13.4 Porter's Five Forces Analysis

13.5 Primary Interviews with Key Smartphone Game Consoles Players (Opinion Leaders)

## **14 VALUE CHAIN AND SALES CHANNELS ANALYSIS**

14.1 Value Chain Analysis

14.2 Smartphone Game Consoles Customers

14.3 Sales Channels Analysis

14.3.1 Sales Channels

14.3.2 Distributors

## **15 RESEARCH FINDINGS AND CONCLUSION**

## **16 APPENDIX**

16.1 Research Methodology

16.1.1 Methodology/Research Approach

16.1.2 Data Source

16.2 Author Details

## List Of Tables

### LIST OF TABLES

Table 1. Smartphone Game Consoles Market Segments

Table 2. Ranking of Global Top Smartphone Game Consoles Manufacturers by Revenue (US\$ Million) in 2019

Table 3. Global Smartphone Game Consoles Market Size Growth Rate by Type 2020-2026 (K Units) & (US\$ Million)

Table 4. Major Manufacturers of Smartphone Bracket Mounted

Table 5. Major Manufacturers of Smartphone Clip Mounted

Table 6. COVID-19 Impact Global Market: (Four Smartphone Game Consoles Market Size Forecast Scenarios)

Table 7. Opportunities and Trends for Smartphone Game Consoles Players in the COVID-19 Landscape

Table 8. Present Opportunities in China & Elsewhere Due to the Coronavirus Crisis

Table 9. Key Regions/Countries Measures against Covid-19 Impact

Table 10. Proposal for Smartphone Game Consoles Players to Combat Covid-19 Impact

Table 11. Global Smartphone Game Consoles Market Size Growth Rate by Application 2020-2026 (K Units)

Table 12. Global Smartphone Game Consoles Market Size by Region (K Units) & (US\$ Million): 2020 VS 2026

Table 13. Global Smartphone Game Consoles Sales by Regions 2015-2020 (K Units)

Table 14. Global Smartphone Game Consoles Sales Market Share by Regions (2015-2020)

Table 15. Global Smartphone Game Consoles Revenue by Regions 2015-2020 (US\$ Million)

Table 16. Global Smartphone Game Consoles Sales by Manufacturers (2015-2020) (K Units)

Table 17. Global Smartphone Game Consoles Sales Share by Manufacturers (2015-2020)

Table 18. Global Smartphone Game Consoles Manufacturers Market Concentration Ratio (CR5 and HHI) (2015-2020)

Table 19. Global Smartphone Game Consoles by Company Type (Tier 1, Tier 2 and Tier 3) (based on the Revenue in Smartphone Game Consoles as of 2019)

Table 20. Smartphone Game Consoles Revenue by Manufacturers (2015-2020) (US\$ Million)

Table 21. Smartphone Game Consoles Revenue Share by Manufacturers (2015-2020)

- Table 22. Key Manufacturers Smartphone Game Consoles Price (2015-2020) (USD/Unit)
- Table 23. Smartphone Game Consoles Manufacturers Manufacturing Base Distribution and Headquarters
- Table 24. Manufacturers Smartphone Game Consoles Product Type
- Table 25. Date of International Manufacturers Enter into Smartphone Game Consoles Market
- Table 26. Manufacturers Mergers & Acquisitions, Expansion Plans
- Table 27. Global Smartphone Game Consoles Sales by Type (2015-2020) (K Units)
- Table 28. Global Smartphone Game Consoles Sales Share by Type (2015-2020)
- Table 29. Global Smartphone Game Consoles Revenue by Type (2015-2020) (US\$ Million)
- Table 30. Global Smartphone Game Consoles Revenue Share by Type (2015-2020)
- Table 31. Smartphone Game Consoles Average Selling Price (ASP) by Type 2015-2020 (USD/Unit)
- Table 32. Global Smartphone Game Consoles Sales by Application (2015-2020) (K Units)
- Table 33. Global Smartphone Game Consoles Sales Share by Application (2015-2020)
- Table 34. North America Smartphone Game Consoles Sales by Country (2015-2020) (K Units)
- Table 35. North America Smartphone Game Consoles Sales Market Share by Country (2015-2020)
- Table 36. North America Smartphone Game Consoles Revenue by Country (2015-2020) (US\$ Million)
- Table 37. North America Smartphone Game Consoles Revenue Market Share by Country (2015-2020)
- Table 38. North America Smartphone Game Consoles Sales by Type (2015-2020) (K Units)
- Table 39. North America Smartphone Game Consoles Sales Market Share by Type (2015-2020)
- Table 40. North America Smartphone Game Consoles Sales by Application (2015-2020) (K Units)
- Table 41. North America Smartphone Game Consoles Sales Market Share by Application (2015-2020)
- Table 42. Europe Smartphone Game Consoles Sales by Country (2015-2020) (K Units)
- Table 43. Europe Smartphone Game Consoles Sales Market Share by Country (2015-2020)
- Table 44. Europe Smartphone Game Consoles Revenue by Country (2015-2020) (US\$ Million)

