

Global Serious Games Market Research Report 2017

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Abstracts

In this report, the global Serious Games market is valued at USD XX million in 2016 and is expected to reach USD XX million by the end of 2022, growing at a CAGR of XX% between 2016 and 2022.

Geographically, this report is segmented into several key Regions, with production, consumption, revenue (million USD), market share and growth rate of Serious Games in these regions, from 2012 to 2022 (forecast), covering

United States

EU

China

Japan

South Korea

Taiwan

Global Serious Games market competition by top manufacturers, with production, price, revenue (value) and market share for each manufacturer; the top players including

BreakAway, Ltd.

Designing Digitally, Inc.

DIGINEXT

IBM Corporation

Intuition

Learning Nexus Ltd

Nintendo Co., Ltd.

Promotion Software GmbH

Revelian

Tata Interactive Systems

On the basis of product, this report displays the production, revenue, price, market share and growth rate of each type, primarily split into

Enterprises

Consumers

On the basis of the end users/applications, this report focuses on the status and outlook for major applications/end users, consumption (sales), market share and growth rate for each application, including

Healthcare

Aerospace & defense

Government

Education

Retail

Media & Entertainment

Others

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

Contents

Global Serious Games Market Research Report 2017

1 SERIOUS GAMES MARKET OVERVIEW

1.1 Product Overview and Scope of Serious Games

1.2 Serious Games Segment by Type (Product Category)

1.2.1 Global Serious Games Production and CAGR (%) Comparison by Type (Product Category)(2012-2022)

1.2.2 Global Serious Games Production Market Share by Type (Product Category) in 2016

1.2.3 Enterprises

1.2.4 Consumers

1.3 Global Serious Games Segment by Application

1.3.1 Serious Games Consumption (Sales) Comparison by Application (2012-2022)

1.3.2 Healthcare

1.3.3 Aerospace & defense

1.3.4 Government

1.3.5 Education

1.3.6 Retail

1.3.7 Media & Entertainment

1.3.8 Others

1.4 Global Serious Games Market by Region (2012-2022)

1.4.1 Global Serious Games Market Size (Value) and CAGR (%) Comparison by Region (2012-2022)

1.4.2 United States Status and Prospect (2012-2022)

1.4.3 EU Status and Prospect (2012-2022)

1.4.4 China Status and Prospect (2012-2022)

1.4.5 Japan Status and Prospect (2012-2022)

1.4.6 South Korea Status and Prospect (2012-2022)

1.4.7 Taiwan Status and Prospect (2012-2022)

1.5 Global Market Size (Value) of Serious Games (2012-2022)

1.5.1 Global Serious Games Revenue Status and Outlook (2012-2022)

1.5.2 Global Serious Games Capacity, Production Status and Outlook (2012-2022)

2 GLOBAL SERIOUS GAMES MARKET COMPETITION BY MANUFACTURERS

2.1 Global Serious Games Capacity, Production and Share by Manufacturers

(2012-2017)

