

# Global Social Gaming Sales Market Report 2016

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## Abstracts

### Notes:

Sales, means the sales volume of Social Gaming

Revenue, means the sales value of Social Gaming

This report studies sales (consumption) of Social Gaming in Global market, especially in USA, China, Europe, Japan, India and Southeast Asia, focuses on top players in these regions/countries, with sales, price, revenue and market share for each player in these regions, covering

SGN

Zynga

Scientific Games

Plumbee

Playtika

PlayStudios

IGT

Gamesys

Big Fish Games

Bally Technologies

Aristocrat

Akamon

AbZorba Games

Market Segment by Regions, this report splits Global into several key Regions, with sales (consumption), revenue, market share and growth rate of Social Gaming in these regions, from 2011 to 2021 (forecast), like

USA

China

Europe

Japan

India

Southeast Asia

Split by product Types, with sales, revenue, price and gross margin, market share and growth rate of each type, can be divided into

Type I

Type II

Type III

Split by applications, this report focuses on sales, market share and growth rate of Social Gaming in each application, can be divided into

Application 1

Application 2

Application 3

## Contents

### Global Social Gaming Sales Market Report 2016

## **1 SOCIAL GAMING OVERVIEW**

- 1.1 Product Overview and Scope of Social Gaming
- 1.2 Classification of Social Gaming
  - 1.2.1 Type I
  - 1.2.2 Type II
  - 1.2.3 Type III
- 1.3 Application of Social Gaming
  - 1.3.1 Application
  - 1.3.2 Application
  - 1.3.3 Application
- 1.4 Social Gaming Market by Regions
  - 1.4.1 USA Status and Prospect (2011-2021)
  - 1.4.2 China Status and Prospect (2011-2021)
  - 1.4.3 Europe Status and Prospect (2011-2021)
  - 1.4.4 Japan Status and Prospect (2011-2021)
  - 1.4.5 India Status and Prospect (2011-2021)
  - 1.4.6 Southeast Asia Status and Prospect (2011-2021)
- 1.5 Global Market Size (Value and Volume) of Social Gaming (2011-2021)
  - 1.5.1 Global Social Gaming Sales and Growth Rate (2011-2021)
  - 1.5.2 Global Social Gaming Revenue and Growth Rate (2011-2021)

## **2 GLOBAL SOCIAL GAMING COMPETITION BY MANUFACTURERS, TYPE AND APPLICATION**

- 2.1 Global Social Gaming Market Competition by Manufacturers
  - 2.1.1 Global Social Gaming Sales and Market Share of Key Manufacturers (2011-2016)
  - 2.1.2 Global Social Gaming Revenue and Share by Manufacturers (2011-2016)
- 2.2 Global Social Gaming (Volume and Value) by Type
  - 2.2.1 Global Social Gaming Sales and Market Share by Type (2011-2016)
  - 2.2.2 Global Social Gaming Revenue and Market Share by Type (2011-2016)
- 2.3 Global Social Gaming (Volume and Value) by Regions
  - 2.3.1 Global Social Gaming Sales and Market Share by Regions (2011-2016)
  - 2.3.2 Global Social Gaming Revenue and Market Share by Regions (2011-2016)

## 2.4 Global Social Gaming (Volume) by Application

### **3 USA SOCIAL GAMING (VOLUME, VALUE AND SALES PRICE)**

- 3.1 USA Social Gaming Sales and Value (2011-2016)
  - 3.1.1 USA Social Gaming Sales and Growth Rate (2011-2016)
  - 3.1.2 USA Social Gaming Revenue and Growth Rate (2011-2016)
  - 3.1.3 USA Social Gaming Sales Price Trend (2011-2016)
- 3.2 USA Social Gaming Sales and Market Share by Manufacturers
- 3.3 USA Social Gaming Sales and Market Share by Type
- 3.4 USA Social Gaming Sales and Market Share by Application

