

# Europe Online Gaming Market Report 2017

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## Abstracts

### Notes:

Sales, means the sales volume of Online Gaming

Revenue, means the sales value of Online Gaming

This report studies sales (consumption) of Online Gaming in Europe market, especially in Germany, France, UK, Russia, Italy, Spain and Benelux, focuses on top players in these countries, with sales, price, revenue and market share for each player in these Countries, covering

Activision Blizzard Inc.

Electronic Arts? Inc.

Giant Interactive Group Inc.

GungHo Online Entertainment Inc.

King Digital Entertainment plc

Microsoft Corp.

NCSoft Corp.

Sony Corp

Take-Two Interactive Software Inc.

Tencent?Holdings Ltd.

Zynga Inc.

Market Segment by Countries, this report splits Europe into several key Countries, with sales (consumption), revenue, market share and growth rate of Online Gaming in these countries, from 2011 to 2021 (forecast), like

Germany

France

UK

Russia

Italy

Spain

Benelux

Split by product type, with sales, revenue, price, market share and growth rate of each type, can be divided into

Smartphones Online Gaming

Tablets Online Gaming

Others

Split by application, this report focuses on sales, market share and growth rate of Online Gaming in each application, can be divided into

Young Adults

Adults

Mature Adults

Seniors

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