

# EMEA (Europe, Middle East and Africa) Online Gaming Market Report 2017

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# **Abstracts**

In this report, the EMEA Online Gaming market is valued at USD XX million in 2016 and is expected to reach USD XX million by the end of 2022, growing at a CAGR of XX% between 2016 and 2022.

Geographically, this report split EMEA into Europe, the Middle East and Africa, With sales (K Units), revenue (Million USD), market share and growth rate of Online Gaming for these regions, from 2012 to 2022 (forecast)

Europe: Germany, France, UK, Russia, Italy and Benelux;

Middle East: Saudi Arabia, Israel, UAE and Iran;

Africa: South Africa, Nigeria, Egypt and Algeria.

EMEA Online Gaming market competition by top manufacturers/players, with Online Gaming sales volume (K Units), price (USD/Unit), revenue (Million USD) and market share for each manufacturer/player; the top players including

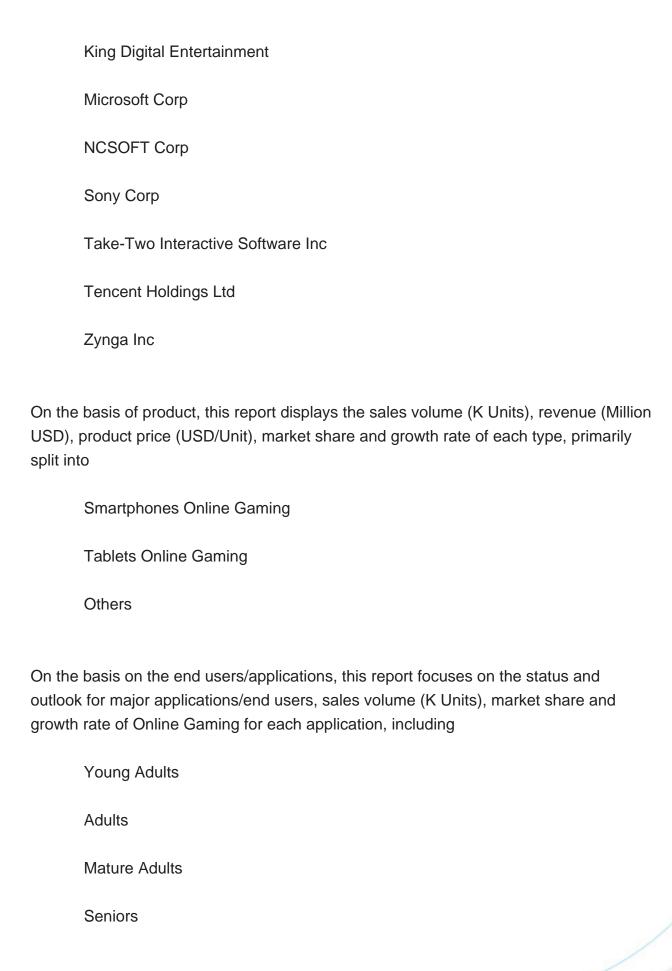
Activision Blizzard Inc.

Electronic Arts Inc.

Giant Interactive Group Inc

GungHo Online Entertainment Inc.







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