Table 45. Europe Smartphone Game Consoles Revenue Market Share by Country (2015-2020)

Table 46. Europe Smartphone Game Consoles Sales by Type (2015-2020) (K Units)

Table 47. Europe Smartphone Game Consoles Sales Market Share by Type (2015-2020)

Table 48. Europe Smartphone Game Consoles Sales by Application (2015-2020) (K Units)

Table 49. Europe Smartphone Game Consoles Sales Market Share by Application (2015-2020)

Table 50. Asia Pacific Smartphone Game Consoles Sales by Region (2015-2020) (K Units)

Table 51. Asia Pacific Smartphone Game Consoles Sales Market Share by Region (2015-2020)

Table 52. Asia Pacific Smartphone Game Consoles Revenue by Region (2015-2020) (US\$ Million)

Table 53. Asia Pacific Smartphone Game Consoles Revenue Market Share by Region (2015-2020)

Table 54. Asia Pacific Smartphone Game Consoles Sales by Type (2015-2020) (K Units)

Table 55. Asia Pacific Smartphone Game Consoles Sales Market Share by Type (2015-2020)

Table 56. Asia Pacific Smartphone Game Consoles Sales by Application (2015-2020) (K Units)

Table 57. Asia Pacific Smartphone Game Consoles Sales Market Share by Application (2015-2020)

Table 58. Latin America Smartphone Game Consoles Sales by Country (2015-2020) (K Units)

Table 59. Latin America Smartphone Game Consoles Sales Market Share by Country (2015-2020)

Table 60. Latin Americaa Smartphone Game Consoles Revenue by Country (2015-2020) (US\$ Million)

Table 61. Latin America Smartphone Game Consoles Revenue Market Share by Country (2015-2020)

Table 62. Latin America Smartphone Game Consoles Sales by Type (2015-2020) (K Units)

Table 63. Latin America Smartphone Game Consoles Sales Market Share by Type (2015-2020)

Table 64. Latin America Smartphone Game Consoles Sales by Application (2015-2020) (K Units)

Table 65. Latin America Smartphone Game Consoles Sales Market Share by Application (2015-2020)

Table 66. Middle East and Africa Smartphone Game Consoles Sales by Country (2015-2020) (K Units)

Table 67. Middle East and Africa Smartphone Game Consoles Sales Market Share by Country (2015-2020)

Table 68. Middle East and Africa Smartphone Game Consoles Revenue by Country (2015-2020) (US\$ Million)

Table 69. Middle East and Africa Smartphone Game Consoles Revenue Market Share by Country (2015-2020)

Table 70. Middle East and Africa Smartphone Game Consoles Sales by Type (2015-2020) (K Units)

Table 71. Middle East and Africa Smartphone Game Consoles Sales Market Share by Type (2015-2020)

Table 72. Middle East and Africa Smartphone Game Consoles Sales by Application (2015-2020) (K Units)

Table 73. Middle East and Africa Smartphone Game Consoles Sales Market Share by Application (2015-2020)

