

Global Social Gaming Market Research Report Forecast 2017 to 2022

https://marketpublishers.com/r/G3235DE8CA7EN.html

Date: December 2017

Pages: 129

Price: US\$ 2,240.00 (Single User License)

ID: G3235DE8CA7EN

Abstracts

Delivery of the Report will take 2-3 working days once order is placed.

The Global Social Gaming Market Research Report Forecast 2017-2022 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



Global Social Gaming Market: Regional Segment Analysis

Nor	th /	۱me	erica
-----	------	-----	-------

Europe

China

Japan

Southeast Asia

India

The Major players reported in the market include:

SGN

Zynga

Scientifc Games

Plumbee

Playtika

PlayStudios

IGT

Gamesys

Big Fish Games

Global Social Gaming Market: Product Segment Analysis

Type 1

Type 2

Type 3

Global 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

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 Global Production Market Share of Social Gaming by Type in 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 Social Gaming Market Segmentation by Regions
 - 1.4.1 North America
 - 1.4.2 China
 - 1.4.3 Europe
 - 1.4.4 Southeast Asia
 - 1.4.5 Japan
 - 1.4.6 India
- 1.5 Global Market Size (Value) of Social Gaming (2012-2022)

CHAPTER 2 GLOBAL ECONOMIC IMPACT ON SOCIAL GAMING INDUSTRY

- 2.1 Global Macroeconomic Environment Analysis
 - 2.1.1 Global Macroeconomic Analysis
 - 2.1.2 Global Macroeconomic Environment Development Trend
- 2.2 Global Macroeconomic Environment Analysis by Regions

CHAPTER 3 GLOBAL SOCIAL GAMING MARKET COMPETITION BY MANUFACTURERS

- 3.1 Global Social Gaming Production and Share by Manufacturers (2015 and 2016)
- 3.2 Global Social Gaming Revenue and Share by Manufacturers (2015 and 2016)
- 3.3 Global 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 GLOBAL SOCIAL GAMING PRODUCTION, REVENUE (VALUE) BY REGION (2012-2017)

- 4.1 Global Social Gaming Production by Region (2012-2017)
- 4.2 Global Social Gaming Production Market Share by Region (2012-2017)
- 4.3 Global Social Gaming Revenue (Value) and Market Share by Region (2012-2017)
- 4.4 Global Social Gaming Production, Revenue, Price and Gross Margin (2012-2017)
- 4.5 North America Social Gaming Production, Revenue, Price and Gross Margin (2012-2017)
- 4.6 Europe Social Gaming Production, Revenue, Price and Gross Margin (2012-2017)
- 4.7 China Social Gaming Production, Revenue, Price and Gross Margin (2012-2017)
- 4.8 Japan Social Gaming Production, Revenue, Price and Gross Margin (2012-2017)
- 4.9 Southeast Asia Social Gaming Production, Revenue, Price and Gross Margin (2012-2017)
- 4.10 India Social Gaming Production, Revenue, Price and Gross Margin (2012-2017)

CHAPTER 5 GLOBAL SOCIAL GAMING SUPPLY (PRODUCTION), CONSUMPTION, EXPORT, IMPORT BY REGIONS (2012-2017)

- 5.1 Global Social Gaming Consumption by Regions (2012-2017)
- 5.2 North America Social Gaming Production, Consumption, Export, Import by Regions (2012-2017)
- 5.3 Europe Social Gaming Production, Consumption, Export, Import by Regions (2012-2017)
- 5.4 China Social Gaming Production, Consumption, Export, Import by Regions (2012-2017)
- 5.5 Japan Social Gaming Production, Consumption, Export, Import by Regions (2012-2017)
- 5.6 Southeast Asia Social Gaming Production, Consumption, Export, Import by Regions (2012-2017)
- 5.7 India Social Gaming Production, Consumption, Export, Import by Regions (2012-2017)

CHAPTER 6 GLOBAL SOCIAL GAMING PRODUCTION, REVENUE (VALUE), PRICE



TREND BY TYPE

- 6.1 Global Social Gaming Production and Market Share by Type (2012-2017)
- 6.2 Global Social Gaming Revenue and Market Share by Type (2012-2017)
- 6.3 Global Social Gaming Price by Type (2012-2017)
- 6.4 Global Social Gaming Production Growth by Type (2012-2017)

CHAPTER 7 GLOBAL SOCIAL GAMING MARKET ANALYSIS BY APPLICATION

- 7.1 Global Social Gaming Consumption and Market Share by Application (2012-2017)
- 7.2 Global Social Gaming Consumption Growth Rate by Application (2012-2017)
- 7.3 Market Drivers and Opportunities
 - 7.3.1 Potential Applications
 - 7.3.2 Emerging Markets/Countries

CHAPTER 8 GLOBAL SOCIAL GAMING MANUFACTURERS ANALYSIS

- 8.1 SGN
 - 8.1.1 Company Basic Information, Manufacturing Base and Competitors
 - 8.1.2 Product Type, Application and Specification
 - 8.1.3 Production, Revenue, Price and Gross Margin (2012-2017)
 - 8.1.4 Business Overview
- 8.2 Zynga
 - 8.2.1 Company Basic Information, Manufacturing Base and Competitors
 - 8.2.2 Product Type, Application and Specification
 - 8.2.3 Production, Revenue, Price and Gross Margin (2012-2017)
 - 8.2.4 Business Overview
- 8.3 Scientifc Games
 - 8.3.1 Company Basic Information, Manufacturing Base and Competitors
 - 8.3.2 Product Type, Application and Specification
 - 8.3.3 Production, Revenue, Price and Gross Margin (2012-2017)
 - 8.3.4 Business Overview
- 8.4 Plumbee
 - 8.4.1 Company Basic Information, Manufacturing Base and Competitors
 - 8.4.2 Product Type, Application and Specification
 - 8.4.3 Production, Revenue, Price and Gross Margin (2012-2017)
 - 8.4.4 Business Overview
- 8.5 Playtika
 - 8.5.1 Company Basic Information, Manufacturing Base and Competitors



