

Global Cooking Games Market Research Report 2023

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Abstracts

This report, based on historical analysis (2018-2022) and forecast calculation (2023-2029), aims to help readers to get a comprehensive understanding of global Cooking Games market with multiple angles, which provides sufficient supports to readers' strategy and decision making.

By Company

Nordcurrer	١t
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Office Create Corp.

TAITO Corporation

ZenLife Games

FlowMotion Entertainment

Big Fish Games

Grampus Game

Ghost Town Games

Magic Seven CO,.LTD

Gameone

Flat Hill Games



Nukebox Studios Segment by Type Simulation Business Game Time Management Game Others Segment by Application Computers Phones & Tablets By Region North America **United States** Canada Europe

France

UK

Italy

Russia



	Nordic Countries	
	Rest of Europe	
Asia-Pacific		
	China	
	Japan	
	South Korea	
	Southeast Asia	
	India	
	Australia	
	Rest of Asia	
Latin America		
	Mexico	
	Brazil	
	Rest of Latin America	
Middle East & Africa		
	Turkey	
	Saudi Arabia	
	UAE	
	Rest of MEA	



The Cooking Games report covers below items:

Chapter 1: Product Basic Information (Definition, Type and Application)

Chapter 2: Global market size, regional market size. Market Opportunities and Challenges

Chapter 3: Companies' Competition Patterns

Chapter 4: Product Type Analysis

Chapter 5: Product Application Analysis

Chapter 6 to 10: Country Level Value Analysis

Chapter 11: Companies' Outline

Chapter 12: Market Conclusions

Chapter 13: Research Methodology and Data Source



Contents

1 REPORT OVERVIEW

- 1.1 Study Scope
- 1.2 Market Analysis by Type
- 1.2.1 Global Cooking Games Market Size Growth Rate by Type: 2018 VS 2022 VS 2029
 - 1.2.2 Simulation Business Game
 - 1.2.3 Time Management Game
 - 1.2.4 Others
- 1.3 Market by Application
 - 1.3.1 Global Cooking Games Market Growth by Application: 2018 VS 2022 VS 2029
 - 1.3.2 Computers
- 1.3.3 Phones & Tablets
- 1.4 Study Objectives
- 1.5 Years Considered
- 1.6 Years Considered

2 GLOBAL GROWTH TRENDS

- 2.1 Global Cooking Games Market Perspective (2018-2029)
- 2.2 Cooking Games Growth Trends by Region
 - 2.2.1 Global Cooking Games Market Size by Region: 2018 VS 2022 VS 2029
 - 2.2.2 Cooking Games Historic Market Size by Region (2018-2023)
 - 2.2.3 Cooking Games Forecasted Market Size by Region (2024-2029)
- 2.3 Cooking Games Market Dynamics
 - 2.3.1 Cooking Games Industry Trends
 - 2.3.2 Cooking Games Market Drivers
 - 2.3.3 Cooking Games Market Challenges
 - 2.3.4 Cooking Games Market Restraints

3 COMPETITION LANDSCAPE BY KEY PLAYERS

- 3.1 Global Top Cooking Games Players by Revenue
 - 3.1.1 Global Top Cooking Games Players by Revenue (2018-2023)
 - 3.1.2 Global Cooking Games Revenue Market Share by Players (2018-2023)
- 3.2 Global Cooking Games Market Share by Company Type (Tier 1, Tier 2, and Tier 3)
- 3.3 Players Covered: Ranking by Cooking Games Revenue



- 3.4 Global Cooking Games Market Concentration Ratio
 - 3.4.1 Global Cooking Games Market Concentration Ratio (CR5 and HHI)
 - 3.4.2 Global Top 10 and Top 5 Companies by Cooking Games Revenue in 2022
- 3.5 Cooking Games Key Players Head office and Area Served
- 3.6 Key Players Cooking Games Product Solution and Service
- 3.7 Date of Enter into Cooking Games Market
- 3.8 Mergers & Acquisitions, Expansion Plans

4 COOKING GAMES BREAKDOWN DATA BY TYPE

- 4.1 Global Cooking Games Historic Market Size by Type (2018-2023)
- 4.2 Global Cooking Games Forecasted Market Size by Type (2024-2029)