Table 74. Flydigi Corporation Information

Table 75. Flydigi Description and Major Businesses

Table 76. Flydigi Smartphone Game Consoles Production (K Units), Revenue (US\$ Million), Price (USD/Unit) and Gross Margin (2015-2020)

Table 77. Flydigi Product

Table 78. Flydigi Recent Development

Table 79. Betop Corporation Information

Table 80. Betop Description and Major Businesses

Table 81. Betop Smartphone Game Consoles Production (K Units), Revenue (US\$ Million), Price (USD/Unit) and Gross Margin (2015-2020)

Table 82. Betop Product

Table 83. Betop Recent Development

Table 84. Gamevice Corporation Information

Table 85. Gamevice Description and Major Businesses

Table 86. Gamevice Smartphone Game Consoles Production (K Units), Revenue (US\$ Million), Price (USD/Unit) and Gross Margin (2015-2020)

Table 87. Gamevice Product

Table 88. Gamevice Recent Development

Table 89. GameSir Corporation Information

Table 90. GameSir Description and Major Businesses

Table 91. GameSir Smartphone Game Consoles Production (K Units), Revenue (US\$

Million), Price (USD/Unit) and Gross Margin (2015-2020)

Table 92. GameSir Product

Table 93. GameSir Recent Development

Table 94. Beboncool Corporation Information

Table 95. Beboncool Description and Major Businesses

Table 96. Beboncool Smartphone Game Consoles Production (K Units), Revenue (US\$ Million), Price (USD/Unit) and Gross Margin (2015-2020)

Table 97. Beboncool Product

Table 98. Beboncool Recent Development

Table 99. SteelSeries Corporation Information

Table 100. SteelSeries Description and Major Businesses

Table 101. SteelSeries Smartphone Game Consoles Production (K Units), Revenue (US\$ Million), Price (USD/Unit) and Gross Margin (2015-2020)

Table 102. SteelSeries Product

Table 103. SteelSeries Recent Development

Table 104. Saitake Corporation Information

Table 105. Saitake Description and Major Businesses

Table 106. Saitake Smartphone Game Consoles Production (K Units), Revenue (US\$ Million), Price (USD/Unit) and Gross Margin (2015-2020)

Table 107. Saitake Product

Table 108. Saitake Recent Development

Table 109. Amkette Corporation Information

Table 110. Amkette Description and Major Businesses

Table 111. Amkette Smartphone Game Consoles Production (K Units), Revenue (US\$ Million), Price (USD/Unit) and Gross Margin (2015-2020)

Table 112. Amkette Product

Table 113. Amkette Recent Development

Table 114. IPEGA Corporation Information

Table 115. IPEGA Description and Major Businesses

Table 116. IPEGA Smartphone Game Consoles Production (K Units), Revenue (US\$ Million), Price (USD/Unit) and Gross Margin (2015-2020)

Table 117. IPEGA Product

Table 118. IPEGA Recent Development

Table 119. MOGA Corporation Information

Table 120. MOGA Description and Major Businesses

Table 121. MOGA Smartphone Game Consoles Production (K Units), Revenue (US\$ Million), Price (USD/Unit) and Gross Margin (2015-2020)

