

Global Gamification Market Size, Status and Forecast 2022

<https://marketpublishers.com/r/GA54476F13BEN.html>

Date: August 2017

Pages: 97

Price: US\$ 3,300.00 (Single User License)

ID: GA54476F13BEN

Abstracts

This report studies the global Gamification market, analyzes and researches the Gamification development status and forecast in United States, EU, Japan, China, India and Southeast Asia.

This report focuses on the top players in global market, like

Microsoft Corporation

Salesforce

Badgeville, Inc.

Bunchball

Arcaris Inc.

SAP SE

Bigdoor, Inc.

Gigya

Faya Corporation

Levelleven

Market segment by Regions/Countries, this report covers

United States

EU

Japan

China

India

Southeast Asia

Market segment by Type, Gamification can be split into

On-Premises

Cloud

Market segment by Application, Gamification can be split into

Marketing

Sales

Support

Product Development

Human Resource

Others

If you have any special requirements, please let us know and we will offer you the report as you want.

Contents

Global Gamification Market Size, Status and Forecast 2022

1 INDUSTRY OVERVIEW OF GAMIFICATION

- 1.1 Gamification Market Overview
 - 1.1.1 Gamification Product Scope
 - 1.1.2 Market Status and Outlook
- 1.2 Global Gamification Market Size and Analysis by Regions
 - 1.2.1 United States
 - 1.2.2 EU
 - 1.2.3 Japan
 - 1.2.4 China
 - 1.2.5 India
 - 1.2.6 Southeast Asia
- 1.3 Gamification Market by Type
 - 1.3.1 On-Premises
 - 1.3.2 Cloud
- 1.4 Gamification Market by End Users/Application
 - 1.4.1 Marketing
 - 1.4.2 Sales
 - 1.4.3 Support
 - 1.4.4 Product Development
 - 1.4.5 Human Resource
 - 1.4.6 Others

2 GLOBAL GAMIFICATION COMPETITION ANALYSIS BY PLAYERS

- 2.1 Gamification Market Size (Value) by Players (2016 and 2017)
- 2.2 Competitive Status and Trend
 - 2.2.1 Market Concentration Rate
 - 2.2.2 Product/Service Differences
 - 2.2.3 New Entrants
 - 2.2.4 The Technology Trends in Future

3 COMPANY (TOP PLAYERS) PROFILES

- 3.1 Microsoft Corporation

- 3.1.1 Company Profile
- 3.1.2 Main Business/Business Overview
- 3.1.3 Products, Services and Solutions
- 3.1.4 Gamification Revenue (Value) (2012-2017)
- 3.1.5 Recent Developments
- 3.2 Salesforce
 - 3.2.1 Company Profile
 - 3.2.2 Main Business/Business Overview
 - 3.2.3 Products, Services and Solutions
 - 3.2.4 Gamification Revenue (Value) (2012-2017)
 - 3.2.5 Recent Developments
- 3.3 Badgeville, Inc.
 - 3.3.1 Company Profile
 - 3.3.2 Main Business/Business Overview
 - 3.3.3 Products, Services and Solutions
 - 3.3.4 Gamification Revenue (Value) (2012-2017)
 - 3.3.5 Recent Developments
- 3.4 Bunchball
 - 3.4.1 Company Profile
 - 3.4.2 Main Business/Business Overview
 - 3.4.3 Products, Services and Solutions
 - 3.4.4 Gamification Revenue (Value) (2012-2017)
 - 3.4.5 Recent Developments
- 3.5 Arcaris Inc.
 - 3.5.1 Company Profile
 - 3.5.2 Main Business/Business Overview
 - 3.5.3 Products, Services and Solutions
 - 3.5.4 Gamification Revenue (Value) (2012-2017)
 - 3.5.5 Recent Developments
- 3.6 SAP SE
 - 3.6.1 Company Profile
 - 3.6.2 Main Business/Business Overview
 - 3.6.3 Products, Services and Solutions
 - 3.6.4 Gamification Revenue (Value) (2012-2017)
 - 3.6.5 Recent Developments
- 3.7 Bigdoor, Inc.
 - 3.7.1 Company Profile
 - 3.7.2 Main Business/Business Overview
 - 3.7.3 Products, Services and Solutions

