

China Social Gaming Market Research Report Forecast 2017-2021

https://marketpublishers.com/r/C2D2C568399EN.html

Date: March 2017

Pages: 124

Price: US\$ 2,480.00 (Single User License)

ID: C2D2C568399EN

Abstracts

The China Social Gaming Market Research Report Forecast 2017-2021 is a valuable source of insightful data for business strategists. It provides the Social Gaming industry overview with growth analysis and historical & futuristic cost, revenue, demand and supply data (as applicable). The research analysts provide an elaborate description of the value chain and its distributor analysis. This Social Gaming market study provides comprehensive data which enhances the understanding, scope and application of this report.

This report provides comprehensive analysis of

Key market segments and sub-segments

Evolving market trends and dynamics

Changing supply and demand scenarios

Quantifying market opportunities through market sizing and market forecasting

Tracking current trends/opportunities/challenges

Competitive insights

Opportunity mapping in terms of technological breakthroughs

The Major players reported in the market include:



Zynga
Scientifc Game
Plumbee
Playtika

SGN

PlayStudios

IGT

Gamesys

Big Fish Games

China Social Gaming Market: Product Segment Analysis

Type 1

Type 2

Type 3

China Social Gaming Market: Application Segment Analysis

Application 1

Application 2

Application 3

REASONS FOR BUYING THIS REPORT

This report provides pin-point analysis for changing competitive dynamics

It provides a forward looking perspective on different factors driving or restraining market growth

It provides a six-year forecast assessed on the basis of how the market is predicted to grow

It helps in understanding the key product segments and their future

It provides pin point analysis of changing competition dynamics and keeps you ahead of competitors



It helps in making informed business decisions by having complete insights of market and by making in-depth analysis of market segments



Contents

China Social Gaming Market Research Report Forecast 2017-2021

CHAPTER 1 SOCIAL GAMING MARKET OVERVIEW

- 1.1 Product Overview and Scope of Social Gaming
- 1.2 Social Gaming Market Segmentation by Type
 - 1.2.1 China Production Market Share of Social Gaming by Type 1n 2016
 - 1.2.1 Type
 - 1.2.2 Type
- 1.2.3 Type
- 1.3 Social Gaming Market Segmentation by Application
- 1.3.1 Social Gaming Consumption Market Share by Application in 2016
- 1.3.2 Application
- 1.3.3 Application
- 1.3.4 Application
- 1.4 China Market Size Sales (Value) and Revenue (Volume) of Social Gaming (2012-2021)

CHAPTER 2 CHINA ECONOMIC IMPACT ON SOCIAL GAMING INDUSTRY

- 2.1 China Macroeconomic Environment Analysis
 - 2.1.1 China Macroeconomic Analysis
- 2.1.2 China Macroeconomic Environment Development Trend
- 2.2 Effects to Social Gaming Industry

CHAPTER 3 CHINA SOCIAL GAMING MARKET COMPETITION BY MANUFACTURERS

- 3.1 China Social Gaming Production and Share by Manufacturers (2015 and 2016)
- 3.2 China Social Gaming Revenue and Share by Manufacturers (2015 and 2016)
- 3.3 China Social Gaming Average Price by Manufacturers (2015 and 2016)
- 3.4 Manufacturers Social Gaming Manufacturing Base Distribution, Production Area and Product Type
- 3.5 Social Gaming Market Competitive Situation and Trends
 - 3.5.1 Social Gaming Market Concentration Rate
 - 3.5.2 Social Gaming Market Share of Top 3 and Top 5 Manufacturers
 - 3.5.3 Mergers & Acquisitions, Expansion



CHAPTER 4 CHINA SOCIAL GAMING CAPACITY, PRODUCTION, REVENUE, CONSUMPTION, EXPORT AND IMPORT (2012-2017)

- 4.1 China Social Gaming Capacity, Production and Growth (2012-2017)
- 4.2 China Social Gaming Revenue and Growth (2012-2017)
- 4.3 China Social Gaming Production, Consumption, Export and Import (2012-2017)

CHAPTER 5 CHINA SOCIAL GAMING PRODUCTION, REVENUE (VALUE), PRICE TREND BY TYPE

- 5.1 China Social Gaming Production and Market Share by Type (2012-2017)
- 5.2 China Social Gaming Revenue and Market Share by Type (2012-2017)
- 5.3 China Social Gaming Price by Type (2012-2017)
- 5.4 China Social Gaming Production Growth by Type (2012-2017)

CHAPTER 6 CHINA SOCIAL GAMING MARKET ANALYSIS BY APPLICATION

- 6.1 China Social Gaming Consumption and Market Share by Application (2012-2017)
- 6.2 China Social Gaming Consumption Growth Rate by Application (2012-2017)
- 6.3 Market Drivers and Opportunities
 - 6.3.1 Potential Applications
 - 6.3.2 Emerging Markets/Countries

CHAPTER 7 CHINA SOCIAL GAMING MANUFACTURERS ANALYSIS

7.1 SGN

- 7.1.1 Company Basic Information, Manufacturing Base and Competitors
- 7.1.2 Product Type, Application and Specification
- 7.1.3 Production, Revenue, Price and Gross Margin (2012-2017)
- 7.1.4 Business Overview

