

Global Mobile Games APP Market Size, Status and Forecast 2020-2026

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Abstracts

Since the COVID-19 virus outbreak in December 2019, the disease has spread to almost 100 countries around the globe with the World Health Organization declaring it a public health emergency. The global impacts of the coronavirus disease 2019 (COVID-19) are already starting to be felt, and will significantly affect the Mobile Games APP market in 2020.

COVID-19 can affect the global economy in three main ways: by directly affecting production and demand, by creating supply chain and market disruption, and by its financial impact on firms and financial markets.

The outbreak of COVID-19 has brought effects on many aspects, like flight cancellations; travel bans and quarantines; restaurants closed; all indoor events restricted; over forty countries state of emergency declared; massive slowing of the supply chain; stock market volatility; falling business confidence, growing panic among the population, and uncertainty about future.

This report also analyses the impact of Coronavirus COVID-19 on the Mobile Games APP industry.

Based on our recent survey, we have several different scenarios about the Mobile Games APP YoY growth rate for 2020. The probable scenario is expected to grow by a xx% in 2020 and the revenue will be xx in 2020 from US\$ xx million in 2019. The market size of Mobile Games APP will reach xx in 2026, with a CAGR of xx% from 2020 to 2026.

With industry-standard accuracy in analysis and high data integrity, the report makes a brilliant attempt to unveil key opportunities available in the global Mobile Games APP market to help players in achieving a strong market position. Buyers of the report can access verified and reliable market forecasts, including those for the overall size of the global Mobile Games APP market in terms of revenue.

Players, stakeholders, and other participants in the global Mobile Games APP market

will be able to gain the upper hand as they use the report as a powerful resource. For this version of the report, the segmental analysis focuses on revenue and forecast by each application segment in terms of revenue and forecast by each type segment in terms of revenue for the period 2015-2026.

Regional and Country-level Analysis

The report offers an exhaustive geographical analysis of the global Mobile Games APP market, covering important regions, viz, North America, Europe, China, Japan, Southeast Asia, India and Central & South America. It also covers key countries (regions), 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 each application segment in terms of revenue for the period 2015-2026.

Competition Analysis

In the competitive analysis section of the report, leading as well as prominent players of the global Mobile Games APP market are broadly studied on the basis of key factors. 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 price and revenue (global level) by player for the period 2015-2020.

On the whole, the report proves to be an effective tool that players can use to gain a competitive edge over their competitors and ensure lasting success in the global Mobile Games APP market. All of the findings, data, and information provided in the report are validated and revalidated with the help of trustworthy sources. The analysts who have authored the report took a unique and industry-best research and analysis approach for an in-depth study of the global Mobile Games APP market.

The following players are covered in this report:

Tencent

Electronic Arts

Activision Blizzard

Nintendo

Ubisoft

Zynga

...

Mobile Games APP Breakdown Data by Type

IOS

Android

Others

Mobile Games APP Breakdown Data by Application

Mobile Phones

Tablet

Contents

1 REPORT OVERVIEW

- 1.1 Study Scope
- 1.2 Key Market Segments
- 1.3 Players Covered: Ranking by Mobile Games APP Revenue
- 1.4 Market Analysis by Type
 - 1.4.1 Global Mobile Games APP Market Size Growth Rate by Type: 2020 VS 2026
 - 1.4.2 IOS
 - 1.4.3 Android
 - 1.4.4 Others
- 1.5 Market by Application
 - 1.5.1 Global Mobile Games APP Market Share by Application: 2020 VS 2026
 - 1.5.2 Mobile Phones
 - 1.5.3 Tablet
- 1.6 Coronavirus Disease 2019 (Covid-19): Mobile Games APP Industry Impact
 - 1.6.1 How the Covid-19 is Affecting the Mobile Games APP Industry
 - 1.6.1.1 Mobile Games APP 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 Mobile Games APP 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 Mobile Games APP Players to Combat Covid-19 Impact
- 1.7 Study Objectives
- 1.8 Years Considered

2 GLOBAL GROWTH TRENDS BY REGIONS

- 2.1 Mobile Games APP Market Perspective (2015-2026)
- 2.2 Mobile Games APP Growth Trends by Regions
 - 2.2.1 Mobile Games APP Market Size by Regions: 2015 VS 2020 VS 2026
 - 2.2.2 Mobile Games APP Historic Market Share by Regions (2015-2020)
 - 2.2.3 Mobile Games APP Forecasted Market Size by Regions (2021-2026)
- 2.3 Industry Trends and Growth Strategy
 - 2.3.1 Market Top Trends
 - 2.3.2 Market Drivers