### **4 CHINA SOCIAL GAMING (VOLUME, VALUE AND SALES PRICE)**

- 4.1 China Social Gaming Sales and Value (2011-2016)
  - 4.1.1 China Social Gaming Sales and Growth Rate (2011-2016)
  - 4.1.2 China Social Gaming Revenue and Growth Rate (2011-2016)
  - 4.1.3 China Social Gaming Sales Price Trend (2011-2016)
- 4.2 China Social Gaming Sales and Market Share by Manufacturers
- 4.3 China Social Gaming Sales and Market Share by Type
- 4.4 China Social Gaming Sales and Market Share by Application

### **5 EUROPE SOCIAL GAMING (VOLUME, VALUE AND SALES PRICE)**

- 5.1 Europe Social Gaming Sales and Value (2011-2016)
  - 5.1.1 Europe Social Gaming Sales and Growth Rate (2011-2016)
  - 5.1.2 Europe Social Gaming Revenue and Growth Rate (2011-2016)
  - 5.1.3 Europe Social Gaming Sales Price Trend (2011-2016)
- 5.2 Europe Social Gaming Sales and Market Share by Manufacturers
- 5.3 Europe Social Gaming Sales and Market Share by Type
- 5.4 Europe Social Gaming Sales and Market Share by Application

### **6 JAPAN SOCIAL GAMING (VOLUME, VALUE AND SALES PRICE)**

- 6.1 Japan Social Gaming Sales and Value (2011-2016)
  - 6.1.1 Japan Social Gaming Sales and Growth Rate (2011-2016)
  - 6.1.2 Japan Social Gaming Revenue and Growth Rate (2011-2016)
  - 6.1.3 Japan Social Gaming Sales Price Trend (2011-2016)
- 6.2 Japan Social Gaming Sales and Market Share by Manufacturers

