

Indian Mobile Gaming Market Forecast to 2017

https://marketpublishers.com/r/IE1464A9F9CEN.html

Date: July 2013

Pages: 95

Price: US\$ 900.00 (Single User License)

ID: IE1464A9F9CEN

Abstracts

The India mobile market has been growing rapidly and offering immense opportunities to players involved in the business. The market is performing on the back of rising penetration of smart phones and availability of high speed networks, like 3G and 4G services in the country. With a growing mobile subscribers' base, the Indian mobile gaming market is poised to reach new heights. Increasing percentages of young population, steadily rising disposable incomes, and a proliferation of game developers are also propelling the growth.

In its latest research study, "Indian Mobile Gaming Market Forecast to 2017", RNCOS' analysts identified and deciphered the market dynamics in important segments to clearly highlight the areas offering promising possibilities for companies to boost their growth. The market, which estimated to reach INR 18.5 Billion in 2017, is slated to grow at a CAGR of nearly 24% during 2013-2017. The tremendous growth of the market is driven by factors, such as rising penetration of tablets, increasing 3G subscribers, and propelling MVAS market.

In the report, Indian mobile gaming market has been studied in the context of mobile gaming market structure, gaming market outlook to 2017, current business models, key successful strategies, and key players existing in the market. In market outlook analysis, the mobile gaming market at consumers' end dominates the market by acquiring a share of around 70%, followed by the services market. In addition, the study also covers the detailed analysis of opportunity areas which helped the analysts to clearly identify and highlight the segments that offer the maximum opportunity for growth in the country.

To better understand the Indian mobile gamers, RNCOS also conducted a primary survey to study the gamers' behavior towards the market study. The survey was conducted in Tier-1 and Tier-2 cities with a standard sample size. For the primary research, RNCOS considered people from different backgrounds in order to depict a



clear picture of the mobile gamers.

Our report "Indian Mobile Gaming Market Forecast to 2017", is an outcome of extensive research and objective analysis of the mobile gaming industry. It provides a detailed analysis of the emerging trends and drivers of the industry to present a balanced research outlook of the mobile gaming industry. Besides, it also includes the profiling of key players in the industry along with their recent developments to portray a proper understanding of the market.



Contents

- 1. ANALYST VIEW
- 2. RESEARCH METHODOLOGY
- 3. INDIA GAMING INDUSTRY OUTLOOK
- 4. EMERGING MARKET TRENDS AND DRIVERS
- 4.1 Freemium Model Changing Mobile Gaming Industry
- 4.2 Cloud Gaming The Future of Mobile Gaming
- 4.3 MVAS Pushing Gaming Industry
- 4.4 Rising 3G Subscriber Base Boosting Mobile Gaming Industry
- 4.5 Smartphones & Tablets Penetration Driving Gaming Industry

5. MOBILE GAMING INDUSTRY STRUCTURE

- 5.1 Mobile Phone Manufacturers
- 5.2 Mobile Network Operators
- 5.3 Mobile Subscribers
- 5.4 Smartphone Users by Operating System
- 5.5 Mobile Game Developers

6. MOBILE GAMING MARKET OUTLOOK TO 2017

- 6.1 Market Size
- 6.2 By Segment
 - 6.2.1 Consumer
 - 6.2.2 Service
- 6.3 Mobile Games Usage by Operating Systems

7. GAMER PROFILE ANALYSIS

- 7.1 Mobile Game by Age Group
- 7.2 Mobile Game by User Type
- 7.3 Time Spend by Mobile Activity
- 7.4 Mobile Game Play by Place
- 7.5 Mobile Game by Price Range



7.6 Mobile Game by Type

8. CURRENT BUSINESS MODELS

9. KEY SUCCESSFUL STRATEGIES

10. OPPORTUNITY AREAS

- 10.1 Graphics and Animation Industry
- 10.2 3D Games
- 10.3 4G Services
- 10.4 Outsourcing Industry