5 COOKING GAMES BREAKDOWN DATA BY APPLICATION

- 5.1 Global Cooking Games Historic Market Size by Application (2018-2023)
- 5.2 Global Cooking Games Forecasted Market Size by Application (2024-2029)

6 NORTH AMERICA

- 6.1 North America Cooking Games Market Size (2018-2029)
- 6.2 North America Cooking Games Market Growth Rate by Country: 2018 VS 2022 VS 2029
- 6.3 North America Cooking Games Market Size by Country (2018-2023)
- 6.4 North America Cooking Games Market Size by Country (2024-2029)
- 6.5 United States
- 6.6 Canada

7 EUROPE

- 7.1 Europe Cooking Games Market Size (2018-2029)
- 7.2 Europe Cooking Games Market Growth Rate by Country: 2018 VS 2022 VS 2029
- 7.3 Europe Cooking Games Market Size by Country (2018-2023)
- 7.4 Europe Cooking Games Market Size by Country (2024-2029)
- 7.5 Germany
- 7.6 France
- 7.7 U.K.
- 7.8 Italy
- 7.9 Russia



7.10 Nordic Countries

8 ASIA-PACIFIC

- 8.1 Asia-Pacific Cooking Games Market Size (2018-2029)
- 8.2 Asia-Pacific Cooking Games Market Growth Rate by Region: 2018 VS 2022 VS 2029
- 8.3 Asia-Pacific Cooking Games Market Size by Region (2018-2023)
- 8.4 Asia-Pacific Cooking Games Market Size by Region (2024-2029)
- 8.5 China
- 8.6 Japan
- 8.7 South Korea
- 8.8 Southeast Asia
- 8.9 India
- 8.10 Australia

9 LATIN AMERICA

- 9.1 Latin America Cooking Games Market Size (2018-2029)
- 9.2 Latin America Cooking Games Market Growth Rate by Country: 2018 VS 2022 VS 2029
- 9.3 Latin America Cooking Games Market Size by Country (2018-2023)
- 9.4 Latin America Cooking Games Market Size by Country (2024-2029)
- 9.5 Mexico
- 9.6 Brazil

10 MIDDLE EAST & AFRICA

- 10.1 Middle East & Africa Cooking Games Market Size (2018-2029)
- 10.2 Middle East & Africa Cooking Games Market Growth Rate by Country: 2018 VS 2022 VS 2029
- 10.3 Middle East & Africa Cooking Games Market Size by Country (2018-2023)
- 10.4 Middle East & Africa Cooking Games Market Size by Country (2024-2029)
- 10.5 Turkey
- 10.6 Saudi Arabia
- 10.7 UAE

11 KEY PLAYERS PROFILES



11.1 Nordcurrent

- 11.1.1 Nordcurrent Company Detail
- 11.1.2 Nordcurrent Business Overview
- 11.1.3 Nordcurrent Cooking Games Introduction
- 11.1.4 Nordcurrent Revenue in Cooking Games Business (2018-2023)
- 11.1.5 Nordcurrent Recent Development
- 11.2 Office Create Corp.
 - 11.2.1 Office Create Corp. Company Detail
 - 11.2.2 Office Create Corp. Business Overview
 - 11.2.3 Office Create Corp. Cooking Games Introduction
 - 11.2.4 Office Create Corp. Revenue in Cooking Games Business (2018-2023)
 - 11.2.5 Office Create Corp. Recent Development
- 11.3 TAITO Corporation
 - 11.3.1 TAITO Corporation Company Detail
 - 11.3.2 TAITO Corporation Business Overview
 - 11.3.3 TAITO Corporation Cooking Games Introduction
 - 11.3.4 TAITO Corporation Revenue in Cooking Games Business (2018-2023)
 - 11.3.5 TAITO Corporation Recent Development
- 11.4 ZenLife Games
 - 11.4.1 ZenLife Games Company Detail
 - 11.4.2 ZenLife Games Business Overview
 - 11.4.3 ZenLife Games Cooking Games Introduction
 - 11.4.4 ZenLife Games Revenue in Cooking Games Business (2018-2023)
 - 11.4.5 ZenLife Games Recent Development
- 11.5 FlowMotion Entertainment
 - 11.5.1 FlowMotion Entertainment Company Detail
 - 11.5.2 FlowMotion Entertainment Business Overview
 - 11.5.3 FlowMotion Entertainment Cooking Games Introduction
 - 11.5.4 FlowMotion Entertainment Revenue in Cooking Games Business (2018-2023)
- 11.5.5 FlowMotion Entertainment Recent Development
- 11.6 Big Fish Games
 - 11.6.1 Big Fish Games Company Detail
 - 11.6.2 Big Fish Games Business Overview
 - 11.6.3 Big Fish Games Cooking Games Introduction
 - 11.6.4 Big Fish Games Revenue in Cooking Games Business (2018-2023)
- 11.6.5 Big Fish Games Recent Development
- 11.7 Grampus Game
 - 11.7.1 Grampus Game Company Detail
- 11.7.2 Grampus Game Business Overview



