

# United States Online Gaming Market Report 2017

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## Abstracts

### Notes:

Sales, means the sales volume of Online Gaming

Revenue, means the sales value of Online Gaming

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

Activision Blizzard Inc.

Electronic Arts? Inc.

Giant Interactive Group Inc.

GungHo Online Entertainment Inc.

King Digital Entertainment plc

Microsoft Corp.

NCSoft Corp.

Sony Corp

Take-Two Interactive Software Inc.

Tencent Holdings Ltd.

Zynga Inc.

Market Segment by States, covering

California

Texas

New York

Florida

Illinois

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

Smartphones Online Gaming

Tablets Online Gaming

Others

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

Young Adults

Adults

Mature Adults

Seniors

## Contents

### United States Online Gaming Market Report 2017

#### **1 ONLINE GAMING OVERVIEW**

- 1.1 Product Overview and Scope of Online Gaming
- 1.2 Classification of Online Gaming
  - 1.2.1 Smartphones Online Gaming
  - 1.2.2 Tablets Online Gaming
  - 1.2.3 Others
- 1.3 Application of Online Gaming
  - 1.3.1 Young Adults
  - 1.3.2 Adults
  - 1.3.3 Mature Adults
  - 1.3.4 Seniors
- 1.4 United States Market Size Sales (Volume) and Revenue (Value) of Online Gaming (2011-2021)
  - 1.4.1 United States Online Gaming Sales and Growth Rate (2011-2021)
  - 1.4.2 United States Online Gaming Revenue and Growth Rate (2011-2021)

#### **2 UNITED STATES ONLINE GAMING COMPETITION BY MANUFACTURERS**

- 2.1 United States Online Gaming Sales and Market Share of Key Manufacturers (2015 and 2016)
- 2.2 United States Online Gaming Revenue and Share by Manufactures (2015 and 2016)
- 2.3 United States Online Gaming Average Price by Manufactures (2015 and 2016)
- 2.4 Online Gaming Market Competitive Situation and Trends
  - 2.4.1 Online Gaming Market Concentration Rate
  - 2.4.2 Online Gaming Market Share of Top 3 and Top 5 Manufacturers
  - 2.4.3 Mergers & Acquisitions, Expansion

#### **3 UNITED STATES ONLINE GAMING SALES (VOLUME) AND REVENUE (VALUE) BY STATES (2011-2016)**

- 3.1 United States Online Gaming Sales and Market Share by States (2011-2016)
- 3.2 United States Online Gaming Revenue and Market Share by States (2011-2016)
- 3.3 United States Online Gaming Price by States (2011-2016)

## **4 UNITED STATES ONLINE GAMING SALES (VOLUME) AND REVENUE (VALUE) BY TYPE (2011-2016)**

- 4.1 United States Online Gaming Sales and Market Share by Type (2011-2016)
- 4.2 United States Online Gaming Revenue and Market Share by Type (2011-2016)
- 4.3 United States Online Gaming Price by Type (2011-2016)
- 4.4 United States Online Gaming Sales Growth Rate by Type (2011-2016)

## **5 UNITED STATES ONLINE GAMING SALES (VOLUME) BY APPLICATION (2011-2016)**

- 5.1 United States Online Gaming Sales and Market Share by Application (2011-2016)
- 5.2 United States Online Gaming Sales Growth Rate by Application (2011-2016)
- 5.3 Market Drivers and Opportunities