- 2.3.3 Market Challenges
- 2.3.4 Porter's Five Forces Analysis
- 2.3.5 Mobile Games APP Market Growth Strategy
- 2.3.6 Primary Interviews with Key Mobile Games APP Players (Opinion Leaders)

3 COMPETITION LANDSCAPE BY KEY PLAYERS

- 3.1 Global Top Mobile Games APP Players by Market Size
 - 3.1.1 Global Top Mobile Games APP Players by Revenue (2015-2020)
 - 3.1.2 Global Mobile Games APP Revenue Market Share by Players (2015-2020)
 - 3.1.3 Global Mobile Games APP Market Share by Company Type (Tier 1, Tier 2 and Tier 3)
- 3.2 Global Mobile Games APP Market Concentration Ratio
 - 3.2.1 Global Mobile Games APP Market Concentration Ratio (CR5 and HHI)
 - 3.2.2 Global Top 10 and Top 5 Companies by Mobile Games APP Revenue in 2019
- 3.3 Mobile Games APP Key Players Head office and Area Served
- 3.4 Key Players Mobile Games APP Product Solution and Service
- 3.5 Date of Enter into Mobile Games APP Market
- 3.6 Mergers & Acquisitions, Expansion Plans

4 BREAKDOWN DATA BY TYPE (2015-2026)

- 4.1 Global Mobile Games APP Historic Market Size by Type (2015-2020)
- 4.2 Global Mobile Games APP Forecasted Market Size by Type (2021-2026)

5 MOBILE GAMES APP BREAKDOWN DATA BY APPLICATION (2015-2026)

- 5.1 Global Mobile Games APP Market Size by Application (2015-2020)
- 5.2 Global Mobile Games APP Forecasted Market Size by Application (2021-2026)

6 NORTH AMERICA

- 6.1 North America Mobile Games APP Market Size (2015-2020)
- 6.2 Mobile Games APP Key Players in North America (2019-2020)
- 6.3 North America Mobile Games APP Market Size by Type (2015-2020)
- 6.4 North America Mobile Games APP Market Size by Application (2015-2020)

7 EUROPE

- 7.1 Europe Mobile Games APP Market Size (2015-2020)
- 7.2 Mobile Games APP Key Players in Europe (2019-2020)
- 7.3 Europe Mobile Games APP Market Size by Type (2015-2020)
- 7.4 Europe Mobile Games APP Market Size by Application (2015-2020)

8 CHINA

- 8.1 China Mobile Games APP Market Size (2015-2020)
- 8.2 Mobile Games APP Key Players in China (2019-2020)
- 8.3 China Mobile Games APP Market Size by Type (2015-2020)
- 8.4 China Mobile Games APP Market Size by Application (2015-2020)

9 JAPAN

- 9.1 Japan Mobile Games APP Market Size (2015-2020)
- 9.2 Mobile Games APP Key Players in Japan (2019-2020)
- 9.3 Japan Mobile Games APP Market Size by Type (2015-2020)
- 9.4 Japan Mobile Games APP Market Size by Application (2015-2020)

10 SOUTHEAST ASIA

- 10.1 Southeast Asia Mobile Games APP Market Size (2015-2020)
- 10.2 Mobile Games APP Key Players in Southeast Asia (2019-2020)
- 10.3 Southeast Asia Mobile Games APP Market Size by Type (2015-2020)
- 10.4 Southeast Asia Mobile Games APP Market Size by Application (2015-2020)

11 INDIA

- 11.1 India Mobile Games APP Market Size (2015-2020)
- 11.2 Mobile Games APP Key Players in India (2019-2020)
- 11.3 India Mobile Games APP Market Size by Type (2015-2020)
- 11.4 India Mobile Games APP Market Size by Application (2015-2020)

12 CENTRAL & SOUTH AMERICA

- 12.1 Central & South America Mobile Games APP Market Size (2015-2020)
- 12.2 Mobile Games APP Key Players in Central & South America (2019-2020)
- 12.3 Central & South America Mobile Games APP Market Size by Type (2015-2020)
- 12.4 Central & South America Mobile Games APP Market Size by Application

(2015-2020)

13KEY PLAYERS PROFILES

13.1 Tencent

- 13.1.1 Tencent Company Details
- 13.1.2 Tencent Business Overview and Its Total Revenue
- 13.1.3 Tencent Mobile Games APP Introduction
- 13.1.4 Tencent Revenue in Mobile Games APP Business (2015-2020))
- 13.1.5 Tencent Recent Development

