

# Global Social Gaming Market Size, Status and Forecast 2022

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## Abstracts

This report studies the global Social Gaming market, analyzes and researches the Social Gaming 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

Rovio Entertainment, Ltd

Social Point S.L.

Gameloft SE

King Digital Entertainment

Zynga

Electronic Arts Inc

Wooga GmbH

CrowdStar

Behaviour Interactive, Inc

Aeria Games GmbH

Market segment by Regions/Countries, this report covers

United States

EU

Japan

China

India

Southeast Asia

Market segment by Type, Social Gaming can be split into

Advertisements

Virtual Goods

Other

Market segment by Application, Social Gaming can be split into

13-18 Years

19-25 Years

26-35 Years

36-45 Years

46 and Above Years

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## Contents

### Global Social Gaming Market Size, Status and Forecast 2022

## 1 INDUSTRY OVERVIEW OF SOCIAL GAMING

### 1.1 Social Gaming Market Overview

#### 1.1.1 Social Gaming Product Scope

#### 1.1.2 Market Status and Outlook

### 1.2 Global Social Gaming 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 Social Gaming Market by Type

#### 1.3.1 Advertisements

#### 1.3.2 Virtual Goods

#### 1.3.3 Other

### 1.4 Social Gaming Market by End Users/Application

#### 1.4.1 13-18 Years

#### 1.4.2 19-25 Years

#### 1.4.3 26-35 Years

#### 1.4.4 36-45 Years

#### 1.4.5 46 and Above Years

## 2 GLOBAL SOCIAL GAMING COMPETITION ANALYSIS BY PLAYERS

### 2.1 Social Gaming 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 Rovio Entertainment, Ltd

- 3.1.1 Company Profile
- 3.1.2 Main Business/Business Overview
- 3.1.3 Products, Services and Solutions
- 3.1.4 Social Gaming Revenue (Value) (2012-2017)
- 3.1.5 Recent Developments
- 3.2 Social Point S.L.
  - 3.2.1 Company Profile
  - 3.2.2 Main Business/Business Overview
  - 3.2.3 Products, Services and Solutions
  - 3.2.4 Social Gaming Revenue (Value) (2012-2017)
  - 3.2.5 Recent Developments
- 3.3 Gameloft SE
  - 3.3.1 Company Profile
  - 3.3.2 Main Business/Business Overview
  - 3.3.3 Products, Services and Solutions
  - 3.3.4 Social Gaming Revenue (Value) (2012-2017)
  - 3.3.5 Recent Developments
- 3.4 King Digital Entertainment
  - 3.4.1 Company Profile
  - 3.4.2 Main Business/Business Overview
  - 3.4.3 Products, Services and Solutions
  - 3.4.4 Social Gaming Revenue (Value) (2012-2017)
  - 3.4.5 Recent Developments
- 3.5 Zynga
  - 3.5.1 Company Profile
  - 3.5.2 Main Business/Business Overview
  - 3.5.3 Products, Services and Solutions
  - 3.5.4 Social Gaming Revenue (Value) (2012-2017)
  - 3.5.5 Recent Developments
- 3.6 Electronic Arts Inc
  - 3.6.1 Company Profile
  - 3.6.2 Main Business/Business Overview
  - 3.6.3 Products, Services and Solutions
  - 3.6.4 Social Gaming Revenue (Value) (2012-2017)
  - 3.6.5 Recent Developments
- 3.7 Wooga GmbH
  - 3.7.1 Company Profile
  - 3.7.2 Main Business/Business Overview
  - 3.7.3 Products, Services and Solutions