6.3 Japan Social Gaming Sales and Market Share by Type

6.4 Japan Social Gaming Sales and Market Share by Application

## **7 INDIA SOCIAL GAMING (VOLUME, VALUE AND SALES PRICE)**

7.1 India Social Gaming Sales and Value (2011-2016)

7.1.1 India Social Gaming Sales and Growth Rate (2011-2016)

7.1.2 India Social Gaming Revenue and Growth Rate (2011-2016)

7.1.3 India Social Gaming Sales Price Trend (2011-2016)

7.2 India Social Gaming Sales and Market Share by Manufacturers

7.3 India Social Gaming Sales and Market Share by Type

7.4 India Social Gaming Sales and Market Share by Application

## **8 SOUTHEAST ASIA SOCIAL GAMING (VOLUME, VALUE AND SALES PRICE)**

8.1 Southeast Asia Social Gaming Sales and Value (2011-2016)

8.1.1 Southeast Asia Social Gaming Sales and Growth Rate (2011-2016)

8.1.2 Southeast Asia Social Gaming Revenue and Growth Rate (2011-2016)

8.1.3 Southeast Asia Social Gaming Sales Price Trend (2011-2016)

8.2 Southeast Asia Social Gaming Sales and Market Share by Manufacturers

8.3 Southeast Asia Social Gaming Sales and Market Share by Type

8.4 Southeast Asia Social Gaming Sales and Market Share by Application

## **9 GLOBAL SOCIAL GAMING MANUFACTURERS ANALYSIS**

9.1 SGN

9.1.1 Company Basic Information, Manufacturing Base and Competitors

9.1.2 Social Gaming Product Type, Application and Specification

9.1.2.1 Type I

9.1.2.2 Type II

9.1.3 SGN Social Gaming Sales, Revenue, Price and Gross Margin (2011-2016)

9.1.4 Main Business/Business Overview

9.2 Zynga

9.2.1 Company Basic Information, Manufacturing Base and Competitors

9.2.2 121 Product Type, Application and Specification

9.2.2.1 Type I

9.2.2.2 Type II

9.2.3 Zynga Social Gaming Sales, Revenue, Price and Gross Margin (2011-2016)

9.2.4 Main Business/Business Overview

### 9.3 Scientific Games

9.3.1 Company Basic Information, Manufacturing Base and Competitors

9.3.2 145 Product Type, Application and Specification

9.3.2.1 Type I

9.3.2.2 Type II

9.3.3 Scientific Games Social Gaming Sales, Revenue, Price and Gross Margin (2011-2016)

9.3.4 Main Business/Business Overview

### 9.4 Plumbee

9.4.1 Company Basic Information, Manufacturing Base and Competitors

9.4.2 Aug Product Type, Application and Specification

9.4.2.1 Type I

9.4.2.2 Type II

9.4.3 Plumbee Social Gaming Sales, Revenue, Price and Gross Margin (2011-2016)

9.4.4 Main Business/Business Overview

### 9.5 Playtika

9.5.1 Company Basic Information, Manufacturing Base and Competitors

9.5.2 Product Type, Application and Specification

9.5.2.1 Type I

9.5.2.2 Type II

9.5.3 Playtika Social Gaming Sales, Revenue, Price and Gross Margin (2011-2016)

9.5.4 Main Business/Business Overview

### 9.6 PlayStudios

9.6.1 Company Basic Information, Manufacturing Base and Competitors

9.6.2 Million USD Product Type, Application and Specification

9.6.2.1 Type I

9.6.2.2 Type II

9.6.3 PlayStudios Social Gaming Sales, Revenue, Price and Gross Margin (2011-2016)

9.6.4 Main Business/Business Overview

### 9.7 IGT

9.7.1 Company Basic Information, Manufacturing Base and Competitors

9.7.2 Software Product Type, Application and Specification

9.7.2.1 Type I

9.7.2.2 Type II

9.7.3 IGT Social Gaming Sales, Revenue, Price and Gross Margin (2011-2016)

9.7.4 Main Business/Business Overview

### 9.8 Gamesys

9.8.1 Company Basic Information, Manufacturing Base and Competitors

- 9.8.2 Product Type, Application and Specification
  - 9.8.2.1 Type I
  - 9.8.2.2 Type II
- 9.8.3 Gamesys Social Gaming Sales, Revenue, Price and Gross Margin (2011-2016)
- 9.8.4 Main Business/Business Overview
- 9.9 Big Fish Games
  - 9.9.1 Company Basic Information, Manufacturing Base and Competitors
  - 9.9.2 Product Type, Application and Specification
    - 9.9.2.1 Type I
    - 9.9.2.2 Type II
  - 9.9.3 Big Fish Games Social Gaming Sales, Revenue, Price and Gross Margin (2011-2016)
  - 9.9.4 Main Business/Business Overview
- 9.10 Bally Technologies
  - 9.10.1 Company Basic Information, Manufacturing Base and Competitors
  - 9.10.2 Product Type, Application and Specification
    - 9.10.2.1 Type I
    - 9.10.2.2 Type II
  - 9.10.3 Bally Technologies Social Gaming Sales, Revenue, Price and Gross Margin (2011-2016)
  - 9.10.4 Main Business/Business Overview
- 9.11 Aristocrat
- 9.12 Akamon
- 9.13 AbZorba Games

## **10 SOCIAL GAMING MAUFACTURING COST ANALYSIS**

- 10.1 Social Gaming Key Raw Materials Analysis
  - 10.1.1 Key Raw Materials
  - 10.1.2 Price Trend of Key Raw Materials
  - 10.1.3 Key Suppliers of Raw Materials
  - 10.1.4 Market Concentration Rate of Raw Materials
- 10.2 Proportion of Manufacturing Cost Structure
  - 10.2.1 Raw Materials
  - 10.2.2 Labor Cost
  - 10.2.3 Manufacturing Process Analysis of Social Gaming

## **11 INDUSTRIAL CHAIN, SOURCING STRATEGY AND DOWNSTREAM BUYERS**



- 11.1 Social Gaming Industrial Chain Analysis
- 11.2 Upstream Raw Materials Sourcing
- 11.3 Raw Materials Sources of Social Gaming Major Manufacturers in 2015
- 11.4 Downstream Buyers