- 11.7.3 Grampus Game Cooking Games Introduction
- 11.7.4 Grampus Game Revenue in Cooking Games Business (2018-2023)
- 11.7.5 Grampus Game Recent Development
- 11.8 Ghost Town Games
 - 11.8.1 Ghost Town Games Company Detail
 - 11.8.2 Ghost Town Games Business Overview
 - 11.8.3 Ghost Town Games Cooking Games Introduction
 - 11.8.4 Ghost Town Games Revenue in Cooking Games Business (2018-2023)
- 11.8.5 Ghost Town Games Recent Development
- 11.9 Magic Seven CO,.LTD
 - 11.9.1 Magic Seven CO, LTD Company Detail
 - 11.9.2 Magic Seven CO, LTD Business Overview
 - 11.9.3 Magic Seven CO,.LTD Cooking Games Introduction
 - 11.9.4 Magic Seven CO, LTD Revenue in Cooking Games Business (2018-2023)
- 11.9.5 Magic Seven CO, LTD Recent Development
- 11.10 Gameone
- 11.10.1 Gameone Company Detail
- 11.10.2 Gameone Business Overview
- 11.10.3 Gameone Cooking Games Introduction
- 11.10.4 Gameone Revenue in Cooking Games Business (2018-2023)
- 11.10.5 Gameone Recent Development
- 11.11 Flat Hill Games
 - 11.11.1 Flat Hill Games Company Detail
 - 11.11.2 Flat Hill Games Business Overview
 - 11.11.3 Flat Hill Games Cooking Games Introduction
 - 11.11.4 Flat Hill Games Revenue in Cooking Games Business (2018-2023)
 - 11.11.5 Flat Hill Games Recent Development
- 11.12 Nukebox Studios
 - 11.12.1 Nukebox Studios Company Detail
 - 11.12.2 Nukebox Studios Business Overview
 - 11.12.3 Nukebox Studios Cooking Games Introduction
 - 11.12.4 Nukebox Studios Revenue in Cooking Games Business (2018-2023)
 - 11.12.5 Nukebox Studios Recent Development

12 ANALYST'S VIEWPOINTS/CONCLUSIONS

13 APPENDIX



- 13.1 Research Methodology
 - 13.1.1 Methodology/Research Approach
 - 13.1.2 Data Source
- 13.2 Disclaimer
- 13.3 Author Details



List Of Tables

LIST OF TABLES

- Table 1. Global Cooking Games Market Size Growth Rate by Type (US\$ Million): 2018 VS 2022 VS 2029
- Table 2. Key Players of Simulation Business Game
- Table 3. Key Players of Time Management Game
- Table 4. Key Players of Others
- Table 5. Global Cooking Games Market Size Growth by Application (US\$ Million): 2018 VS 2022 VS 2029
- Table 6. Global Cooking Games Market Size by Region (US\$ Million): 2018 VS 2022 VS 2029
- Table 7. Global Cooking Games Market Size by Region (2018-2023) & (US\$ Million)
- Table 8. Global Cooking Games Market Share by Region (2018-2023)
- Table 9. Global Cooking Games Forecasted Market Size by Region (2024-2029) & (US\$ Million)
- Table 10. Global Cooking Games Market Share by Region (2024-2029)
- Table 11. Cooking Games Market Trends
- Table 12. Cooking Games Market Drivers
- Table 13. Cooking Games Market Challenges
- Table 14. Cooking Games Market Restraints
- Table 15. Global Cooking Games Revenue by Players (2018-2023) & (US\$ Million)
- Table 16. Global Cooking Games Market Share by Players (2018-2023)
- Table 17. Global Top Cooking Games Players by Company Type (Tier 1, Tier 2, and
- Tier 3) & (based on the Revenue in Cooking Games as of 2022)
- Table 18. Ranking of Global Top Cooking Games Companies by Revenue (US\$ Million) in 2022
- Table 19. Global 5 Largest Players Market Share by Cooking Games Revenue (CR5 and HHI) & (2018-2023)
- Table 20. Key Players Headquarters and Area Served
- Table 21. Key Players Cooking Games Product Solution and Service
- Table 22. Date of Enter into Cooking Games Market
- Table 23. Mergers & Acquisitions, Expansion Plans
- Table 24. Global Cooking Games Market Size by Type (2018-2023) & (US\$ Million)
- Table 25. Global Cooking Games Revenue Market Share by Type (2018-2023)
- Table 26. Global Cooking Games Forecasted Market Size by Type (2024-2029) & (US\$ Million)
- Table 27. Global Cooking Games Revenue Market Share by Type (2024-2029)