3.7.4 Gamification Revenue (Value) (2012-2017)

3.7.5 Recent Developments

3.8 Gigya

3.8.1 Company Profile

3.8.2 Main Business/Business Overview

3.8.3 Products, Services and Solutions

3.8.4 Gamification Revenue (Value) (2012-2017)

3.8.5 Recent Developments

3.9 Faya Corporation

3.9.1 Company Profile

3.9.2 Main Business/Business Overview

3.9.3 Products, Services and Solutions

3.9.4 Gamification Revenue (Value) (2012-2017)

3.9.5 Recent Developments

3.10 Leveleleven

3.10.1 Company Profile

3.10.2 Main Business/Business Overview

3.10.3 Products, Services and Solutions

3.10.4 Gamification Revenue (Value) (2012-2017)

3.10.5 Recent Developments

4 GLOBAL GAMIFICATION MARKET SIZE BY TYPE AND APPLICATION (2012-2017)

4.1 Global Gamification Market Size by Type (2012-2017)

4.2 Global Gamification Market Size by Application (2012-2017)

4.3 Potential Application of Gamification in Future

4.4 Top Consumer/End Users of Gamification

5 UNITED STATES GAMIFICATION DEVELOPMENT STATUS AND OUTLOOK

5.1 United States Gamification Market Size (2012-2017)

5.2 United States Gamification Market Size and Market Share by Players (2016 and 2017)

6 EU GAMIFICATION DEVELOPMENT STATUS AND OUTLOOK

6.1 EU Gamification Market Size (2012-2017)

6.2 EU Gamification Market Size and Market Share by Players (2016 and 2017)

7 JAPAN GAMIFICATION DEVELOPMENT STATUS AND OUTLOOK

7.1 Japan Gamification Market Size (2012-2017)

7.2 Japan Gamification Market Size and Market Share by Players (2016 and 2017)

8 CHINA GAMIFICATION DEVELOPMENT STATUS AND OUTLOOK

8.1 China Gamification Market Size (2012-2017)

8.2 China Gamification Market Size and Market Share by Players (2016 and 2017)

9 INDIA GAMIFICATION DEVELOPMENT STATUS AND OUTLOOK

9.1 India Gamification Market Size (2012-2017)

9.2 India Gamification Market Size and Market Share by Players (2016 and 2017)

10 SOUTHEAST ASIA GAMIFICATION DEVELOPMENT STATUS AND OUTLOOK

10.1 Southeast Asia Gamification Market Size (2012-2017)

10.2 Southeast Asia Gamification Market Size and Market Share by Players (2016 and 2017)

11 MARKET FORECAST BY REGIONS, TYPE AND APPLICATION (2017-2022)

11.1 Global Gamification Market Size (Value) by Regions (2017-2022)

11.1.1 United States Gamification Revenue and Growth Rate (2017-2022)

11.1.2 EU Gamification Revenue and Growth Rate (2017-2022)

11.1.3 Japan Gamification Revenue and Growth Rate (2017-2022)

11.1.4 China Gamification Revenue and Growth Rate (2017-2022)

11.1.5 India Gamification Revenue and Growth Rate (2017-2022)

11.1.6 Southeast Asia Gamification Revenue and Growth Rate (2017-2022)

11.2 Global Gamification Market Size (Value) by Type (2017-2022)

11.3 Global Gamification Market Size by Application (2017-2022)

12 GAMIFICATION MARKET DYNAMICS

12.1 Gamification Market Opportunities

12.2 Gamification Challenge and Risk

12.2.1 Competition from Opponents

- 12.2.2 Downside Risks of Economy
- 12.3 Gamification Market Constraints and Threat
 - 12.3.1 Threat from Substitute
 - 12.3.2 Government Policy
 - 12.3.3 Technology Risks
- 12.4 Gamification Market Driving Force
 - 12.4.1 Growing Demand from Emerging Markets
 - 12.4.2 Potential Application

13 MARKET EFFECT FACTORS ANALYSIS

- 13.1 Technology Progress/Risk
 - 13.1.1 Substitutes
 - 13.1.2 Technology Progress in Related Industry
- 13.2 Consumer Needs Trend/Customer Preference
- 13.3 External Environmental Change
 - 13.3.1 Economic Fluctuations
 - 13.3.2 Other Risk Factors

14 RESEARCH FINDING/CONCLUSION

15 APPENDIX

- Methodology
- Analyst Introduction
- Data Source

The report requires updating with new data and is sent in 2-3 business days after order is placed.