2.1.1 Global Serious Games Capacity and Share by Manufacturers (2012-2017)

2.1.2 Global Serious Games Production and Share by Manufacturers (2012-2017)

2.2 Global Serious Games Revenue and Share by Manufacturers (2012-2017)

2.3 Global Serious Games Average Price by Manufacturers (2012-2017)

2.4 Manufacturers Serious Games Manufacturing Base Distribution, Sales Area and Product Type

2.5 Serious Games Market Competitive Situation and Trends

2.5.1 Serious Games Market Concentration Rate

2.5.2 Serious Games Market Share of Top 3 and Top 5 Manufacturers

2.5.3 Mergers & Acquisitions, Expansion

3 GLOBAL SERIOUS GAMES CAPACITY, PRODUCTION, REVENUE (VALUE) BY REGION (2012-2017)

3.1 Global Serious Games Capacity and Market Share by Region (2012-2017)

3.2 Global Serious Games Production and Market Share by Region (2012-2017)

3.3 Global Serious Games Revenue (Value) and Market Share by Region (2012-2017)

3.4 Global Serious Games Capacity, Production, Revenue, Price and Gross Margin (2012-2017)

3.5 United States Serious Games Capacity, Production, Revenue, Price and Gross Margin (2012-2017)

3.6 EU Serious Games Capacity, Production, Revenue, Price and Gross Margin (2012-2017)

3.7 China Serious Games Capacity, Production, Revenue, Price and Gross Margin (2012-2017)

3.8 Japan Serious Games Capacity, Production, Revenue, Price and Gross Margin (2012-2017)

3.9 South Korea Serious Games Capacity, Production, Revenue, Price and Gross Margin (2012-2017)

3.10 Taiwan Serious Games Capacity, Production, Revenue, Price and Gross Margin (2012-2017)

4 GLOBAL SERIOUS GAMES SUPPLY (PRODUCTION), CONSUMPTION, EXPORT, IMPORT BY REGION (2012-2017)

4.1 Global Serious Games Consumption by Region (2012-2017)

4.2 United States Serious Games Production, Consumption, Export, Import (2012-2017)

4.3 EU Serious Games Production, Consumption, Export, Import (2012-2017)

- 4.4 China Serious Games Production, Consumption, Export, Import (2012-2017)
- 4.5 Japan Serious Games Production, Consumption, Export, Import (2012-2017)
- 4.6 South Korea Serious Games Production, Consumption, Export, Import (2012-2017)
- 4.7 Taiwan Serious Games Production, Consumption, Export, Import (2012-2017)

5 GLOBAL SERIOUS GAMES PRODUCTION, REVENUE (VALUE), PRICE TREND BY TYPE

- 5.1 Global Serious Games Production and Market Share by Type (2012-2017)
- 5.2 Global Serious Games Revenue and Market Share by Type (2012-2017)
- 5.3 Global Serious Games Price by Type (2012-2017)
- 5.4 Global Serious Games Production Growth by Type (2012-2017)

6 GLOBAL SERIOUS GAMES MARKET ANALYSIS BY APPLICATION

- 6.1 Global Serious Games Consumption and Market Share by Application (2012-2017)
- 6.2 Global Serious Games Consumption Growth Rate by Application (2012-2017)
- 6.3 Market Drivers and Opportunities
 - 6.3.1 Potential Applications
 - 6.3.2 Emerging Markets/Countries

7 GLOBAL SERIOUS GAMES MANUFACTURERS PROFILES/ANALYSIS

7.1 BreakAway, Ltd.

- 7.1.1 Company Basic Information, Manufacturing Base, Sales Area and Its Competitors
- 7.1.2 Serious Games Product Category, Application and Specification
 - 7.1.2.1 Product A
 - 7.1.2.2 Product B
- 7.1.3 BreakAway, Ltd. Serious Games Capacity, Production, Revenue, Price and Gross Margin (2012-2017)
- 7.1.4 Main Business/Business Overview

7.2 Designing Digitally, Inc.

- 7.2.1 Company Basic Information, Manufacturing Base, Sales Area and Its Competitors
- 7.2.2 Serious Games Product Category, Application and Specification
 - 7.2.2.1 Product A
 - 7.2.2.2 Product B
- 7.2.3 Designing Digitally, Inc. Serious Games Capacity, Production, Revenue, Price

and Gross Margin (2012-2017)