## **12 MARKETING STRATEGY ANALYSIS, DISTRIBUTORS/TRADERS**

- 12.1 Marketing Channel
  - 12.1.1 Direct Marketing
  - 12.1.2 Indirect Marketing
  - 12.1.3 Marketing Channel Development Trend
- 12.2 Market Positioning
  - 12.2.1 Pricing Strategy
  - 12.2.2 Brand Strategy
  - 12.2.3 Target Client
- 12.3 Distributors/Traders List

## **13 MARKET EFFECT FACTORS ANALYSIS**

- 13.1 Technology Progress/Risk
  - 13.1.1 Substitutes Threat
  - 13.1.2 Technology Progress in Related Industry
- 13.2 Consumer Needs/Customer Preference Change
- 13.3 Economic/Political Environmental Change

## **14 GLOBAL SOCIAL GAMING MARKET FORECAST (2016-2021)**

- 14.1 Global Social Gaming Sales, Revenue Forecast (2016-2021)
- 14.2 Global Social Gaming Sales Forecast by Regions (2016-2021)
- 14.3 Global Social Gaming Sales Forecast by Type (2016-2021)
- 14.4 Global Social Gaming Sales Forecast by Application (2016-2021)

## **15 APPENDIX**

- Author List
- Disclosure Section
- Research Methodology
- Data Source
- China Disclaimer



## List Of Tables

### LIST OF TABLES AND FIGURES

Figure Picture of Social Gaming  
Table Classification of Social Gaming  
Figure Global Sales Market Share of Social Gaming by Type in 2015  
Figure Type I Picture  
Figure Type II Picture  
Table Applications of Social Gaming  
Figure Global Sales Market Share of Social Gaming by Application in 2015  
Figure Application 1 Examples  
Figure Application 2 Examples  
Figure USA Social Gaming Revenue and Growth Rate (2011-2021)  
Figure China Social Gaming Revenue and Growth Rate (2011-2021)  
Figure Europe Social Gaming Revenue and Growth Rate (2011-2021)  
Figure Japan Social Gaming Revenue and Growth Rate (2011-2021)  
Figure India Social Gaming Revenue and Growth Rate (2011-2021)  
Figure Southeast Asia Social Gaming Revenue and Growth Rate (2011-2021)  
Figure Global Social Gaming Sales and Growth Rate (2011-2021)  
Figure Global Social Gaming Revenue and Growth Rate (2011-2021)  
Table Global Social Gaming Sales of Key Manufacturers (2011-2016)  
Table Global Social Gaming Sales Share by Manufacturers (2011-2016)  
Figure 2015 Social Gaming Sales Share by Manufacturers  
Figure 2016 Social Gaming Sales Share by Manufacturers  
Table Global Social Gaming Revenue by Manufacturers (2011-2016)  
Table Global Social Gaming Revenue Share by Manufacturers (2011-2016)  
Table 2015 Global Social Gaming Revenue Share by Manufacturers  
Table 2016 Global Social Gaming Revenue Share by Manufacturers  
Table Global Social Gaming Sales and Market Share by Type (2011-2016)  
Table Global Social Gaming Sales Share by Type (2011-2016)  
Figure Sales Market Share of Social Gaming by Type (2011-2016)  
Figure Global Social Gaming Sales Growth Rate by Type (2011-2016)  
Table Global Social Gaming Revenue and Market Share by Type (2011-2016)  
Table Global Social Gaming Revenue Share by Type (2011-2016)  
Figure Revenue Market Share of Social Gaming by Type (2011-2016)  
Figure Global Social Gaming Revenue Growth Rate by Type (2011-2016)  
Table Global Social Gaming Sales and Market Share by Regions (2011-2016)  
Table Global Social Gaming Sales Share by Regions (2011-2016)