13.2 Electronic Arts

- 13.2.1 Electronic Arts Company Details
- 13.2.2 Electronic Arts Business Overview and Its Total Revenue
- 13.2.3 Electronic Arts Mobile Games APP Introduction
- 13.2.4 Electronic Arts Revenue in Mobile Games APP Business (2015-2020)
- 13.2.5 Electronic Arts Recent Development

13.3 Activision Blizzard

- 13.3.1 Activision Blizzard Company Details
- 13.3.2 Activision Blizzard Business Overview and Its Total Revenue
- 13.3.3 Activision Blizzard Mobile Games APP Introduction
- 13.3.4 Activision Blizzard Revenue in Mobile Games APP Business (2015-2020)
- 13.3.5 Activision Blizzard Recent Development

13.4 Nintendo

- 13.4.1 Nintendo Company Details
- 13.4.2 Nintendo Business Overview and Its Total Revenue
- 13.4.3 Nintendo Mobile Games APP Introduction
- 13.4.4 Nintendo Revenue in Mobile Games APP Business (2015-2020)
- 13.4.5 Nintendo Recent Development

13.5 Ubisoft

- 13.5.1 Ubisoft Company Details
- 13.5.2 Ubisoft Business Overview and Its Total Revenue
- 13.5.3 Ubisoft Mobile Games APP Introduction
- 13.5.4 Ubisoft Revenue in Mobile Games APP Business (2015-2020)
- 13.5.5 Ubisoft Recent Development

13.6 Zynga

- 13.6.1 Zynga Company Details
- 13.6.2 Zynga Business Overview and Its Total Revenue
- 13.6.3 Zynga Mobile Games APP Introduction
- 13.6.4 Zynga Revenue in Mobile Games APP Business (2015-2020)

13.6.5 Zynga Recent Development

14ANALYST'S VIEWPOINTS/CONCLUSIONS

15APPENDIX

15.1 Research Methodology

15.1.1 Methodology/Research Approach

15.1.2 Data Source

15.2 Disclaimer

15.3 Author Details

List Of Tables

LIST OF TABLES

Table 1. Mobile Games APP Key Market Segments

Table 2. Key Players Covered: Ranking by Mobile Games APP Revenue

Table 3. Ranking of Global Top Mobile Games APP Manufacturers by Revenue (US\$ Million) in 2019

Table 4. Global Mobile Games APP Market Size Growth Rate by Type (US\$ Million): 2020 VS 2026

Table 5. Key Players of IOS

Table 6. Key Players of Android

Table 7. Key Players of Others

Table 8. COVID-19 Impact Global Market: (Four Mobile Games APP Market Size Forecast Scenarios)

Table 9. Opportunities and Trends for Mobile Games APP Players in the COVID-19 Landscape

Table 10. Present Opportunities in China & Elsewhere Due to the Coronavirus Crisis

Table 11. Key Regions/Countries Measures against Covid-19 Impact

Table 12. Proposal for Mobile Games APP Players to Combat Covid-19 Impact

Table 13. Global Mobile Games APP Market Size Growth by Application (US\$ Million): 2020 VS 2026

Table 14. Global Mobile Games APP Market Size by Regions (US\$ Million): 2020 VS 2026

Table 15. Global Mobile Games APP Market Size by Regions (2015-2020) (US\$ Million)

Table 16. Global Mobile Games APP Market Share by Regions (2015-2020)

Table 17. Global Mobile Games APP Forecasted Market Size by Regions (2021-2026) (US\$ Million)

Table 18. Global Mobile Games APP Market Share by Regions (2021-2026)

Table 19. Market Top Trends

Table 20. Key Drivers: Impact Analysis

Table 21. Key Challenges

Table 22. Mobile Games APP Market Growth Strategy

Table 23. Main Points Interviewed from Key Mobile Games APP Players

Table 24. Global Mobile Games APP Revenue by Players (2015-2020) (Million US\$)

Table 25. Global Mobile Games APP Market Share by Players (2015-2020)

Table 26. Global Top Mobile Games APP Players by Company Type (Tier 1, Tier 2 and Tier 3) (based on the Revenue in Mobile Games APP as of 2019)

Table 27. Global Mobile Games APP by Players Market Concentration Ratio (CR5 and

HHI)