7.2.4 Main Business/Business Overview

7.3 DIGINEXT

7.3.1 Company Basic Information, Manufacturing Base, Sales Area and Its Competitors

7.3.2 Serious Games Product Category, Application and Specification

7.3.2.1 Product A

7.3.2.2 Product B

7.3.3 DIGINEXT Serious Games Capacity, Production, Revenue, Price and Gross Margin (2012-2017)

7.3.4 Main Business/Business Overview

7.4 IBM Corporation

7.4.1 Company Basic Information, Manufacturing Base, Sales Area and Its Competitors

7.4.2 Serious Games Product Category, Application and Specification

7.4.2.1 Product A

7.4.2.2 Product B

7.4.3 IBM Corporation Serious Games Capacity, Production, Revenue, Price and Gross Margin (2012-2017)

7.4.4 Main Business/Business Overview

7.5 Intuition

7.5.1 Company Basic Information, Manufacturing Base, Sales Area and Its Competitors

7.5.2 Serious Games Product Category, Application and Specification

7.5.2.1 Product A

7.5.2.2 Product B

7.5.3 Intuition Serious Games Capacity, Production, Revenue, Price and Gross Margin (2012-2017)

7.5.4 Main Business/Business Overview

7.6 Learning Nexus Ltd

7.6.1 Company Basic Information, Manufacturing Base, Sales Area and Its Competitors

7.6.2 Serious Games Product Category, Application and Specification

7.6.2.1 Product A

7.6.2.2 Product B

7.6.3 Learning Nexus Ltd Serious Games Capacity, Production, Revenue, Price and Gross Margin (2012-2017)

7.6.4 Main Business/Business Overview

7.7 Nintendo Co., Ltd.

- 7.7.1 Company Basic Information, Manufacturing Base, Sales Area and Its Competitors
- 7.7.2 Serious Games Product Category, Application and Specification
 - 7.7.2.1 Product A
 - 7.7.2.2 Product B
- 7.7.3 Nintendo Co., Ltd. Serious Games Capacity, Production, Revenue, Price and Gross Margin (2012-2017)
- 7.7.4 Main Business/Business Overview
- 7.8 Promotion Software GmbH
- 7.8.1 Company Basic Information, Manufacturing Base, Sales Area and Its Competitors
- 7.8.2 Serious Games Product Category, Application and Specification
 - 7.8.2.1 Product A
 - 7.8.2.2 Product B
- 7.8.3 Promotion Software GmbH Serious Games Capacity, Production, Revenue, Price and Gross Margin (2012-2017)
- 7.8.4 Main Business/Business Overview
- 7.9 Revelian
- 7.9.1 Company Basic Information, Manufacturing Base, Sales Area and Its Competitors
- 7.9.2 Serious Games Product Category, Application and Specification
 - 7.9.2.1 Product A
 - 7.9.2.2 Product B
- 7.9.3 Revelian Serious Games Capacity, Production, Revenue, Price and Gross Margin (2012-2017)
- 7.9.4 Main Business/Business Overview
- 7.10 Tata Interactive Systems
- 7.10.1 Company Basic Information, Manufacturing Base, Sales Area and Its Competitors
- 7.10.2 Serious Games Product Category, Application and Specification
 - 7.10.2.1 Product A
 - 7.10.2.2 Product B
- 7.10.3 Tata Interactive Systems Serious Games Capacity, Production, Revenue, Price and Gross Margin (2012-2017)
- 7.10.4 Main Business/Business Overview

8 SERIOUS GAMES MANUFACTURING COST ANALYSIS

8.1 Serious Games Key Raw Materials Analysis

- 8.1.1 Key Raw Materials
- 8.1.2 Price Trend of Key Raw Materials
- 8.1.3 Key Suppliers of Raw Materials
- 8.1.4 Market Concentration Rate of Raw Materials
- 8.2 Proportion of Manufacturing Cost Structure
 - 8.2.1 Raw Materials
 - 8.2.2 Labor Cost
 - 8.2.3 Manufacturing Expenses
- 8.3 Manufacturing Process Analysis of Serious Games

9 INDUSTRIAL CHAIN, SOURCING STRATEGY AND DOWNSTREAM BUYERS

- 9.1 Serious Games Industrial Chain Analysis
- 9.2 Upstream Raw Materials Sourcing
- 9.3 Raw Materials Sources of Serious Games Major Manufacturers in 2015
- 9.4 Downstream Buyers

10 MARKETING STRATEGY ANALYSIS, DISTRIBUTORS/TRADERS

- 10.1 Marketing Channel
 - 10.1.1 Direct Marketing
 - 10.1.2 Indirect Marketing
 - 10.1.3 Marketing Channel Development Trend
- 10.2 Market Positioning
 - 10.2.1 Pricing Strategy
 - 10.2.2 Brand Strategy
 - 10.2.3 Target Client
- 10.3 Distributors/Traders List

11 MARKET EFFECT FACTORS ANALYSIS

- 11.1 Technology Progress/Risk
 - 11.1.1 Substitutes Threat
 - 11.1.2 Technology Progress in Related Industry
- 11.2 Consumer Needs/Customer Preference Change
- 11.3 Economic/Political Environmental Change