Figure Sales Market Share of Social Gaming by Regions (2011-2016)  
Figure Global Social Gaming Sales Growth Rate by Regions (2011-2016)  
Table Global Social Gaming Revenue and Market Share by Regions (2011-2016)  
Table Global Social Gaming Revenue Share by Regions (2011-2016)  
Figure Revenue Market Share of Social Gaming by Regions (2011-2016)  
Figure Global Social Gaming Revenue Growth Rate by Regions (2011-2016)  
Table Global Social Gaming Sales and Market Share by Application (2011-2016)  
Table Global Social Gaming Sales Share by Application (2011-2016)  
Figure Sales Market Share of Social Gaming by Application (2011-2016)  
Figure Global Social Gaming Sales Growth Rate by Application (2011-2016)  
Figure USA Social Gaming Sales and Growth Rate (2011-2016)  
Figure USA Social Gaming Revenue and Growth Rate (2011-2016)  
Figure USA Social Gaming Sales Price Trend (2011-2016)  
Table USA Social Gaming Sales by Manufacturers (2011-2016)  
Table USA Social Gaming Market Share by Manufacturers (2011-2016)  
Table USA Social Gaming Sales by Type (2011-2016)  
Table USA Social Gaming Market Share by Type (2011-2016)  
Table USA Social Gaming Sales by Application (2011-2016)  
Table USA Social Gaming Market Share by Application (2011-2016)  
Figure China Social Gaming Sales and Growth Rate (2011-2016)  
Figure China Social Gaming Revenue and Growth Rate (2011-2016)  
Figure China Social Gaming Sales Price Trend (2011-2016)  
Table China Social Gaming Sales by Manufacturers (2011-2016)  
Table China Social Gaming Market Share by Manufacturers (2011-2016)  
Table China Social Gaming Sales by Type (2011-2016)  
Table China Social Gaming Market Share by Type (2011-2016)  
Table China Social Gaming Sales by Application (2011-2016)  
Table China Social Gaming Market Share by Application (2011-2016)  
Figure Europe Social Gaming Sales and Growth Rate (2011-2016)  
Figure Europe Social Gaming Revenue and Growth Rate (2011-2016)  
Figure Europe Social Gaming Sales Price Trend (2011-2016)  
Table Europe Social Gaming Sales by Manufacturers (2011-2016)  
Table Europe Social Gaming Market Share by Manufacturers (2011-2016)  
Table Europe Social Gaming Sales by Type (2011-2016)  
Table Europe Social Gaming Market Share by Type (2011-2016)  
Table Europe Social Gaming Sales by Application (2011-2016)  
Table Europe Social Gaming Market Share by Application (2011-2016)  
Figure Japan Social Gaming Sales and Growth Rate (2011-2016)  
Figure Japan Social Gaming Revenue and Growth Rate (2011-2016)