3.7.4 Social Gaming Revenue (Value) (2012-2017)

3.7.5 Recent Developments

3.8 CrowdStar

3.8.1 Company Profile

3.8.2 Main Business/Business Overview

3.8.3 Products, Services and Solutions

3.8.4 Social Gaming Revenue (Value) (2012-2017)

3.8.5 Recent Developments

3.9 Behaviour Interactive, Inc

3.9.1 Company Profile

3.9.2 Main Business/Business Overview

3.9.3 Products, Services and Solutions

3.9.4 Social Gaming Revenue (Value) (2012-2017)

3.9.5 Recent Developments

3.10 Aeria Games GmbH

3.10.1 Company Profile

3.10.2 Main Business/Business Overview

3.10.3 Products, Services and Solutions

3.10.4 Social Gaming Revenue (Value) (2012-2017)

3.10.5 Recent Developments

## **4 GLOBAL SOCIAL GAMING MARKET SIZE BY TYPE AND APPLICATION (2012-2017)**

4.1 Global Social Gaming Market Size by Type (2012-2017)

4.2 Global Social Gaming Market Size by Application (2012-2017)

4.3 Potential Application of Social Gaming in Future

4.4 Top Consumer/End Users of Social Gaming

## **5 UNITED STATES SOCIAL GAMING DEVELOPMENT STATUS AND OUTLOOK**

5.1 United States Social Gaming Market Size (2012-2017)

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

## **6 EU SOCIAL GAMING DEVELOPMENT STATUS AND OUTLOOK**

6.1 EU Social Gaming Market Size (2012-2017)

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

## **7 JAPAN SOCIAL GAMING DEVELOPMENT STATUS AND OUTLOOK**

7.1 Japan Social Gaming Market Size (2012-2017)

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

## **8 CHINA SOCIAL GAMING DEVELOPMENT STATUS AND OUTLOOK**

8.1 China Social Gaming Market Size (2012-2017)

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

## **9 INDIA SOCIAL GAMING DEVELOPMENT STATUS AND OUTLOOK**

9.1 India Social Gaming Market Size (2012-2017)

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

## **10 SOUTHEAST ASIA SOCIAL GAMING DEVELOPMENT STATUS AND OUTLOOK**

10.1 Southeast Asia Social Gaming Market Size (2012-2017)

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

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

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

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

11.1.2 EU Social Gaming Revenue and Growth Rate (2017-2022)

11.1.3 Japan Social Gaming Revenue and Growth Rate (2017-2022)

11.1.4 China Social Gaming Revenue and Growth Rate (2017-2022)

11.1.5 India Social Gaming Revenue and Growth Rate (2017-2022)

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

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

11.3 Global Social Gaming Market Size by Application (2017-2022)

## **12 SOCIAL GAMING MARKET DYNAMICS**

12.1 Social Gaming Market Opportunities

12.2 Social Gaming Challenge and Risk

12.2.1 Competition from Opponents

- 12.2.2 Downside Risks of Economy
- 12.3 Social Gaming Market Constraints and Threat
  - 12.3.1 Threat from Substitute
  - 12.3.2 Government Policy
  - 12.3.3 Technology Risks
- 12.4 Social Gaming 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 Social Gaming Product Scope

Figure Global Social Gaming Market Size (Million USD) (2012-2017)

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

Figure Global Social Gaming Market Share by Regions in 2016

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

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

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

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

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

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

Figure Global Social Gaming Market Share by Type in 2016

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

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

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

Figure Global Social Gaming Market Share by Application in 2016

Table Key Downstream Customer in 13-18 Years

Figure Social Gaming Market Size (Million USD) and Growth Rate in 13-18 Years (2012-2017)

Table Key Downstream Customer in 19-25 Years

Figure Social Gaming Market Size (Million USD) and Growth Rate in 19-25 Years (2012-2017)

Table Key Downstream Customer in 26-35 Years

Figure Social Gaming Market Size (Million USD) and Growth Rate in 26-35 Years (2012-2017)

Table Key Downstream Customer in 36-45 Years

Figure Social Gaming Market Size (Million USD) and Growth Rate in 36-45 Years (2012-2017)

Table Key Downstream Customer in 46 and Above Years



Figure Social Gaming Market Size (Million USD) and Growth Rate in 46 and Above Years (2012-2017)

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

Figure Social Gaming Market Size Share by Players in 2016

Figure Social Gaming Market Size Share by Players in 2017

Table Rovio Entertainment, Ltd Basic Information List

Table Social Gaming Business Revenue (Million USD) of Rovio Entertainment, Ltd (2012-2017)

Figure Rovio Entertainment, Ltd Social Gaming Business Revenue Market Share in 2016

Table Social Point S.L. Basic Information List

Table Social Gaming Business Revenue (Million USD) of Social Point S.L. (2012-2017)

Figure Social Point S.L. Social Gaming Business Revenue Market Share in 2016

Table Gameloft SE Basic Information List

Table Social Gaming Business Revenue (Million USD) of Gameloft SE (2012-2017)

Figure Gameloft SE Social Gaming Business Revenue Market Share in 2016

Table King Digital Entertainment Basic Information List

Table Social Gaming Business Revenue (Million USD) of King Digital Entertainment (2012-2017)

Figure King Digital Entertainment Social Gaming Business Revenue Market Share in 2016

Table Zynga Basic Information List

Table Social Gaming Business Revenue (Million USD) of Zynga (2012-2017)

Figure Zynga Social Gaming Business Revenue Market Share in 2016

Table Electronic Arts Inc Basic Information List

Table Social Gaming Business Revenue (Million USD) of Electronic Arts Inc (2012-2017)