12 GLOBAL SERIOUS GAMES MARKET FORECAST (2017-2022)

12.1 Global Serious Games Capacity, Production, Revenue Forecast (2017-2022)

12.1.1 Global Serious Games Capacity, Production and Growth Rate Forecast (2017-2022)

12.1.2 Global Serious Games Revenue and Growth Rate Forecast (2017-2022)

12.1.3 Global Serious Games Price and Trend Forecast (2017-2022)

12.2 Global Serious Games Production, Consumption, Import and Export Forecast by Region (2017-2022)

12.2.1 United States Serious Games Production, Revenue, Consumption, Export and Import Forecast (2017-2022)

12.2.2 EU Serious Games Production, Revenue, Consumption, Export and Import Forecast (2017-2022)

12.2.3 China Serious Games Production, Revenue, Consumption, Export and Import Forecast (2017-2022)

12.2.4 Japan Serious Games Production, Revenue, Consumption, Export and Import Forecast (2017-2022)

12.2.5 South Korea Serious Games Production, Revenue, Consumption, Export and Import Forecast (2017-2022)

12.2.6 Taiwan Serious Games Production, Revenue, Consumption, Export and Import Forecast (2017-2022)

12.3 Global Serious Games Production, Revenue and Price Forecast by Type (2017-2022)

12.4 Global Serious Games Consumption Forecast by Application (2017-2022)

13 RESEARCH FINDINGS AND CONCLUSION

14 APPENDIX

14.1 Methodology/Research Approach

14.1.1 Research Programs/Design

14.1.2 Market Size Estimation

14.1.3 Market Breakdown and Data Triangulation

14.2 Data Source

14.2.1 Secondary Sources

14.2.2 Primary Sources

14.3 Disclaimer

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 Picture of Serious Games

Figure Global Serious Games Production (K Units) and CAGR (%) Comparison by Types (Product Category) (2012-2022)

Figure Global Serious Games Production Market Share by Types (Product Category) in 2016

Figure Product Picture of Enterprises

Table Major Manufacturers of Enterprises

Figure Product Picture of Consumers

Table Major Manufacturers of Consumers

Figure Global Serious Games Consumption (K Units) by Applications (2012-2022)

Figure Global Serious Games Consumption Market Share by Applications in 2016

Figure Healthcare Examples

Table Key Downstream Customer in Healthcare

Figure Aerospace & defense Examples

Table Key Downstream Customer in Aerospace & defense

Figure Government Examples

Table Key Downstream Customer in Government

Figure Education Examples

Table Key Downstream Customer in Education

Figure Retail Examples

Table Key Downstream Customer in Retail

Figure Media & Entertainment Examples

Table Key Downstream Customer in Media & Entertainment

Figure Others Examples

Table Key Downstream Customer in Others

Figure Global Serious Games Market Size (Million USD), Comparison (K Units) and CAGR (%) by Regions (2012-2022)

Figure United States Serious Games Revenue (Million USD) and Growth Rate (2012-2022)

Figure EU Serious Games Revenue (Million USD) and Growth Rate (2012-2022)

Figure China Serious Games Revenue (Million USD) and Growth Rate (2012-2022)

Figure Japan Serious Games Revenue (Million USD) and Growth Rate (2012-2022)

Figure South Korea Serious Games Revenue (Million USD) and Growth Rate (2012-2022)

Figure Taiwan Serious Games Revenue (Million USD) and Growth Rate (2012-2022)