## **6 UNITED STATES ONLINE GAMING MANUFACTURERS PROFILES/ANALYSIS**

### 6.1 Activision Blizzard Inc.

6.1.1 Company Basic Information, Manufacturing Base and Competitors

6.1.2 Online Gaming Product Type, Application and Specification

6.1.2.1 Smartphones Online Gaming

6.1.2.2 Tablets Online Gaming

6.1.3 Activision Blizzard Inc. Online Gaming Sales, Revenue, Price and Gross Margin (2011-2016)

6.1.4 Main Business/Business Overview

### 6.2 Electronic Arts? Inc.

6.2.2 Online Gaming Product Type, Application and Specification

6.2.2.1 Smartphones Online Gaming

6.2.2.2 Tablets Online Gaming

6.2.3 Electronic Arts? Inc. Online Gaming Sales, Revenue, Price and Gross Margin (2011-2016)

6.2.4 Main Business/Business Overview

### 6.3 Giant Interactive Group Inc.

6.3.2 Online Gaming Product Type, Application and Specification

6.3.2.1 Smartphones Online Gaming

6.3.2.2 Tablets Online Gaming

6.3.3 Giant Interactive Group Inc. Online Gaming Sales, Revenue, Price and Gross Margin (2011-2016)

- 6.3.4 Main Business/Business Overview
- 6.4 GungHo Online Entertainment Inc.
  - 6.4.2 Online Gaming Product Type, Application and Specification
    - 6.4.2.1 Smartphones Online Gaming
    - 6.4.2.2 Tablets Online Gaming
  - 6.4.3 GungHo Online Entertainment Inc. Online Gaming Sales, Revenue, Price and Gross Margin (2011-2016)
  - 6.4.4 Main Business/Business Overview
- 6.5 King Digital Entertainment plc
  - 6.5.2 Online Gaming Product Type, Application and Specification
    - 6.5.2.1 Smartphones Online Gaming
    - 6.5.2.2 Tablets Online Gaming
  - 6.5.3 King Digital Entertainment plc Online Gaming Sales, Revenue, Price and Gross Margin (2011-2016)
  - 6.5.4 Main Business/Business Overview
- 6.6 Microsoft Corp.
  - 6.6.2 Online Gaming Product Type, Application and Specification
    - 6.6.2.1 Smartphones Online Gaming
    - 6.6.2.2 Tablets Online Gaming
  - 6.6.3 Microsoft Corp. Online Gaming Sales, Revenue, Price and Gross Margin (2011-2016)
  - 6.6.4 Main Business/Business Overview
- 6.7 NCSoft Corp.
  - 6.7.2 Online Gaming Product Type, Application and Specification
    - 6.7.2.1 Smartphones Online Gaming
    - 6.7.2.2 Tablets Online Gaming
  - 6.7.3 NCSoft Corp. Online Gaming Sales, Revenue, Price and Gross Margin (2011-2016)
  - 6.7.4 Main Business/Business Overview
- 6.8 Sony Corp.
  - 6.8.2 Online Gaming Product Type, Application and Specification
    - 6.8.2.1 Smartphones Online Gaming
    - 6.8.2.2 Tablets Online Gaming
  - 6.8.3 Sony Corp Online Gaming Sales, Revenue, Price and Gross Margin (2011-2016)
  - 6.8.4 Main Business/Business Overview
- 6.9 Take-Two Interactive Software Inc.
  - 6.9.2 Online Gaming Product Type, Application and Specification
    - 6.9.2.1 Smartphones Online Gaming
    - 6.9.2.2 Tablets Online Gaming