7.2 Zynga

- 7.2.1 Company Basic Information, Manufacturing Base and Competitors
- 7.2.2 Product Type, Application and Specification
- 7.2.3 Production, Revenue, Price and Gross Margin (2012-2017)
- 7.2.4 Business Overview
- 7.3 Scientifc Game
- 7.3.1 Company Basic Information, Manufacturing Base and Competitors
- 7.3.2 Product Type, Application and Specification



- 7.3.3 Production, Revenue, Price and Gross Margin (2012-2017)
- 7.3.4 Business Overview
- 7.4 Plumbee
 - 7.4.1 Company Basic Information, Manufacturing Base and Competitors
 - 7.4.2 Product Type, Application and Specification
 - 7.4.3 Production, Revenue, Price and Gross Margin (2012-2017)
 - 7.4.4 Business Overview
- 7.5 Playtika
 - 7.5.1 Company Basic Information, Manufacturing Base and Competitors
 - 7.5.2 Product Type, Application and Specification
 - 7.5.3 Production, Revenue, Price and Gross Margin (2012-2017)
 - 7.5.4 Business Overview
- 7.6 PlayStudios
 - 7.6.1 Company Basic Information, Manufacturing Base and Competitors
 - 7.6.2 Product Type, Application and Specification
 - 7.6.3 Production, Revenue, Price and Gross Margin (2012-2017)
 - 7.6.4 Business Overview
- 7.7 IGT
 - 7.7.1 Company Basic Information, Manufacturing Base and Competitors
 - 7.7.2 Product Type, Application and Specification
 - 7.7.3 Production, Revenue, Price and Gross Margin (2012-2017)
 - 7.7.4 Business Overview
- 7.8 Gamesvs
 - 7.8.1 Company Basic Information, Manufacturing Base and Competitors
 - 7.8.2 Product Type, Application and Specification
 - 7.8.3 Production, Revenue, Price and Gross Margin (2012-2017)
 - 7.8.4 Business Overview
- 7.9 Big Fish Games
 - 7.9.1 Company Basic Information, Manufacturing Base and Competitors
 - 7.9.2 Product Type, Application and Specification
 - 7.9.3 Production, Revenue, Price and Gross Margin (2012-2017)
 - 7.9.4 Business Overview

CHAPTER 8 SOCIAL GAMING MANUFACTURING COST ANALYSIS

- 8.1 Social Gaming Key Raw Materials Analysis
 - 8.1.1 Key Raw Materials
 - 8.1.2 Price Trend of Key Raw Materials
 - 8.1.3 Key Suppliers of Raw Materials



- 8.1.4 Market Concentration Rate of Raw Materials
- 8.2 Proportion of Manufacturing Cost Structure
 - 8.2.1 Raw Materials
 - 8.2.2 Labor Cost
 - 8.2.3 Manufacturing Expenses
- 8.3 Manufacturing Process Analysis of Social Gaming

CHAPTER 9 INDUSTRIAL CHAIN, SOURCING STRATEGY AND DOWNSTREAM BUYERS

- 9.1 Social Gaming Industrial Chain Analysis
- 9.2 Upstream Raw Materials Sourcing
- 9.3 Raw Materials Sources of Social Gaming Major Manufacturers in 2015
- 9.4 Downstream Buyers

CHAPTER 10 MARKETING STRATEGY ANALYSIS, DISTRIBUTORS/TRADERS

- 10.1 Marketing Channel
 - 10.1.1 Direct Marketing
 - 10.1.2 Indirect Marketing
 - 10.1.3 Marketing Channel Development Trend
- 10.2 Market Positioning
 - 10.2.1 Pricing Strategy
 - 10.2.2 Brand Strategy
 - 10.2.3 Target Client
- 10.3 Distributors/Traders List

CHAPTER 11 MARKET EFFECT FACTORS ANALYSIS

- 11.1 Technology Progress/Risk
 - 11.1.1 Substitutes Threat
- 11.1.2 Technology Progress in Related Industry
- 11.2 Consumer Needs/Customer Preference Change
- 11.3 Economic/Political Environmental Change

CHAPTER 12 CHINA SOCIAL GAMING MARKET FORECAST (2017-2021)

- 12.1 China Social Gaming Production, Revenue Forecast (2017-2021)
- 12.2 China Social Gaming Production, Consumption Forecast by Regions (2017-2021)



- 12.3 China Social Gaming Production Forecast by Type (2017-2021)
- 12.4 China Social Gaming Consumption Forecast by Application (2017-2021)
- 12.5 Social Gaming Price Forecast (2017-2021)

CHAPTER 13 APPENDIX



List Of Tables

LIST OF TABLES AND FIGURES

Figure Picture of Social Gaming

Figure China Production Market Share of Social Gaming by Type 1n 2016

Table Social Gaming Consumption Market Share by Application in 2016

Figure China Social Gaming Revenue (Million USD) and Growth Rate (2012-2021)

Table China Social Gaming Capacity of Key Manufacturers (2015 and 2016)