Figure Global Serious Games Revenue (Million USD) Status and Outlook (2012-2022)
Figure Global Serious Games Capacity, Production (K Units) Status and Outlook (2012-2022)
Figure Global Serious Games Major Players Product Capacity (K Units) (2012-2017)
Table Global Serious Games Capacity (K Units) of Key Manufacturers (2012-2017)
Table Global Serious Games Capacity Market Share of Key Manufacturers (2012-2017)
Figure Global Serious Games Capacity (K Units) of Key Manufacturers in 2016
Figure Global Serious Games Capacity (K Units) of Key Manufacturers in 2017
Figure Global Serious Games Major Players Product Production (K Units) (2012-2017)
Table Global Serious Games Production (K Units) of Key Manufacturers (2012-2017)
Table Global Serious Games Production Share by Manufacturers (2012-2017)
Figure 2016 Serious Games Production Share by Manufacturers
Figure 2017 Serious Games Production Share by Manufacturers
Figure Global Serious Games Major Players Product Revenue (Million USD) (2012-2017)
Table Global Serious Games Revenue (Million USD) by Manufacturers (2012-2017)
Table Global Serious Games Revenue Share by Manufacturers (2012-2017)
Table 2016 Global Serious Games Revenue Share by Manufacturers
Table 2017 Global Serious Games Revenue Share by Manufacturers
Table Global Market Serious Games Average Price (USD/Unit) of Key Manufacturers (2012-2017)
Figure Global Market Serious Games Average Price (USD/Unit) of Key Manufacturers in 2016
Table Manufacturers Serious Games Manufacturing Base Distribution and Sales Area
Table Manufacturers Serious Games Product Category
Figure Serious Games Market Share of Top 3 Manufacturers
Figure Serious Games Market Share of Top 5 Manufacturers
Table Global Serious Games Capacity (K Units) by Region (2012-2017)
Figure Global Serious Games Capacity Market Share by Region (2012-2017)
Figure Global Serious Games Capacity Market Share by Region (2012-2017)
Figure 2016 Global Serious Games Capacity Market Share by Region
Table Global Serious Games Production by Region (2012-2017)
Figure Global Serious Games Production (K Units) by Region (2012-2017)
Figure Global Serious Games Production Market Share by Region (2012-2017)
Figure 2016 Global Serious Games Production Market Share by Region
Table Global Serious Games Revenue (Million USD) by Region (2012-2017)
Table Global Serious Games Revenue Market Share by Region (2012-2017)
Figure Global Serious Games Revenue Market Share by Region (2012-2017)
Table 2016 Global Serious Games Revenue Market Share by Region

Figure Global Serious Games Capacity, Production (K Units) and Growth Rate (2012-2017)

Table Global Serious Games Capacity, Production (K Units), Revenue (Million USD), Price (USD/Unit) and Gross Margin (2012-2017)

Table United States Serious Games Capacity, Production (K Units), Revenue (Million USD), Price (USD/Unit) and Gross Margin (2012-2017)

Table EU Serious Games Capacity, Production (K Units), Revenue (Million USD), Price (USD/Unit) and Gross Margin (2012-2017)

Table China Serious Games Capacity, Production (K Units), Revenue (Million USD), Price (USD/Unit) and Gross Margin (2012-2017)

Table Japan Serious Games Capacity, Production (K Units), Revenue (Million USD), Price (USD/Unit) and Gross Margin (2012-2017)

Table South Korea Serious Games Capacity, Production (K Units), Revenue (Million USD), Price (USD/Unit) and Gross Margin (2012-2017)

Table Taiwan Serious Games Capacity, Production (K Units), Revenue (Million USD), Price (USD/Unit) and Gross Margin (2012-2017)

Table Global Serious Games Consumption (K Units) Market by Region (2012-2017)

Table Global Serious Games Consumption Market Share by Region (2012-2017)

Figure Global Serious Games Consumption Market Share by Region (2012-2017)

Figure 2016 Global Serious Games Consumption (K Units) Market Share by Region

Table United States Serious Games Production, Consumption, Import & Export (K Units) (2012-2017)

Table EU Serious Games Production, Consumption, Import & Export (K Units) (2012-2017)

Table China Serious Games Production, Consumption, Import & Export (K Units) (2012-2017)

Table Japan Serious Games Production, Consumption, Import & Export (K Units) (2012-2017)

Table South Korea Serious Games Production, Consumption, Import & Export (K Units) (2012-2017)

Table Taiwan Serious Games Production, Consumption, Import & Export (K Units) (2012-2017)

Table Global Serious Games Production (K Units) by Type (2012-2017)

Table Global Serious Games Production Share by Type (2012-2017)

Figure Production Market Share of Serious Games by Type (2012-2017)

Figure 2016 Production Market Share of Serious Games by Type

Table Global Serious Games Revenue (Million USD) by Type (2012-2017)

Table Global Serious Games Revenue Share by Type (2012-2017)

Figure Production Revenue Share of Serious Games by Type (2012-2017)