6.9.3 Take-Two Interactive Software Inc. Online Gaming Sales, Revenue, Price and Gross Margin (2011-2016)

6.9.4 Main Business/Business Overview

6.10 Tencent?Holdings Ltd.

6.10.2 Online Gaming Product Type, Application and Specification

6.10.2.1 Smartphones Online Gaming

6.10.2.2 Tablets Online Gaming

6.10.3 Tencent?Holdings Ltd. Online Gaming Sales, Revenue, Price and Gross Margin (2011-2016)

6.10.4 Main Business/Business Overview

6.11 Zynga Inc.

## **7 ONLINE GAMING MANUFACTURING COST ANALYSIS**

7.1 Online Gaming Key Raw Materials Analysis

7.1.1 Key Raw Materials

7.1.2 Price Trend of Key Raw Materials

7.1.3 Key Suppliers of Raw Materials

7.1.4 Market Concentration Rate of Raw Materials

7.2 Proportion of Manufacturing Cost Structure

7.2.1 Raw Materials

7.2.2 Labor Cost

7.2.3 Manufacturing Expenses

7.3 Manufacturing Process Analysis of Online Gaming

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

8.1 Online Gaming Industrial Chain Analysis

8.2 Upstream Raw Materials Sourcing

8.3 Raw Materials Sources of Online Gaming Major Manufacturers in 2015

8.4 Downstream Buyers

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

9.1 Marketing Channel

9.1.1 Direct Marketing

9.1.2 Indirect Marketing

9.1.3 Marketing Channel Development Trend

9.2 Market Positioning

- 9.2.1 Pricing Strategy
- 9.2.2 Brand Strategy
- 9.2.3 Target Client
- 9.3 Distributors/Traders List

## **10 MARKET EFFECT FACTORS ANALYSIS**

- 10.1 Technology Progress/Risk
  - 10.1.1 Substitutes Threat
  - 10.1.2 Technology Progress in Related Industry
- 10.2 Consumer Needs/Customer Preference Change
- 10.3 Economic/Political Environmental Change

## **11 UNITED STATES ONLINE GAMING MARKET FORECAST (2016-2021)**

- 11.1 United States Online Gaming Sales, Revenue Forecast (2016-2021)
- 11.2 United States Online Gaming Sales Forecast by Type (2016-2021)
- 11.3 United States Online Gaming Sales Forecast by Application (2016-2021)
- 11.4 Online Gaming Price Forecast (2016-2021)

## **12 RESEARCH FINDINGS AND CONCLUSION**

## **13 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 Picture of Online Gaming

Table Classification of Online Gaming

Figure United States Sales Market Share of Online Gaming by Type in 2015

Figure Smartphones Online Gaming Picture

Figure Tablets Online Gaming Picture

Figure Others Picture

Table Application of Online Gaming

Figure United States Sales Market Share of Online Gaming by Application in 2015

Figure Young Adults Examples

Figure Adults Examples

Figure Mature Adults Examples

Figure Seniors Examples

Figure United States Online Gaming Sales and Growth Rate (2011-2021)

Figure United States Online Gaming Revenue and Growth Rate (2011-2021)

Table United States Online Gaming Sales of Key Manufacturers (2015 and 2016)

Table United States Online Gaming Sales Share by Manufacturers (2015 and 2016)

Figure 2015 Online Gaming Sales Share by Manufacturers

Figure 2016 Online Gaming Sales Share by Manufacturers

Table United States Online Gaming Revenue by Manufacturers (2015 and 2016)

Table United States Online Gaming Revenue Share by Manufacturers (2015 and 2016)

Table 2015 United States Online Gaming Revenue Share by Manufacturers

Table 2016 United States Online Gaming Revenue Share by Manufacturers

Table United States Market Online Gaming Average Price of Key Manufacturers (2015 and 2016)

Figure United States Market Online Gaming Average Price of Key Manufacturers in 2015

Figure Online Gaming Market Share of Top 3 Manufacturers

Figure Online Gaming Market Share of Top 5 Manufacturers

Table United States Online Gaming Sales by States (2011-2016)

Table United States Online Gaming Sales Share by States (2011-2016)

Figure United States Online Gaming Sales Market Share by States in 2015

Table United States Online Gaming Revenue and Market Share by States (2011-2016)

Table United States Online Gaming Revenue Share by States (2011-2016)

Figure Revenue Market Share of Online Gaming by States (2011-2016)

Table United States Online Gaming Price by States (2011-2016)