- Table 28. Global Cooking Games Market Size by Application (2018-2023) & (US\$ Million)
- Table 29. Global Cooking Games Revenue Market Share by Application (2018-2023)
- Table 30. Global Cooking Games Forecasted Market Size by Application (2024-2029) & (US\$ Million)
- Table 31. Global Cooking Games Revenue Market Share by Application (2024-2029)
- Table 32. North America Cooking Games Market Size Growth Rate by Country (US\$ Million): 2018 VS 2022 VS 2029
- Table 33. North America Cooking Games Market Size by Country (2018-2023) & (US\$ Million)
- Table 34. North America Cooking Games Market Size by Country (2024-2029) & (US\$ Million)
- Table 35. Europe Cooking Games Market Size Growth Rate by Country (US\$ Million): 2018 VS 2022 VS 2029
- Table 36. Europe Cooking Games Market Size by Country (2018-2023) & (US\$ Million)
- Table 37. Europe Cooking Games Market Size by Country (2024-2029) & (US\$ Million)
- Table 38. Asia-Pacific Cooking Games Market Size Growth Rate by Region (US\$ Million): 2018 VS 2022 VS 2029
- Table 39. Asia-Pacific Cooking Games Market Size by Region (2018-2023) & (US\$ Million)
- Table 40. Asia-Pacific Cooking Games Market Size by Region (2024-2029) & (US\$ Million)
- Table 41. Latin America Cooking Games Market Size Growth Rate by Country (US\$ Million): 2018 VS 2022 VS 2029
- Table 42. Latin America Cooking Games Market Size by Country (2018-2023) & (US\$ Million)
- Table 43. Latin America Cooking Games Market Size by Country (2024-2029) & (US\$ Million)
- Table 44. Middle East & Africa Cooking Games Market Size Growth Rate by Country (US\$ Million): 2018 VS 2022 VS 2029
- Table 45. Middle East & Africa Cooking Games Market Size by Country (2018-2023) & (US\$ Million)
- Table 46. Middle East & Africa Cooking Games Market Size by Country (2024-2029) & (US\$ Million)
- Table 47. Nordcurrent Company Detail
- Table 48. Nordcurrent Business Overview
- Table 49. Nordcurrent Cooking Games Product
- Table 50. Nordcurrent Revenue in Cooking Games Business (2018-2023) & (US\$ Million)