Figure 2016 Revenue Market Share of Serious Games by Type
Table Global Serious Games Price (USD/Unit) by Type (2012-2017)
Figure Global Serious Games Production Growth by Type (2012-2017)
Table Global Serious Games Consumption (K Units) by Application (2012-2017)
Table Global Serious Games Consumption Market Share by Application (2012-2017)
Figure Global Serious Games Consumption Market Share by Applications (2012-2017)
Figure Global Serious Games Consumption Market Share by Application in 2016
Table Global Serious Games Consumption Growth Rate by Application (2012-2017)
Figure Global Serious Games Consumption Growth Rate by Application (2012-2017)
Table BreakAway, Ltd. Basic Information, Manufacturing Base, Sales Area and Its Competitors
Table BreakAway, Ltd. Serious Games Capacity, Production (K Units), Revenue (Million USD), Price (USD/Unit) and Gross Margin (2012-2017)
Figure BreakAway, Ltd. Serious Games Production Growth Rate (2012-2017)
Figure BreakAway, Ltd. Serious Games Production Market Share (2012-2017)
Figure BreakAway, Ltd. Serious Games Revenue Market Share (2012-2017)
Table Designing Digitally, Inc. Basic Information, Manufacturing Base, Sales Area and Its Competitors
Table Designing Digitally, Inc. Serious Games Capacity, Production (K Units), Revenue (Million USD), Price (USD/Unit) and Gross Margin (2012-2017)
Figure Designing Digitally, Inc. Serious Games Production Growth Rate (2012-2017)
Figure Designing Digitally, Inc. Serious Games Production Market Share (2012-2017)
Figure Designing Digitally, Inc. Serious Games Revenue Market Share (2012-2017)
Table DIGINEXT Basic Information, Manufacturing Base, Sales Area and Its Competitors
Table DIGINEXT Serious Games Capacity, Production (K Units), Revenue (Million USD), Price (USD/Unit) and Gross Margin (2012-2017)
Figure DIGINEXT Serious Games Production Growth Rate (2012-2017)
Figure DIGINEXT Serious Games Production Market Share (2012-2017)
Figure DIGINEXT Serious Games Revenue Market Share (2012-2017)
Table IBM Corporation Basic Information, Manufacturing Base, Sales Area and Its Competitors
Table IBM Corporation Serious Games Capacity, Production (K Units), Revenue (Million USD), Price (USD/Unit) and Gross Margin (2012-2017)
Figure IBM Corporation Serious Games Production Growth Rate (2012-2017)
Figure IBM Corporation Serious Games Production Market Share (2012-2017)
Figure IBM Corporation Serious Games Revenue Market Share (2012-2017)
Table Intuition Basic Information, Manufacturing Base, Sales Area and Its Competitors
Table Intuition Serious Games Capacity, Production (K Units), Revenue (Million USD),

Price (USD/Unit) and Gross Margin (2012-2017)

Figure Intuition Serious Games Production Growth Rate (2012-2017)

Figure Intuition Serious Games Production Market Share (2012-2017)

Figure Intuition Serious Games Revenue Market Share (2012-2017)

Table Learning Nexus Ltd Basic Information, Manufacturing Base, Sales Area and Its Competitors

Table Learning Nexus Ltd Serious Games Capacity, Production (K Units), Revenue (Million USD), Price (USD/Unit) and Gross Margin (2012-2017)

Figure Learning Nexus Ltd Serious Games Production Growth Rate (2012-2017)

Figure Learning Nexus Ltd Serious Games Production Market Share (2012-2017)

Figure Learning Nexus Ltd Serious Games Revenue Market Share (2012-2017)

Table Nintendo Co., Ltd. Basic Information, Manufacturing Base, Sales Area and Its Competitors

Table Nintendo Co., Ltd. Serious Games Capacity, Production (K Units), Revenue (Million USD), Price (USD/Unit) and Gross Margin (2012-2017)

Figure Nintendo Co., Ltd. Serious Games Production Growth Rate (2012-2017)

Figure Nintendo Co., Ltd. Serious Games Production Market Share (2012-2017)

Figure Nintendo Co., Ltd. Serious Games Revenue Market Share (2012-2017)

Table Promotion Software GmbH Basic Information, Manufacturing Base, Sales Area and Its Competitors

Table Promotion Software GmbH Serious Games Capacity, Production (K Units), Revenue (Million USD), Price (USD/Unit) and Gross Margin (2012-2017)

Figure Promotion Software GmbH Serious Games Production Growth Rate (2012-2017)

Figure Promotion Software GmbH Serious Games Production Market Share (2012-2017)

Figure Promotion Software GmbH Serious Games Revenue Market Share (2012-2017)

Table Revelian Basic Information, Manufacturing Base, Sales Area and Its Competitors

Table Revelian Serious Games Capacity, Production (K Units), Revenue (Million USD), Price (USD/Unit) and Gross Margin (2012-2017)