Table 122. MOGA Product

Table 123. MOGA Recent Development



- Table 124. ROTOR RIOT Corporation Information
- Table 125. ROTOR RIOT Description and Major Businesses
- Table 126. ROTOR RIOT Smartphone Game Consoles Sales (K Units), Revenue (US\$ Million), Price (USD/Unit) and Gross Margin (2015-2020)
- Table 127. ROTOR RIOT Product
- Table 128. ROTOR RIOT Recent Development
- Table 129. Satechi Corporation Information
- Table 130. Satechi Description and Major Businesses
- Table 131. Satechi Smartphone Game Consoles Sales (K Units), Revenue (US\$ Million), Price (USD/Unit) and Gross Margin (2015-2020)
- Table 132. Satechi Product
- Table 133. Satechi Recent Development
- Table 134. Razer Corporation Information
- Table 135. Razer Description and Major Businesses
- Table 136. Razer Smartphone Game Consoles Sales (K Units), Revenue (US\$ Million), Price (USD/Unit) and Gross Margin (2015-2020)
- Table 137. Razer Product
- Table 138. Razer Recent Development
- Table 139. Global Smartphone Game Consoles Sales Forecast by Regions (2021-2026) (K Units)
- Table 140. Global Smartphone Game Consoles Sales Market Share Forecast by Regions (2021-2026)
- Table 141. Global Smartphone Game Consoles Revenue Forecast by Regions (2021-2026) (US\$ Million)
- Table 142. Global Smartphone Game Consoles Revenue Market Share Forecast by Regions (2021-2026)
- Table 143. North America: Smartphone Game Consoles Sales Forecast by Country (2021-2026) (K Units)
- Table 144. North America: Smartphone Game Consoles Revenue Forecast by Country (2021-2026) (US\$ Million)
- Table 145. Europe: Smartphone Game Consoles Sales Forecast by Country (2021-2026) (K Units)
- Table 146. Europe: Smartphone Game Consoles Revenue Forecast by Country (2021-2026) (US\$ Million)
- Table 147. Asia Pacific: Smartphone Game Consoles Sales Forecast by Region (2021-2026) (K Units)
- Table 148. Asia Pacific: Smartphone Game Consoles Revenue Forecast by Region (2021-2026) (US\$ Million)
- Table 149. Latin America: Smartphone Game Consoles Sales Forecast by Country

(2021-2026) (K Units)

Table 150. Latin America: Smartphone Game Consoles Revenue Forecast by Country (2021-2026) (US\$ Million)

Table 151. Middle East and Africa: Smartphone Game Consoles Sales Forecast by Country (2021-2026) (K Units)

Table 152. Middle East and Africa: Smartphone Game Consoles Revenue Forecast by Country (2021-2026) (US\$ Million)

Table 153. Key Opportunities and Drivers: Impact Analysis (2021-2026)

Table 154. Key Challenges

Table 155. Market Risks

Table 156. Main Points Interviewed from Key Smartphone Game Consoles Players

Table 157. Smartphone Game Consoles Customers List

Table 158. Smartphone Game Consoles Distributors List

Table 159. Research Programs/Design for This Report

Table 160. Key Data Information from Secondary Sources

Table 161. Key Data Information from Primary Sources

## List Of Figures

### LIST OF FIGURES

Figure 1. Smartphone Game Consoles Product Picture

Figure 2. Global Smartphone Game Consoles Sales Market Share by Type in 2020 & 2026

Figure 3. Smartphone Bracket Mounted Product Picture

Figure 4. Smartphone Clip Mounted Product Picture

Figure 5. Global Smartphone Game Consoles Sales Market Share by Application in 2020 & 2026

Figure 6. Android

Figure 7. IOS

Figure 8. Smartphone Game Consoles Report Years Considered

Figure 9. Global Smartphone Game Consoles Market Size 2015-2026 (US\$ Million)

Figure 10. Global Smartphone Game Consoles Sales 2015-2026 (K Units)

Figure 11. Global Smartphone Game Consoles Market Size Market Share by Region: 2020 Versus 2026

Figure 12. Global Smartphone Game Consoles Sales Market Share by Region (2015-2020)

Figure 13. Global Smartphone Game Consoles Sales Market Share by Region in 2019

Figure 14. Global Smartphone Game Consoles Revenue Market Share by Region (2015-2020)

Figure 15. Global Smartphone Game Consoles Revenue Market Share by Region in 2019

Figure 16. Global Smartphone Game Consoles Sales Share by Manufacturer in 2019

Figure 17. The Top 10 and 5 Players Market Share by Smartphone Game Consoles Revenue in 2019

Figure 18. Smartphone Game Consoles Market Share by Company Type (Tier 1, Tier 2 and Tier 3): 2015 VS 2019

Figure 19. Global Smartphone Game Consoles Sales Market Share by Type (2015-2020)