Table China Social Gaming Capacity Market Share of Key Manufacturers (2015 and 2016)

Figure China Social Gaming Capacity of Key Manufacturers in 2015

Figure China Social Gaming Capacity of Key Manufacturers in 2016

Table China Social Gaming Production of Key Manufacturers (2015 and 2016)

Table China Social Gaming Production Share by Manufacturers (2015 and 2016)

Figure 2015 Social Gaming Production Share by Manufacturers

Figure 2016 Social Gaming Production Share by Manufacturers

Table China Social Gaming Revenue (Million USD) by Manufacturers (2015 and 2016)

Table China Social Gaming Revenue Share by Manufacturers (2015 and 2016)

Table 2015 China Social Gaming Revenue Share by Manufacturers

Table 2016 China Social Gaming Revenue Share by Manufacturers

Table China Market Social Gaming Average Price of Key Manufacturers (2015 and 2016)

Figure China Market Social Gaming Average Price of Key Manufacturers in 2015

Table Manufacturers Social Gaming Manufacturing Base Distribution and Sales Area

Table Manufacturers Social Gaming Product Type

Figure Social Gaming Market Share of Top 3 Manufacturers

Figure Social Gaming Market Share of Top 5 Manufacturers

Table Church & Dwight Basic Information, Manufacturing Base, Sales Area and Its Competitors

Table Church & Dwight Social Gaming Capacity, Production, Revenue, Price and Gross Margin (2012-2017)

Figure Church & Dwight Social Gaming Market Share (2012-2017)

Table SGN Basic Information, Manufacturing Base, Production Area and Its Competitors

Table SGN Social Gaming Production, Revenue, Price and Gross Margin (2012-2017)

Table SGN Social Gaming Market Share (2012-2017)

Table Zynga Basic Information, Manufacturing Base, Production Area and Its Competitors



Table Zynga Social Gaming Production, Revenue, Price and Gross Margin (2012-2017) Table Zynga Social Gaming Market Share (2012-2017)

Table Scientifc Game Basic Information, Manufacturing Base, Production Area and Its Competitors

Table Scientifc Game Social Gaming Production, Revenue, Price and Gross Margin (2012-2017)

Table Scientifc Game Social Gaming Market Share (2012-2017)

Table Plumbee Basic Information, Manufacturing Base, Production Area and Its Competitors

Table Plumbee Social Gaming Production, Revenue, Price and Gross Margin (2012-2017)

Table Plumbee Social Gaming Market Share (2012-2017)

Table Playtika Basic Information, Manufacturing Base, Production Area and Its Competitors

Table Playtika Social Gaming Production, Revenue, Price and Gross Margin (2012-2017)

Table Playtika Social Gaming Market Share (2012-2017)

Table PlayStudios Basic Information, Manufacturing Base, Production Area and Its Competitors

Table PlayStudios Social Gaming Production, Revenue, Price and Gross Margin (2012-2017)

Table PlayStudios Social Gaming Market Share (2012-2017)

Table IGT Basic Information, Manufacturing Base, Production Area and Its Competitors

Table IGT Social Gaming Production, Revenue, Price and Gross Margin (2012-2017)

Table IGT Social Gaming Market Share (2012-2017)

Table Gamesys Basic Information, Manufacturing Base, Production Area and Its Competitors

Table Gamesys Social Gaming Production, Revenue, Price and Gross Margin (2012-2017)

Table Gamesys Social Gaming Market Share (2012-2017)

Table Big Fish Games Basic Information, Manufacturing Base, Production Area and Its Competitors

Table Big Fish Games Social Gaming Production, Revenue, Price and Gross Margin (2012-2017)

Table Big Fish Games Social Gaming Market Share (2012-2017)

Figure Production Revenue Share of Social Gaming by Type (2012-2017)

Figure 2015 Revenue Market Share of Social Gaming by Type

Table China Social Gaming Price by Type (2012-2017)

Figure China Social Gaming Production Growth by Type (2012-2017)



Table China Social Gaming Consumption by Application (2012-2017)

Table China Social Gaming Consumption Market Share by Application (2012-2017)

Figure China Social Gaming Consumption Market Share by Application in 2015

Table China Social Gaming Consumption Growth Rate by Application (2012-2017)

Figure China Social Gaming Consumption Growth Rate by Application (2012-2017)

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 China Social Gaming Capacity, Production and Growth Rate Forecast (2017-2021)

Figure China Social Gaming Revenue and Growth Rate Forecast (2017-2021)

Table China Social Gaming Production, Import, Export and Consumption Forecast (2017-2021)

Table China Social Gaming Production Forecast by Type (2017-2021)

Table China Social Gaming Consumption Forecast by Application (2017-2021)



I would like to order

Product name: China Social Gaming Market Research Report Forecast 2017-2021

Product link: https://marketpublishers.com/r/C2D2C568399EN.html

Price: US\$ 2,480.00 (Single User License / Electronic Delivery)

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

Service:

info@marketpublishers.com

Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page https://marketpublishers.com/r/C2D2C568399EN.html

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

First name:	
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