Figure Revelian Serious Games Production Growth Rate (2012-2017)

Figure Revelian Serious Games Production Market Share (2012-2017)

Figure Revelian Serious Games Revenue Market Share (2012-2017)

Table Tata Interactive Systems Basic Information, Manufacturing Base, Sales Area and Its Competitors

Table Tata Interactive Systems Serious Games Capacity, Production (K Units), Revenue (Million USD), Price (USD/Unit) and Gross Margin (2012-2017)

Figure Tata Interactive Systems Serious Games Production Growth Rate (2012-2017)

Figure Tata Interactive Systems Serious Games Production Market Share (2012-2017)

Figure Tata Interactive Systems Serious Games Revenue Market Share (2012-2017)

Table Production Base and Market Concentration Rate of Raw Material

Figure Price Trend of Key Raw Materials

Table Key Suppliers of Raw Materials

Figure Manufacturing Cost Structure of Serious Games

Figure Manufacturing Process Analysis of Serious Games

Figure Serious Games Industrial Chain Analysis

Table Raw Materials Sources of Serious Games Major Manufacturers in 2016

Table Major Buyers of Serious Games

Table Distributors/Traders List

Figure Global Serious Games Capacity, Production (K Units) and Growth Rate Forecast (2017-2022)

Figure Global Serious Games Revenue (Million USD) and Growth Rate Forecast (2017-2022)

Figure Global Serious Games Price (Million USD) and Trend Forecast (2017-2022)

Table Global Serious Games Production (K Units) Forecast by Region (2017-2022)

Figure Global Serious Games Production Market Share Forecast by Region (2017-2022)

Table Global Serious Games Consumption (K Units) Forecast by Region (2017-2022)

Figure Global Serious Games Consumption Market Share Forecast by Region (2017-2022)

Figure United States Serious Games Production (K Units) and Growth Rate Forecast (2017-2022)

Figure United States Serious Games Revenue (Million USD) and Growth Rate Forecast (2017-2022)

Table United States Serious Games Production, Consumption, Export and Import (K Units) Forecast (2017-2022)

Figure EU Serious Games Production (K Units) and Growth Rate Forecast (2017-2022)

Figure EU Serious Games Revenue (Million USD) and Growth Rate Forecast (2017-2022)

Table EU Serious Games Production, Consumption, Export and Import (K Units) Forecast (2017-2022)

Figure China Serious Games Production (K Units) and Growth Rate Forecast (2017-2022)

Figure China Serious Games Revenue (Million USD) and Growth Rate Forecast (2017-2022)

Table China Serious Games Production, Consumption, Export and Import (K Units) Forecast (2017-2022)

Figure Japan Serious Games Production (K Units) and Growth Rate Forecast (2017-2022)

Figure Japan Serious Games Revenue (Million USD) and Growth Rate Forecast (2017-2022)

Table Japan Serious Games Production, Consumption, Export and Import (K Units) Forecast (2017-2022)

Figure South Korea Serious Games Production (K Units) and Growth Rate Forecast (2017-2022)

Figure South Korea Serious Games Revenue (Million USD) and Growth Rate Forecast (2017-2022)

Table South Korea Serious Games Production, Consumption, Export and Import (K Units) Forecast (2017-2022)

Figure Taiwan Serious Games Production (K Units) and Growth Rate Forecast (2017-2022)

Figure Taiwan Serious Games Revenue (Million USD) and Growth Rate Forecast (2017-2022)

Table Taiwan Serious Games Production, Consumption, Export and Import (K Units) Forecast (2017-2022)

Table Global Serious Games Production (K Units) Forecast by Type (2017-2022)

Figure Global Serious Games Production (K Units) Forecast by Type (2017-2022)

Table Global Serious Games Revenue (Million USD) Forecast by Type (2017-2022)

Figure Global Serious Games Revenue Market Share Forecast by Type (2017-2022)

Table Global Serious Games Price Forecast by Type (2017-2022)

Table Global Serious Games Consumption (K Units) Forecast by Application (2017-2022)

Figure Global Serious Games Consumption (K Units) Forecast by Application (2017-2022)

Table Research Programs/Design for This Report

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

Figure Data Triangulation

Table Key Data Information from Secondary Sources

Table Key Data Information from Primary Source

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