Figure 20. Global Smartphone Game Consoles Sales Market Share by Type in 2019

Figure 21. Global Smartphone Game Consoles Revenue Market Share by Type (2015-2020)

Figure 22. Global Smartphone Game Consoles Revenue Market Share by Type in 2019

Figure 23. Global Smartphone Game Consoles Market Share by Price Range (2015-2020)

Figure 24. Global Smartphone Game Consoles Sales Market Share by Application

(2015-2020)

Figure 25. Global Smartphone Game Consoles Sales Market Share by Application in 2019

Figure 26. Global Smartphone Game Consoles Revenue Market Share by Application (2015-2020)

Figure 27. Global Smartphone Game Consoles Revenue Market Share by Application in 2019

Figure 28. North America Smartphone Game Consoles Sales Growth Rate 2015-2020 (K Units)

Figure 29. North America Smartphone Game Consoles Revenue Growth Rate 2015-2020 (US\$ Million)

Figure 30. North America Smartphone Game Consoles Sales Market Share by Country in 2019

Figure 31. North America Smartphone Game Consoles Revenue Market Share by Country in 2019

Figure 32. U.S. Smartphone Game Consoles Sales Growth Rate (2015-2020) (K Units)

Figure 33. U.S. Smartphone Game Consoles Revenue Growth Rate (2015-2020) (US\$ Million)

Figure 34. Canada Smartphone Game Consoles Sales Growth Rate (2015-2020) (K Units)

Figure 35. Canada Smartphone Game Consoles Revenue Growth Rate (2015-2020) (US\$ Million)

Figure 36. North America Smartphone Game Consoles Market Share by Type in 2019

Figure 37. North America Smartphone Game Consoles Market Share by Application in 2019

Figure 38. Europe Smartphone Game Consoles Sales Growth Rate 2015-2020 (K Units)

Figure 39. Europe Smartphone Game Consoles Revenue Growth Rate 2015-2020 (US\$ Million)

Figure 40. Europe Smartphone Game Consoles Sales Market Share by Country in 2019

Figure 41. Europe Smartphone Game Consoles Revenue Market Share by Country in 2019

Figure 42. Germany Smartphone Game Consoles Sales Growth Rate (2015-2020) (K Units)

Figure 43. Germany Smartphone Game Consoles Revenue Growth Rate (2015-2020) (US\$ Million)

Figure 44. France Smartphone Game Consoles Sales Growth Rate (2015-2020) (K Units)

Figure 45. France Smartphone Game Consoles Revenue Growth Rate (2015-2020)

(US\$ Million)

Figure 46. U.K. Smartphone Game Consoles Sales Growth Rate (2015-2020) (K Units)

Figure 47. U.K. Smartphone Game Consoles Revenue Growth Rate (2015-2020) (US\$ Million)

Figure 48. Italy Smartphone Game Consoles Sales Growth Rate (2015-2020) (K Units)

Figure 49. Italy Smartphone Game Consoles Revenue Growth Rate (2015-2020) (US\$ Million)

Figure 50. Russia Smartphone Game Consoles Sales Growth Rate (2015-2020) (K Units)

Figure 51. Russia Smartphone Game Consoles Revenue Growth Rate (2015-2020) (US\$ Million)

Figure 52. Europe Smartphone Game Consoles Market Share by Type in 2019

Figure 53. Europe Smartphone Game Consoles Market Share by Application in 2019

Figure 54. Asia Pacific Smartphone Game Consoles Sales Growth Rate 2015-2020 (K Units)

Figure 55. Asia Pacific Smartphone Game Consoles Revenue Growth Rate 2015-2020 (US\$ Million)

Figure 56. Asia Pacific Smartphone Game Consoles Sales Market Share by Region in 2019

Figure 57. Asia Pacific Smartphone Game Consoles Revenue Market Share by Region in 2019

Figure 58. China Smartphone Game Consoles Sales Growth Rate (2015-2020) (K Units)

Figure 59. China Smartphone Game Consoles Revenue Growth Rate (2015-2020) (US\$ Million)