Table 28. Key Players Headquarters and Area Served

Table 29. Key Players Mobile Games APP Product Solution and Service

Table 30. Date of Enter into Mobile Games APP Market

Table 31. Mergers & Acquisitions, Expansion Plans

Table 32. Global Mobile Games APP Market Size by Type (2015-2020) (Million US\$)

Table 33. Global Mobile Games APP Market Size Share by Type (2015-2020)

Table 34. Global Mobile Games APP Revenue Market Share by Type (2021-2026)

Table 35. Global Mobile Games APP Market Size Share by Application (2015-2020)

Table 36. Global Mobile Games APP Market Size by Application (2015-2020) (Million US\$)

Table 37. Global Mobile Games APP Market Size Share by Application (2021-2026)

Table 38. North America Key Players Mobile Games APP Revenue (2019-2020) (Million US\$)

Table 39. North America Key Players Mobile Games APP Market Share (2019-2020)

Table 40. North America Mobile Games APP Market Size by Type (2015-2020) (Million US\$)

Table 41. North America Mobile Games APP Market Share by Type (2015-2020)

Table 42. North America Mobile Games APP Market Size by Application (2015-2020) (Million US\$)

Table 43. North America Mobile Games APP Market Share by Application (2015-2020)

Table 44. Europe Key Players Mobile Games APP Revenue (2019-2020) (Million US\$)

Table 45. Europe Key Players Mobile Games APP Market Share (2019-2020)

Table 46. Europe Mobile Games APP Market Size by Type (2015-2020) (Million US\$)

Table 47. Europe Mobile Games APP Market Share by Type (2015-2020)

Table 48. Europe Mobile Games APP Market Size by Application (2015-2020) (Million US\$)

Table 49. Europe Mobile Games APP Market Share by Application (2015-2020)

Table 50. China Key Players Mobile Games APP Revenue (2019-2020) (Million US\$)

Table 51. China Key Players Mobile Games APP Market Share (2019-2020)

Table 52. China Mobile Games APP Market Size by Type (2015-2020) (Million US\$)

Table 53. China Mobile Games APP Market Share by Type (2015-2020)

Table 54. China Mobile Games APP Market Size by Application (2015-2020) (Million US\$)

Table 55. China Mobile Games APP Market Share by Application (2015-2020)

Table 56. Japan Key Players Mobile Games APP Revenue (2019-2020) (Million US\$)

Table 57. Japan Key Players Mobile Games APP Market Share (2019-2020)

Table 58. Japan Mobile Games APP Market Size by Type (2015-2020) (Million US\$)

Table 59. Japan Mobile Games APP Market Share by Type (2015-2020)

Table 60. Japan Mobile Games APP Market Size by Application (2015-2020) (Million US\$)

Table 61. Japan Mobile Games APP Market Share by Application (2015-2020)

Table 62. Southeast Asia Key Players Mobile Games APP Revenue (2019-2020) (Million US\$)

Table 63. Southeast Asia Key Players Mobile Games APP Market Share (2019-2020)

Table 64. Southeast Asia Mobile Games APP Market Size by Type (2015-2020) (Million US\$)

Table 65. Southeast Asia Mobile Games APP Market Share by Type (2015-2020)

Table 66. Southeast Asia Mobile Games APP Market Size by Application (2015-2020) (Million US\$)

Table 67. Southeast Asia Mobile Games APP Market Share by Application (2015-2020)

Table 68. India Key Players Mobile Games APP Revenue (2019-2020) (Million US\$)

Table 69. India Key Players Mobile Games APP Market Share (2019-2020)

Table 70. India Mobile Games APP Market Size by Type (2015-2020) (Million US\$)

Table 71. India Mobile Games APP Market Share by Type (2015-2020)

Table 72. India Mobile Games APP Market Size by Application (2015-2020) (Million US\$)

Table 73. India Mobile Games APP Market Share by Application (2015-2020)

Table 74. Central & South America Key Players Mobile Games APP Revenue (2019-2020) (Million US\$)

Table 75. Central & South America Key Players Mobile Games APP Market Share (2019-2020)

Table 76. Central & South America Mobile Games APP Market Size by Type (2015-2020) (Million US\$)

Table 77. Central & South America Mobile Games APP Market Share by Type (2015-2020)

Table 78. Central & South America Mobile Games APP Market Size by Application (2015-2020) (Million US\$)

Table 79. Central & South America Mobile Games APP Market Share by Application (2015-2020)

Table 80. Tencent Company Details

Table 81. Tencent Business Overview

Table 82. Tencent Product

Table 83. Tencent Revenue in Mobile Games APP Business (2015-2020) (Million US\$)