- Table 51. Nordcurrent Recent Development
- Table 52. Office Create Corp. Company Detail
- Table 53. Office Create Corp. Business Overview
- Table 54. Office Create Corp. Cooking Games Product
- Table 55. Office Create Corp. Revenue in Cooking Games Business (2018-2023) & (US\$ Million)
- Table 56. Office Create Corp. Recent Development
- Table 57. TAITO Corporation Company Detail
- Table 58. TAITO Corporation Business Overview
- Table 59. TAITO Corporation Cooking Games Product
- Table 60. TAITO Corporation Revenue in Cooking Games Business (2018-2023) & (US\$ Million)
- Table 61. TAITO Corporation Recent Development
- Table 62. ZenLife Games Company Detail
- Table 63. ZenLife Games Business Overview
- Table 64. ZenLife Games Cooking Games Product
- Table 65. ZenLife Games Revenue in Cooking Games Business (2018-2023) & (US\$ Million)
- Table 66. ZenLife Games Recent Development
- Table 67. FlowMotion Entertainment Company Detail
- Table 68. FlowMotion Entertainment Business Overview
- Table 69. FlowMotion Entertainment Cooking Games Product
- Table 70. FlowMotion Entertainment Revenue in Cooking Games Business (2018-2023) & (US\$ Million)
- Table 71. FlowMotion Entertainment Recent Development
- Table 72. Big Fish Games Company Detail
- Table 73. Big Fish Games Business Overview
- Table 74. Big Fish Games Cooking Games Product
- Table 75. Big Fish Games Revenue in Cooking Games Business (2018-2023) & (US\$ Million)
- Table 76. Big Fish Games Recent Development
- Table 77. Grampus Game Company Detail
- Table 78. Grampus Game Business Overview
- Table 79. Grampus Game Cooking Games Product
- Table 80. Grampus Game Revenue in Cooking Games Business (2018-2023) & (US\$ Million)
- Table 81. Grampus Game Recent Development
- Table 82. Ghost Town Games Company Detail
- Table 83. Ghost Town Games Business Overview



- Table 84. Ghost Town Games Cooking Games Product
- Table 85. Ghost Town Games Revenue in Cooking Games Business (2018-2023) & (US\$ Million)
- Table 86. Ghost Town Games Recent Development
- Table 87. Magic Seven CO,.LTD Company Detail
- Table 88. Magic Seven CO, LTD Business Overview
- Table 89. Magic Seven CO,.LTD Cooking Games Product
- Table 90. Magic Seven CO,.LTD Revenue in Cooking Games Business (2018-2023) & (US\$ Million)
- Table 91. Magic Seven CO, LTD Recent Development
- Table 92. Gameone Company Detail
- Table 93. Gameone Business Overview
- Table 94. Gameone Cooking Games Product
- Table 95. Gameone Revenue in Cooking Games Business (2018-2023) & (US\$ Million)
- Table 96. Gameone Recent Development
- Table 97. Flat Hill Games Company Detail
- Table 98. Flat Hill Games Business Overview
- Table 99. Flat Hill Games Cooking Games Product
- Table 100. Flat Hill Games Revenue in Cooking Games Business (2018-2023) & (US\$ Million)
- Table 101. Flat Hill Games Recent Development
- Table 102. Nukebox Studios Company Detail
- Table 103. Nukebox Studios Business Overview
- Table 104. Nukebox Studios Cooking Games Product
- Table 105. Nukebox Studios Revenue in Cooking Games Business (2018-2023) & (US\$ Million)
- Table 106. Nukebox Studios Recent Development
- Table 107. Research Programs/Design for This Report
- Table 108. Key Data Information from Secondary Sources
- Table 109. Key Data Information from Primary Sources



List Of Figures

LIST OF FIGURES

- Figure 1. Global Cooking Games Market Size Comparison by Type (2023-2029) & (US\$ Million)
- Figure 2. Global Cooking Games Market Share by Type: 2022 VS 2029
- Figure 3. Simulation Business Game Features
- Figure 4. Time Management Game Features
- Figure 5. Others Features
- Figure 6. Global Cooking Games Market Size Comparison by Application (2023-2029) & (US\$ Million)
- Figure 7. Global Cooking Games Market Share by Application: 2022 VS 2029
- Figure 8. Computers Case Studies
- Figure 9. Phones & Tablets Case Studies
- Figure 10. Cooking Games Report Years Considered
- Figure 11. Global Cooking Games Market Size (US\$ Million), Year-over-Year: 2018-2029
- Figure 12. Global Cooking Games Market Size, (US\$ Million), 2018 VS 2022 VS 2029
- Figure 13. Global Cooking Games Market Share by Region: 2022 VS 2029
- Figure 14. Global Cooking Games Market Share by Players in 2022
- Figure 15. Global Top Cooking Games Players by Company Type (Tier 1, Tier 2, and
- Tier 3) & (based on the Revenue in Cooking Games as of 2022)
- Figure 16. The Top 10 and 5 Players Market Share by Cooking Games Revenue in 2022
- Figure 17. North America Cooking Games Market Size YoY Growth (2018-2029) & (US\$ Million)
- Figure 18. North America Cooking Games Market Share by Country (2018-2029)
- Figure 19. United States Cooking Games Market Size YoY Growth (2018-2029) & (US\$ Million)
- Figure 20. Canada Cooking Games Market Size YoY Growth (2018-2029) & (US\$ Million)
- Figure 21. Europe Cooking Games Market Size YoY Growth (2018-2029) & (US\$ Million)
- Figure 22. Europe Cooking Games Market Share by Country (2018-2029)
- Figure 23. Germany Cooking Games Market Size YoY Growth (2018-2029) & (US\$ Million)
- Figure 24. France Cooking Games Market Size YoY Growth (2018-2029) & (US\$ Million)