Figure 60. Japan Smartphone Game Consoles Sales Growth Rate (2015-2020) (K Units)

Figure 61. Japan Smartphone Game Consoles Revenue Growth Rate (2015-2020) (US\$ Million)

Figure 62. South Korea Smartphone Game Consoles Sales Growth Rate (2015-2020) (K Units)

Figure 63. South Korea Smartphone Game Consoles Revenue Growth Rate (2015-2020) (US\$ Million)

Figure 64. India Smartphone Game Consoles Sales Growth Rate (2015-2020) (K Units)

Figure 65. India Smartphone Game Consoles Revenue Growth Rate (2015-2020) (US\$ Million)

Figure 66. Australia Smartphone Game Consoles Sales Growth Rate (2015-2020) (K Units)

Figure 67. Australia Smartphone Game Consoles Revenue Growth Rate (2015-2020)

(US\$ Million)

Figure 68. Taiwan Smartphone Game Consoles Sales Growth Rate (2015-2020) (K Units)

Figure 69. Taiwan Smartphone Game Consoles Revenue Growth Rate (2015-2020) (US\$ Million)

Figure 70. Indonesia Smartphone Game Consoles Sales Growth Rate (2015-2020) (K Units)

Figure 71. Indonesia Smartphone Game Consoles Revenue Growth Rate (2015-2020) (US\$ Million)

Figure 72. Thailand Smartphone Game Consoles Sales Growth Rate (2015-2020) (K Units)

Figure 73. Thailand Smartphone Game Consoles Revenue Growth Rate (2015-2020) (US\$ Million)

Figure 74. Malaysia Smartphone Game Consoles Sales Growth Rate (2015-2020) (K Units)

Figure 75. Malaysia Smartphone Game Consoles Revenue Growth Rate (2015-2020) (US\$ Million)

Figure 76. Philippines Smartphone Game Consoles Sales Growth Rate (2015-2020) (K Units)

Figure 77. Philippines Smartphone Game Consoles Revenue Growth Rate (2015-2020) (US\$ Million)

Figure 78. Vietnam Smartphone Game Consoles Sales Growth Rate (2015-2020) (K Units)

Figure 79. Vietnam Smartphone Game Consoles Revenue Growth Rate (2015-2020) (US\$ Million)

Figure 80. Asia Pacific Smartphone Game Consoles Market Share by Type in 2019

Figure 81. Asia Pacific Smartphone Game Consoles Market Share by Application in 2019

Figure 82. Latin America Smartphone Game Consoles Sales Growth Rate 2015-2020 (K Units)

Figure 83. Latin America Smartphone Game Consoles Revenue Growth Rate 2015-2020 (US\$ Million)

Figure 84. Latin America Smartphone Game Consoles Sales Market Share by Country in 2019

Figure 85. Latin America Smartphone Game Consoles Revenue Market Share by Country in 2019

Figure 86. Mexico Smartphone Game Consoles Sales Growth Rate (2015-2020) (K Units)

Figure 87. Mexico Smartphone Game Consoles Revenue Growth Rate (2015-2020)

(US\$ Million)

Figure 88. Brazil Smartphone Game Consoles Sales Growth Rate (2015-2020) (K Units)

Figure 89. Brazil Smartphone Game Consoles Revenue Growth Rate (2015-2020) (US\$ Million)

Figure 90. Argentina Smartphone Game Consoles Sales Growth Rate (2015-2020) (K Units)

Figure 91. Argentina Smartphone Game Consoles Revenue Growth Rate (2015-2020) (US\$ Million)

Figure 92. Latin America Smartphone Game Consoles Market Share by Type in 2019

Figure 93. Latin America Smartphone Game Consoles Market Share by Application in 2019

Figure 94. Middle East and Africa Smartphone Game Consoles Sales Growth Rate 2015-2020 (K Units)

Figure 95. Middle East and Africa Smartphone Game Consoles Revenue Growth Rate 2015-2020 (US\$ Million)