Figure Japan Social Gaming Sales Price Trend (2011-2016)  
Table Japan Social Gaming Sales by Manufacturers (2011-2016)  
Table Japan Social Gaming Market Share by Manufacturers (2011-2016)  
Table Japan Social Gaming Sales by Type (2011-2016)  
Table Japan Social Gaming Market Share by Type (2011-2016)  
Table Japan Social Gaming Sales by Application (2011-2016)  
Table Japan Social Gaming Market Share by Application (2011-2016)  
Figure India Social Gaming Sales and Growth Rate (2011-2016)  
Figure India Social Gaming Revenue and Growth Rate (2011-2016)  
Figure India Social Gaming Sales Price Trend (2011-2016)  
Table India Social Gaming Sales by Manufacturers (2011-2016)  
Table India Social Gaming Market Share by Manufacturers (2011-2016)  
Table India Social Gaming Sales by Type (2011-2016)  
Table India Social Gaming Market Share by Type (2011-2016)  
Table India Social Gaming Sales by Application (2011-2016)  
Table India Social Gaming Market Share by Application (2011-2016)  
Figure Southeast Asia Social Gaming Sales and Growth Rate (2011-2016)  
Figure Southeast Asia Social Gaming Revenue and Growth Rate (2011-2016)  
Figure Southeast Asia Social Gaming Sales Price Trend (2011-2016)  
Table Southeast Asia Social Gaming Sales by Manufacturers (2011-2016)  
Table Southeast Asia Social Gaming Market Share by Manufacturers (2011-2016)  
Table Southeast Asia Social Gaming Sales by Type (2011-2016)  
Table Southeast Asia Social Gaming Market Share by Type (2011-2016)  
Table Southeast Asia Social Gaming Sales by Application (2011-2016)  
Table Southeast Asia Social Gaming Market Share by Application (2011-2016)  
Table SGN Basic Information List  
Table SGN Social Gaming Sales, Revenue, Price and Gross Margin (2011-2016)  
Figure SGN Social Gaming Global Market Share (2011-2016)  
Table Zynga Basic Information List  
Table Zynga Social Gaming Sales, Revenue, Price and Gross Margin (2011-2016)  
Figure Zynga Social Gaming Global Market Share (2011-2016)  
Table Scientific Games Basic Information List  
Table Scientific Games Social Gaming Sales, Revenue, Price and Gross Margin (2011-2016)  
Figure Scientific Games Social Gaming Global Market Share (2011-2016)  
Table Plumbee Basic Information List  
Table Plumbee Social Gaming Sales, Revenue, Price and Gross Margin (2011-2016)  
Figure Plumbee Social Gaming Global Market Share (2011-2016)  
Table Playtika Basic Information List

Table Playtika Social Gaming Sales, Revenue, Price and Gross Margin (2011-2016)  
Figure Playtika Social Gaming Global Market Share (2011-2016)  
Table PlayStudios Basic Information List  
Table PlayStudios Social Gaming Sales, Revenue, Price and Gross Margin (2011-2016)  
Figure PlayStudios Social Gaming Global Market Share (2011-2016)  
Table IGT Basic Information List  
Table IGT Social Gaming Sales, Revenue, Price and Gross Margin (2011-2016)  
Figure IGT Social Gaming Global Market Share (2011-2016)  
Table Gamesys Basic Information List  
Table Gamesys Social Gaming Sales, Revenue, Price and Gross Margin (2011-2016)  
Figure Gamesys Social Gaming Global Market Share (2011-2016)  
Table Big Fish Games Basic Information List  
Table Big Fish Games Social Gaming Sales, Revenue, Price and Gross Margin (2011-2016)  
Figure Big Fish Games Social Gaming Global Market Share (2011-2016)  
Table Bally Technologies Basic Information List  
Table Bally Technologies Social Gaming Sales, Revenue, Price and Gross Margin (2011-2016)  
Figure Bally Technologies Social Gaming Global Market Share (2011-2016)  
Table Aristocrat Basic Information List  
Table Aristocrat Social Gaming Sales, Revenue, Price and Gross Margin (2011-2016)  
Figure Aristocrat Social Gaming Global Market Share (2011-2016)  
Table Akamon Basic Information List  
Table Akamon Social Gaming Sales, Revenue, Price and Gross Margin (2011-2016)  
Figure Akamon Social Gaming Global Market Share (2011-2016)  
Table AbZorba Games Basic Information List  
Table AbZorba Games Social Gaming Sales, Revenue, Price and Gross Margin (2011-2016)  
Figure AbZorba Games Social Gaming Global Market Share (2011-2016)  
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 Social Gaming  
Figure Manufacturing Process Analysis of Social Gaming  
Figure Social Gaming Industrial Chain Analysis  
Table Raw Materials Sources of Social Gaming Major Manufacturers in 2015  
Table Major Buyers of Social Gaming  
Table Distributors/Traders List  
Figure Global Social Gaming Sales and Growth Rate Forecast (2016-2021)

Figure Global Social Gaming Revenue and Growth Rate Forecast (2016-2021)

Table Global Social Gaming Sales Forecast by Regions (2016-2021)

Table Global Social Gaming Sales Forecast by Type (2016-2021)

Table Global Social Gaming Sales Forecast by Application (2016-2021)



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