List Of Tables

LIST OF TABLES AND FIGURES

Figure Gamification Product Scope

Figure Global Gamification Market Size (Million USD) (2012-2017)

Table Global Gamification Market Size (Million USD) and Growth Rate by Regions (2012-2017)

Figure Global Gamification Market Share by Regions in 2016

Figure United States Gamification Market Size (Million USD) and Growth Rate by Regions (2012-2017)

Figure EU Gamification Market Size (Million USD) and Growth Rate by Regions (2012-2017)

Figure Japan Gamification Market Size (Million USD) and Growth Rate by Regions (2012-2017)

Figure China Gamification Market Size (Million USD) and Growth Rate by Regions (2012-2017)

Figure India Gamification Market Size (Million USD) and Growth Rate by Regions (2012-2017)

Figure Southeast Asia Gamification Market Size (Million USD) and Growth Rate by Regions (2012-2017)

Figure Global Gamification Market Share by Type in 2016

Figure On-Premises Market Size (Million USD) and Growth Rate (2012-2017)

Figure Cloud Market Size (Million USD) and Growth Rate (2012-2017)

Figure Global Gamification Market Share by Application in 2016

Table Key Downstream Customer in Marketing

Figure Gamification Market Size (Million USD) and Growth Rate in Marketing (2012-2017)

Table Key Downstream Customer in Sales

Figure Gamification Market Size (Million USD) and Growth Rate in Sales (2012-2017)

Table Key Downstream Customer in Support

Figure Gamification Market Size (Million USD) and Growth Rate in Support (2012-2017)

Table Key Downstream Customer in Product Development

Figure Gamification Market Size (Million USD) and Growth Rate in Product Development (2012-2017)

Table Key Downstream Customer in Human Resource

Figure Gamification Market Size (Million USD) and Growth Rate in Human Resource (2012-2017)

Table Key Downstream Customer in Others

Figure Gamification Market Size (Million USD) and Growth Rate in Others (2012-2017)

Table Gamification Market Size (Million USD) by Players (2016 and 2017)

Figure Gamification Market Size Share by Players in 2016

Figure Gamification Market Size Share by Players in 2017

Table Microsoft Corporation Basic Information List

Table Gamification Business Revenue (Million USD) of Microsoft Corporation (2012-2017)

Figure Microsoft Corporation Gamification Business Revenue Market Share in 2016

Table Salesforce Basic Information List

Table Gamification Business Revenue (Million USD) of Salesforce (2012-2017)

Figure Salesforce Gamification Business Revenue Market Share in 2016

Table Badgeville, Inc. Basic Information List

Table Gamification Business Revenue (Million USD) of Badgeville, Inc. (2012-2017)

Figure Badgeville, Inc. Gamification Business Revenue Market Share in 2016

Table Bunchball Basic Information List

Table Gamification Business Revenue (Million USD) of Bunchball (2012-2017)

Figure Bunchball Gamification Business Revenue Market Share in 2016

Table Arcaris Inc. Basic Information List

Table Gamification Business Revenue (Million USD) of Arcaris Inc. (2012-2017)

Figure Arcaris Inc. Gamification Business Revenue Market Share in 2016

Table SAP SE Basic Information List

Table Gamification Business Revenue (Million USD) of SAP SE (2012-2017)

Figure SAP SE Gamification Business Revenue Market Share in 2016

Table Bigdoor, Inc. Basic Information List

Table Gamification Business Revenue (Million USD) of Bigdoor, Inc. (2012-2017)

Figure Bigdoor, Inc. Gamification Business Revenue Market Share in 2016

Table Gigya Basic Information List

Table Gamification Business Revenue (Million USD) of Gigya (2012-2017)

Figure Gigya Gamification Business Revenue Market Share in 2016

Table Faya Corporation Basic Information List

Table Gamification Business Revenue (Million USD) of Faya Corporation (2012-2017)

Figure Faya Corporation Gamification Business Revenue Market Share in 2016

Table Leveleleven Basic Information List

Table Gamification Business Revenue (Million USD) of Leveleleven (2012-2017)