Figure 96. Middle East and Africa Smartphone Game Consoles Sales Market Share by Country in 2019

Figure 97. Middle East and Africa Smartphone Game Consoles Revenue Market Share by Country in 2019

Figure 98. Turkey Smartphone Game Consoles Sales Growth Rate (2015-2020) (K Units)

Figure 99. Turkey Smartphone Game Consoles Revenue Growth Rate (2015-2020) (US\$ Million)

Figure 100. Saudi Arabia Smartphone Game Consoles Sales Growth Rate (2015-2020) (K Units)

Figure 101. Saudi Arabia Smartphone Game Consoles Revenue Growth Rate (2015-2020) (US\$ Million)

Figure 102. U.A.E Smartphone Game Consoles Sales Growth Rate (2015-2020) (K Units)

Figure 103. U.A.E Smartphone Game Consoles Revenue Growth Rate (2015-2020) (US\$ Million)

Figure 104. Middle East and Africa Smartphone Game Consoles Market Share by Type in 2019

Figure 105. Middle East and Africa Smartphone Game Consoles Market Share by Application in 2019

Figure 106. Flydigi Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 107. Betop Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 108. Gamevice Total Revenue (US\$ Million): 2019 Compared with 2018

- Figure 109. GameSir Total Revenue (US\$ Million): 2019 Compared with 2018
- Figure 110. Beboncool Total Revenue (US\$ Million): 2019 Compared with 2018
- Figure 111. SteelSeries Total Revenue (US\$ Million): 2019 Compared with 2018
- Figure 112. Saitake Total Revenue (US\$ Million): 2019 Compared with 2018
- Figure 113. Amkette Total Revenue (US\$ Million): 2019 Compared with 2018
- Figure 114. IPEGA Total Revenue (US\$ Million): 2019 Compared with 2018
- Figure 115. MOGA Total Revenue (US\$ Million): 2019 Compared with 2018
- Figure 116. ROTOR RIOT Total Revenue (US\$ Million): 2019 Compared with 2018
- Figure 117. Satechi Total Revenue (US\$ Million): 2019 Compared with 2018
- Figure 118. Razer Total Revenue (US\$ Million): 2019 Compared with 2018
- Figure 119. North America Smartphone Game Consoles Sales Growth Rate Forecast (2021-2026) (K Units)
- Figure 120. North America Smartphone Game Consoles Revenue Growth Rate Forecast (2021-2026) (US\$ Million)
- Figure 121. Europe Smartphone Game Consoles Sales Growth Rate Forecast (2021-2026) (K Units)
- Figure 122. Europe Smartphone Game Consoles Revenue Growth Rate Forecast (2021-2026) (US\$ Million)
- Figure 123. Asia Pacific Smartphone Game Consoles Sales Growth Rate Forecast (2021-2026) (K Units)
- Figure 124. Asia Pacific Smartphone Game Consoles Revenue Growth Rate Forecast (2021-2026) (US\$ Million)
- Figure 125. Latin America Smartphone Game Consoles Sales Growth Rate Forecast (2021-2026) (K Units)
- Figure 126. Latin America Smartphone Game Consoles Revenue Growth Rate Forecast (2021-2026) (US\$ Million)
- Figure 127. Middle East and Africa Smartphone Game Consoles Sales Growth Rate Forecast (2021-2026) (K Units)
- Figure 128. Middle East and Africa Smartphone Game Consoles Revenue Growth Rate Forecast (2021-2026) (US\$ Million)
- Figure 129. Porter's Five Forces Analysis
- Figure 130. Channels of Distribution
- Figure 131. Distributors Profiles
- Figure 132. Bottom-up and Top-down Approaches for This Report
- Figure 133. Data Triangulation
- Figure 134. Key Executives Interviewed



## I would like to order

Product name: Covid-19 Impact on Global Smartphone Game Consoles Market Insights, Forecast to 2026

Product link: <https://marketpublishers.com/r/C783C8AA794DEN.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](mailto:info@marketpublishers.com)

## Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/C783C8AA794DEN.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