Table United States Online Gaming Sales by Type (2011-2016)  
Table United States Online Gaming Sales Share by Type (2011-2016)  
Figure United States Online Gaming Sales Market Share by Type in 2015  
Table United States Online Gaming Revenue and Market Share by Type (2011-2016)  
Table United States Online Gaming Revenue Share by Type (2011-2016)  
Figure Revenue Market Share of Online Gaming by Type (2011-2016)  
Table United States Online Gaming Price by Type (2011-2016)  
Figure United States Online Gaming Sales Growth Rate by Type (2011-2016)  
Table United States Online Gaming Sales by Application (2011-2016)  
Table United States Online Gaming Sales Market Share by Application (2011-2016)  
Figure United States Online Gaming Sales Market Share by Application in 2015  
Table United States Online Gaming Sales Growth Rate by Application (2011-2016)  
Figure United States Online Gaming Sales Growth Rate by Application (2011-2016)  
Table Activision Blizzard Inc. Basic Information List  
Table Activision Blizzard Inc. Online Gaming Sales, Revenue, Price and Gross Margin (2011-2016)  
Figure Activision Blizzard Inc. Online Gaming Sales Market Share (2011-2016)  
Table Electronic Arts? Inc. Basic Information List  
Table Electronic Arts? Inc. Online Gaming Sales, Revenue, Price and Gross Margin (2011-2016)  
Table Electronic Arts? Inc. Online Gaming Sales Market Share (2011-2016)  
Table Giant Interactive Group Inc. Basic Information List  
Table Giant Interactive Group Inc. Online Gaming Sales, Revenue, Price and Gross Margin (2011-2016)  
Table Giant Interactive Group Inc. Online Gaming Sales Market Share (2011-2016)  
Table GungHo Online Entertainment Inc. Basic Information List  
Table GungHo Online Entertainment Inc. Online Gaming Sales, Revenue, Price and Gross Margin (2011-2016)  
Table GungHo Online Entertainment Inc. Online Gaming Sales Market Share (2011-2016)  
Table King Digital Entertainment plc Basic Information List  
Table King Digital Entertainment plc Online Gaming Sales, Revenue, Price and Gross Margin (2011-2016)  
Table King Digital Entertainment plc Online Gaming Sales Market Share (2011-2016)  
Table Microsoft Corp. Basic Information List  
Table Microsoft Corp. Online Gaming Sales, Revenue, Price and Gross Margin (2011-2016)  
Table Microsoft Corp. Online Gaming Sales Market Share (2011-2016)  
Table NCSoft Corp. Basic Information List

Table NCSOFT Corp. Online Gaming Sales, Revenue, Price and Gross Margin (2011-2016)

Table NCSOFT Corp. Online Gaming Sales Market Share (2011-2016)

Table Sony Corp Basic Information List

Table Sony Corp Online Gaming Sales, Revenue, Price and Gross Margin (2011-2016)

Table Sony Corp Online Gaming Sales Market Share (2011-2016)

Table Take-Two Interactive Software Inc. Basic Information List

Table Take-Two Interactive Software Inc. Online Gaming Sales, Revenue, Price and Gross Margin (2011-2016)

Table Take-Two Interactive Software Inc. Online Gaming Sales Market Share (2011-2016)

Table Tencent?Holdings Ltd. Basic Information List

Table Tencent?Holdings Ltd. Online Gaming Sales, Revenue, Price and Gross Margin (2011-2016)

Table Tencent?Holdings Ltd. Online Gaming Sales Market Share (2011-2016)

Table Zynga Inc. Basic Information List

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 Online Gaming

Figure Manufacturing Process Analysis of Online Gaming

Figure Online Gaming Industrial Chain Analysis

Table Raw Materials Sources of Online Gaming Major Manufacturers in 2015

Table Major Buyers of Online Gaming

Table Distributors/Traders List

Figure United States Online Gaming Production and Growth Rate Forecast (2016-2021)

Figure United States Online Gaming Revenue and Growth Rate Forecast (2016-2021)

Table United States Online Gaming Production Forecast by Type (2016-2021)

Table United States Online Gaming Consumption Forecast by Application (2016-2021)

Table United States Online Gaming Sales Forecast by States (2016-2021)

Table United States Online Gaming Sales Share Forecast by States (2016-2021)

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