Figure Electronic Arts Inc Social Gaming Business Revenue Market Share in 2016

Table Wooga GmbH Basic Information List

Table Social Gaming Business Revenue (Million USD) of Wooga GmbH (2012-2017)

Figure Wooga GmbH Social Gaming Business Revenue Market Share in 2016

Table CrowdStar Basic Information List

Table Social Gaming Business Revenue (Million USD) of CrowdStar (2012-2017)

Figure CrowdStar Social Gaming Business Revenue Market Share in 2016

Table Behaviour Interactive, Inc Basic Information List

Table Social Gaming Business Revenue (Million USD) of Behaviour Interactive, Inc (2012-2017)

Figure Behaviour Interactive, Inc Social Gaming Business Revenue Market Share in 2016

Table Aeria Games GmbH Basic Information List

Table Social Gaming Business Revenue (Million USD) of Aeria Games GmbH  
(2012-2017)

Figure Aeria Games GmbH Social Gaming Business Revenue Market Share in 2016

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

Figure Global Social Gaming Market Size Share by Type in 2012

Figure Global Social Gaming Market Size Share by Type in 2013

Figure Global Social Gaming Market Size Share by Type in 2014

Figure Global Social Gaming Market Size Share by Type in 2015

Figure Global Social Gaming Market Size Share by Type in 2016

Figure Global Social Gaming Market Size Share by Type in 2017

Table Global Social Gaming Market Size (Million USD) by Application (2012-2017)

Figure Global Social Gaming Market Size (Million USD) by Application in 2012

Figure Global Social Gaming Market Size (Million USD) by Application in 2013

Figure Global Social Gaming Market Size (Million USD) by Application in 2014

Figure Global Social Gaming Market Size (Million USD) by Application in 2015

Figure Global Social Gaming Market Size (Million USD) by Application in 2016

Figure Global Social Gaming Market Size (Million USD) by Application in 2017

Table Top Consumer/End Users of Social Gaming

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

Table United States Social Gaming Market Size (Million USD) by Players (2012-2017)

Figure United States Social Gaming Market Size Share by Players in 2016

Figure United States Social Gaming Market Size Share by Players in 2017

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

Table EU Social Gaming Market Size (Million USD) by Players (2012-2017)

Figure EU Social Gaming Market Size Share by Players in 2016

Figure EU Social Gaming Market Size Share by Players in 2017

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

Table Japan Social Gaming Market Size (Million USD) by Players (2012-2017)

Figure Japan Social Gaming Market Size Share by Players in 2016

Figure Japan Social Gaming Market Size Share by Players in 2017

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

Table China Social Gaming Market Size (Million USD) by Players (2012-2017)

Figure China Social Gaming Market Size Share by Players in 2016

Figure China Social Gaming Market Size Share by Players in 2017

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

Table India Social Gaming Market Size (Million USD) by Players (2012-2017)

Figure India Social Gaming Market Size Share by Players in 2016

Figure India Social Gaming Market Size Share by Players in 2017

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

Table Southeast Asia Social Gaming Market Size (Million USD) by Players (2012-2017)

Figure Southeast Asia Social Gaming Market Size Share by Players in 2016

Figure Southeast Asia Social Gaming Market Size Share by Players in 2017

Figure Global Social Gaming Market Size (Million USD) by Regions (2017-2022)

Table Global Social Gaming Market Size (Million USD) by Regions (2017-2022)

Figure Global Social Gaming Market Size Share by Regions in 2017

Figure Global Social Gaming Market Size Share by Regions in 2022

Figure United States Social Gaming Revenue (Million USD) and Growth Rate (2017-2022)

Figure EU Social Gaming Revenue (Million USD) and Growth Rate (2017-2022)

Figure Japan Social Gaming Revenue (Million USD) and Growth Rate (2017-2022)

Figure China Social Gaming Revenue (Million USD) and Growth Rate (2017-2022)

Figure India Social Gaming Revenue (Million USD) and Growth Rate (2017-2022)

Figure Southeast Asia Social Gaming Revenue (Million USD) and Growth Rate (2017-2022)

Table Global Social Gaming Market Size (Million USD) by Type (2017-2022)

Figure Global Social Gaming Market Size Share by Type in 2017

Figure Global Social Gaming Market Size Share by Type in 2022

Table Global Social Gaming Market Size (Million USD) by Application (2017-2022)

Figure Global Social Gaming Market Size (Million USD) by Application in 2017

Figure Global Social Gaming Market Size (Million USD) by Application in 2022

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