- Figure 25. U.K. Cooking Games Market Size YoY Growth (2018-2029) & (US\$ Million)
- Figure 26. Italy Cooking Games Market Size YoY Growth (2018-2029) & (US\$ Million)
- Figure 27. Russia Cooking Games Market Size YoY Growth (2018-2029) & (US\$ Million)
- Figure 28. Nordic Countries Cooking Games Market Size YoY Growth (2018-2029) & (US\$ Million)
- Figure 29. Asia-Pacific Cooking Games Market Size YoY Growth (2018-2029) & (US\$ Million)
- Figure 30. Asia-Pacific Cooking Games Market Share by Region (2018-2029)
- Figure 31. China Cooking Games Market Size YoY Growth (2018-2029) & (US\$ Million)
- Figure 32. Japan Cooking Games Market Size YoY Growth (2018-2029) & (US\$ Million)
- Figure 33. South Korea Cooking Games Market Size YoY Growth (2018-2029) & (US\$ Million)
- Figure 34. Southeast Asia Cooking Games Market Size YoY Growth (2018-2029) & (US\$ Million)
- Figure 35. India Cooking Games Market Size YoY Growth (2018-2029) & (US\$ Million)
- Figure 36. Australia Cooking Games Market Size YoY Growth (2018-2029) & (US\$ Million)
- Figure 37. Latin America Cooking Games Market Size YoY Growth (2018-2029) & (US\$ Million)
- Figure 38. Latin America Cooking Games Market Share by Country (2018-2029)
- Figure 39. Mexico Cooking Games Market Size YoY Growth (2018-2029) & (US\$ Million)
- Figure 40. Brazil Cooking Games Market Size YoY Growth (2018-2029) & (US\$ Million)
- Figure 41. Middle East & Africa Cooking Games Market Size YoY Growth (2018-2029) & (US\$ Million)
- Figure 42. Middle East & Africa Cooking Games Market Share by Country (2018-2029)
- Figure 43. Turkey Cooking Games Market Size YoY Growth (2018-2029) & (US\$ Million)
- Figure 44. Saudi Arabia Cooking Games Market Size YoY Growth (2018-2029) & (US\$ Million)
- Figure 45. Nordcurrent Revenue Growth Rate in Cooking Games Business (2018-2023)
- Figure 46. Office Create Corp. Revenue Growth Rate in Cooking Games Business (2018-2023)
- Figure 47. TAITO Corporation Revenue Growth Rate in Cooking Games Business (2018-2023)
- Figure 48. ZenLife Games Revenue Growth Rate in Cooking Games Business (2018-2023)
- Figure 49. FlowMotion Entertainment Revenue Growth Rate in Cooking Games



Business (2018-2023)

Figure 50. Big Fish Games Revenue Growth Rate in Cooking Games Business (2018-2023)

Figure 51. Grampus Game Revenue Growth Rate in Cooking Games Business (2018-2023)

Figure 52. Ghost Town Games Revenue Growth Rate in Cooking Games Business (2018-2023)

Figure 53. Magic Seven CO,.LTD Revenue Growth Rate in Cooking Games Business (2018-2023)

Figure 54. Gameone Revenue Growth Rate in Cooking Games Business (2018-2023)

Figure 55. Flat Hill Games Revenue Growth Rate in Cooking Games Business (2018-2023)

Figure 56. Nukebox Studios Revenue Growth Rate in Cooking Games Business (2018-2023)

Figure 57. Bottom-up and Top-down Approaches for This Report

Figure 58. Data Triangulation

Figure 59. Key Executives Interviewed



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