11. COMPETITIVE LANDSCAPE

- 11.1 The Walt Disney Company India Pvt. Ltd
- 11.2 Dhruva Interactive
- 11.3 Zynga Game Network India Private Limited
- 11.4 Nazara Technologies Pvt. Ltd.
- 11.5 Jump Games Pvt. Ltd
- 11.6 Ibibo Web Pvt. Ltd
- 11.7 GameZ3
- 11.8 Mauj Telecom



List Of Figures

LIST OF FIGURES:

- Figure 3-1: Gaming Market by Segment (%), 2012
- Figure 3-2: Forecast for Gaming Market by Segment (%), 2017
- Figure 4-1: MVAS Market by Type (%), 2012
- Figure 4-2: 3G Subscribers Base (Million), 2012-2017
- Figure 4-3: Tablet Market (Billion INR), 2010-11 & 2011-12
- Figure 5-1: Share of Smartphones in Total Mobile Handset Sales (2012)
- Figure 5-2: Mobile Handset Sales (Million), 2012-2017
- Figure 5-3: Share of Major Players in Mobile Handset Shipment (2012)
- Figure 5-4: Share of Public and Private Mobile Service Providers (2013)
- Figure 5-5: Mobile Subscriber by Service Provider (%), 2013
- Figure 5-6: Mobile Subscribers (Million), 2011-12 to 2016-17
- Figure 5-7: Smartphone Sales by Operating System (%), 2012
- Figure 6-1: Mobile Gaming Industry (Billion INR), 2012-2017
- Figure 6-2: Mobile Gaming Industry by Segment (%), 2012
- Figure 6-3: Forecast for Mobile Gaming Industry by Segment (%), 2017
- Figure 6-4: Mobile Gaming Industry by Consumer End (Billion INR), 2012-2017
- Figure 6-5: Mobile Gaming Industry by Service End (Billion INR), 2012-2017
- Figure 6-6: Top Five Mobile Games Usage by Operating System (%), 2012
- Figure 7-1: Share of Consumers Prefer to Play Mobile Games
- Figure 7-2: Mobile Game Playing by Age Group (%)
- Figure 7-3: Mobile Game Playing by User Type (%)
- Figure 7-4: Maximum Time Spend by Mobile Activity (%)
- Figure 7-5: Average Time Spend on Playing Mobile Games in a Day (%)
- Figure 7-6: Mobile Games Playing by Place (%)
- Figure 7-7: Share of Paid and Free Games
- Figure 7-8: Mobile Game Prefer to Buy by Price Range (%)
- Figure 7-9: Mobile Game Preference by Type of Game (%)
- Figure 10-1: Animation Industry (Billion US\$), 2012-2017
- Figure 10-2: Top Outsourcing Destinations for US Companies (%)



List Of Tables

LIST OF TABLES:

Table 10-1: BWA License Distribution to Telecom Players by Circle

Table 10-2: Comparative Cost of Development of Animated Content (US\$)



I would like to order

Product name: Indian Mobile Gaming Market Forecast to 2017

Product link: https://marketpublishers.com/r/IE1464A9F9CEN.html

Price: US\$ 900.00 (Single User License / Electronic Delivery)

If you want to order Corporate License or Hard Copy, please, contact our Customer

Service:

info@marketpublishers.com

Payment

First name:

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page https://marketpublishers.com/r/IE1464A9F9CEN.html

To pay by Wire Transfer, please, fill in your contact details in the form below:

Last name:	
Email:	
Company:	
Address:	
City:	
Zip code:	
Country:	
Tel:	
Fax:	
Your message:	
	**All fields are required
	Custumer signature

Please, note that by ordering from marketpublishers.com you are agreeing to our Terms & Conditions at https://marketpublishers.com/docs/terms.html

To place an order via fax simply print this form, fill in the information below and fax the completed form to +44 20 7900 3970