

Global Online Gaming Market Professional Survey Report 2017

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Abstracts

This report studies Online Gaming in Global market, especially in North America, China, Europe, Southeast Asia, Japan and India, with production, revenue, consumption, import and export in these regions, from 2012 to 2016, and forecast to 2022.

This report focuses on top manufacturers in global market, with production, price, revenue and market share for each manufacturer, covering

Activision Blizzard Inc.

Electronic Arts Inc.

Giant Interactive Group Inc

GungHo Online Entertainment Inc.

King Digital Entertainment

Microsoft Corp

NCSoft Corp

Sony Corp

Take-Two Interactive Software Inc

Tencent Holdings Ltd

Zynga Inc

By types, the market can be split into

Smartphones Online Gaming

Tablets Online Gaming

Others

By Application, the market can be split into

Young Adults

Adults

Mature Adults

Seniors

By Regions, this report covers (we can add the regions/countries as you want)

North America

China

Europe

Southeast Asia

Japan

India

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

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