

United States Mobile Gaming Market Report 2016

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Abstracts

Notes:

Sales, means the sales volume of Mobile Gaming

Revenue, means the sales value of Mobile Gaming

This report studies sales (consumption) of Mobile Gaming in United States market, focuses on the top players, with sales, price, revenue and market share for each player, covering

Gameloft

Rovio

Disney

Kabam

King

EA

Supercell

GungHo Online

DeNA

Activision Blizzard

Glu Mobile

Zynga

CJ E&M

Colopl

CyberAgent

Gamevil

Split by product types, with sales, revenue, price, 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 Mobile Gaming in each application, can be divided into

Application 1

Application 2

Application 3

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