Figure Leveleleven Gamification Business Revenue Market Share in 2016

Table Global Gamification Market Size (Million USD) by Type (2012-2017)

Figure Global Gamification Market Size Share by Type in 2012

Figure Global Gamification Market Size Share by Type in 2013

Figure Global Gamification Market Size Share by Type in 2014

Figure Global Gamification Market Size Share by Type in 2015
Figure Global Gamification Market Size Share by Type in 2016
Figure Global Gamification Market Size Share by Type in 2017
Table Global Gamification Market Size (Million USD) by Application (2012-2017)
Figure Global Gamification Market Size (Million USD) by Application in 2012
Figure Global Gamification Market Size (Million USD) by Application in 2013
Figure Global Gamification Market Size (Million USD) by Application in 2014
Figure Global Gamification Market Size (Million USD) by Application in 2015
Figure Global Gamification Market Size (Million USD) by Application in 2016
Figure Global Gamification Market Size (Million USD) by Application in 2017
Table Top Consumer/End Users of Gamification
Figure United States Gamification Market Size (Million USD) and Growth Rate by Regions (2012-2017)
Table United States Gamification Market Size (Million USD) by Players (2012-2017)
Figure United States Gamification Market Size Share by Players in 2016
Figure United States Gamification Market Size Share by Players in 2017
Figure EU Gamification Market Size (Million USD) and Growth Rate by Regions (2012-2017)
Table EU Gamification Market Size (Million USD) by Players (2012-2017)
Figure EU Gamification Market Size Share by Players in 2016
Figure EU Gamification Market Size Share by Players in 2017
Figure Japan Gamification Market Size (Million USD) and Growth Rate by Regions (2012-2017)
Table Japan Gamification Market Size (Million USD) by Players (2012-2017)
Figure Japan Gamification Market Size Share by Players in 2016
Figure Japan Gamification Market Size Share by Players in 2017
Figure China Gamification Market Size (Million USD) and Growth Rate by Regions (2012-2017)
Table China Gamification Market Size (Million USD) by Players (2012-2017)
Figure China Gamification Market Size Share by Players in 2016
Figure China Gamification Market Size Share by Players in 2017
Figure India Gamification Market Size (Million USD) and Growth Rate by Regions (2012-2017)
Table India Gamification Market Size (Million USD) by Players (2012-2017)
Figure India Gamification Market Size Share by Players in 2016
Figure India Gamification Market Size Share by Players in 2017
Figure Southeast Asia Gamification Market Size (Million USD) and Growth Rate by Regions (2012-2017)
Table Southeast Asia Gamification Market Size (Million USD) by Players (2012-2017)

Figure Southeast Asia Gamification Market Size Share by Players in 2016
Figure Southeast Asia Gamification Market Size Share by Players in 2017
Figure Global Gamification Market Size (Million USD) by Regions (2017-2022)
Table Global Gamification Market Size (Million USD) by Regions (2017-2022)
Figure Global Gamification Market Size Share by Regions in 2017
Figure Global Gamification Market Size Share by Regions in 2022
Figure United States Gamification Revenue (Million USD) and Growth Rate (2017-2022)
Figure EU Gamification Revenue (Million USD) and Growth Rate (2017-2022)
Figure Japan Gamification Revenue (Million USD) and Growth Rate (2017-2022)
Figure China Gamification Revenue (Million USD) and Growth Rate (2017-2022)
Figure India Gamification Revenue (Million USD) and Growth Rate (2017-2022)
Figure Southeast Asia Gamification Revenue (Million USD) and Growth Rate (2017-2022)
Table Global Gamification Market Size (Million USD) by Type (2017-2022)
Figure Global Gamification Market Size Share by Type in 2017
Figure Global Gamification Market Size Share by Type in 2022
Table Global Gamification Market Size (Million USD) by Application (2017-2022)
Figure Global Gamification Market Size (Million USD) by Application in 2017
Figure Global Gamification Market Size (Million USD) by Application in 2022

I would like to order

Product name: Global Gamification Market Size, Status and Forecast 2022

Product link: <https://marketpublishers.com/r/GA54476F13BEN.html>

Price: US\$ 3,300.00 (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/GA54476F13BEN.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