Table 84. Tencent Recent Development

Table 85. Electronic Arts Company Details

Table 86. Electronic Arts Business Overview

Table 87. Electronic Arts Product

Table 88. Electronic Arts Revenue in Mobile Games APP Business (2015-2020) (Million US\$)

Table 89. Electronic Arts Recent Development

Table 90. Activision Blizzard Company Details

Table 91. Activision Blizzard Business Overview

Table 92. Activision Blizzard Product

Table 93. Activision Blizzard Revenue in Mobile Games APP Business (2015-2020) (Million US\$)

Table 94. Activision Blizzard Recent Development

Table 95. Nintendo Company Details

Table 96. Nintendo Business Overview

Table 97. Nintendo Product

Table 98. Nintendo Revenue in Mobile Games APP Business (2015-2020) (Million US\$)

Table 99. Nintendo Recent Development

Table 100. Ubisoft Company Details

Table 101. Ubisoft Business Overview

Table 102. Ubisoft Product

Table 103. Ubisoft Revenue in Mobile Games APP Business (2015-2020) (Million US\$)

Table 104. Ubisoft Recent Development

Table 105. Zynga Company Details

Table 106. Zynga Business Overview

Table 107. Zynga Product

Table 108. Zynga Revenue in Mobile Games APP Business (2015-2020) (Million US\$)

Table 109. Zynga Recent Development

Table 110. Research Programs/Design for This Report

Table 111. Key Data Information from Secondary Sources

Table 112. Key Data Information from Primary Sources

List Of Figures

LIST OF FIGURES

- Figure 1. Global Mobile Games APP Market Share by Type: 2020 VS 2026
- Figure 2. IOS Features
- Figure 3. Android Features
- Figure 4. Others Features
- Figure 5. Global Mobile Games APP Market Share by Application: 2020 VS 2026
- Figure 6. Mobile Phones Case Studies
- Figure 7. Tabelet Case Studies
- Figure 8. Mobile Games APP Report Years Considered
- Figure 9. Global Mobile Games APP Market Size YoY Growth 2015-2026 (US\$ Million)
- Figure 10. Global Mobile Games APP Market Share by Regions: 2020 VS 2026
- Figure 11. Global Mobile Games APP Market Share by Regions (2021-2026)
- Figure 12. Porter's Five Forces Analysis
- Figure 13. Global Mobile Games APP Market Share by Players in 2019
- Figure 14. Global Top Mobile Games APP Players by Company Type (Tier 1, Tier 2 and Tier 3) (based on the Revenue in Mobile Games APP as of 2019)
- Figure 15. The Top 10 and 5 Players Market Share by Mobile Games APP Revenue in 2019
- Figure 16. North America Mobile Games APP Market Size YoY Growth (2015-2020) (Million US\$)
- Figure 17. Europe Mobile Games APP Market Size YoY Growth (2015-2020) (Million US\$)
- Figure 18. China Mobile Games APP Market Size YoY Growth (2015-2020) (Million US\$)
- Figure 19. Japan Mobile Games APP Market Size YoY Growth (2015-2020) (Million US\$)
- Figure 20. Southeast Asia Mobile Games APP Market Size YoY Growth (2015-2020) (Million US\$)
- Figure 21. India Mobile Games APP Market Size YoY Growth (2015-2020) (Million US\$)
- Figure 22. Central & South America Mobile Games APP Market Size YoY Growth (2015-2020) (Million US\$)
- Figure 23. Tencent Total Revenue (US\$ Million): 2019 Compared with 2018
- Figure 24. Tencent Revenue Growth Rate in Mobile Games APP Business (2015-2020)
- Figure 25. Electronic Arts Total Revenue (US\$ Million): 2019 Compared with 2018
- Figure 26. Electronic Arts Revenue Growth Rate in Mobile Games APP Business (2015-2020)

Figure 27. Activision Blizzard Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 28. Activision Blizzard Revenue Growth Rate in Mobile Games APP Business (2015-2020)

Figure 29. Nintendo Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 30. Nintendo Revenue Growth Rate in Mobile Games APP Business (2015-2020)

Figure 31. Ubisoft Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 32. Ubisoft Revenue Growth Rate in Mobile Games APP Business (2015-2020)

Figure 33. Zynga Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 34. Zynga Revenue Growth Rate in Mobile Games APP Business (2015-2020)

Figure 35. Bottom-up and Top-down Approaches for This Report

Figure 36. Data Triangulation

Figure 37. Key Executives Interviewed

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