- 8.5.2 Product Type, Application and Specification
- 8.5.3 Production, Revenue, Price and Gross Margin (2012-2017)
- 8.5.4 Business Overview
- 8.6 PlayStudios
 - 8.6.1 Company Basic Information, Manufacturing Base and Competitors
 - 8.6.2 Product Type, Application and Specification
 - 8.6.3 Production, Revenue, Price and Gross Margin (2012-2017)
 - 8.6.4 Business Overview
- 8.7 IGT
 - 8.7.1 Company Basic Information, Manufacturing Base and Competitors
 - 8.7.2 Product Type, Application and Specification
 - 8.7.3 Production, Revenue, Price and Gross Margin (2012-2017)
 - 8.7.4 Business Overview
- 8.8 Gamesys
 - 8.8.1 Company Basic Information, Manufacturing Base and Competitors
 - 8.8.2 Product Type, Application and Specification
 - 8.8.3 Production, Revenue, Price and Gross Margin (2012-2017)
 - 8.8.4 Business Overview
- 8.9 Big Fish Games
 - 8.9.1 Company Basic Information, Manufacturing Base and Competitors
 - 8.9.2 Product Type, Application and Specification
 - 8.9.3 Production, Revenue, Price and Gross Margin (2012-2017)
 - 8.9.4 Business Overview

CHAPTER 9 SOCIAL GAMING MANUFACTURING COST ANALYSIS

- 9.1 Social Gaming Key Raw Materials Analysis
 - 9.1.1 Key Raw Materials
 - 9.1.2 Price Trend of Key Raw Materials
 - 9.1.3 Key Suppliers of Raw Materials
 - 9.1.4 Market Concentration Rate of Raw Materials
- 9.2 Proportion of Manufacturing Cost Structure
 - 9.2.1 Raw Materials
 - 9.2.2 Labor Cost
 - 9.2.3 Manufacturing Expenses
- 9.3 Manufacturing Process Analysis of Social Gaming

CHAPTER 10 INDUSTRIAL CHAIN, SOURCING STRATEGY AND DOWNSTREAM BUYERS



- 10.1 Social Gaming Industrial Chain Analysis
- 10.2 Upstream Raw Materials Sourcing
- 10.3 Raw Materials Sources of Social Gaming Major Manufacturers in 2016
- 10.4 Downstream Buyers

CHAPTER 11 MARKETING STRATEGY ANALYSIS, DISTRIBUTORS/TRADERS

- 11.1 Marketing Channel
 - 11.1.1 Direct Marketing
 - 11.1.2 Indirect Marketing
 - 11.1.3 Marketing Channel Development Trend
- 11.2 Market Positioning
 - 11.2.1 Pricing Strategy
 - 11.2.2 Brand Strategy
 - 11.2.3 Target Client
- 11.3 Distributors/Traders List

CHAPTER 12 MARKET EFFECT FACTORS ANALYSIS

- 12.1 Technology Progress/Risk
 - 12.1.1 Substitutes Threat
 - 12.1.2 Technology Progress in Related Industry
- 12.2 Consumer Needs/Customer Preference Change
- 12.3 Economic/Political Environmental Change

CHAPTER 13 GLOBAL SOCIAL GAMING MARKET FORECAST (2017-2022)

- 13.1 Global Social Gaming Production, Revenue Forecast (2017-2022)
- 13.2 Global Social Gaming Production, Consumption Forecast by Regions (2017-2022)
- 13.3 Global Social Gaming Production Forecast by Type (2017-2022)
- 13.4 Global Social Gaming Consumption Forecast by Application (2017-2022)
- 13.5 Social Gaming Price Forecast (2017-2022)

CHAPTER 14 APPENDIX



List Of Tables

LIST OF TABLES

Figure Picture of Social Gaming

Figure Global Production Market Share of Social Gaming by Type in 2016

Table Social Gaming Consumption Market Share by Application in 2016

Figure North America Social Gaming Revenue (Million USD) and Growth Rate (2012-2022)

Figure Europe Social Gaming Revenue (Million USD) and Growth Rate (2012-2022)

Figure China Social Gaming Revenue (Million USD) and Growth Rate (2012-2022)

Figure Japan Social Gaming Revenue (Million USD) and Growth Rate (2012-2022)

Figure Southeast Asia Social Gaming Revenue (Million USD) and Growth Rate (2012-2022)

Figure India Social Gaming Revenue (Million USD) and Growth Rate (2012-2022)

Figure Global Social Gaming Revenue (Million UDS) and Growth Rate (2012-2022)

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

Table Global Social Gaming Capacity Market Share by Manufacturers (2015 and 2016)

Figure Global Social Gaming Capacity of Key Manufacturers in 2015

Figure Global Social Gaming Capacity of Key Manufacturers in 2016

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

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

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

Table 2015 Global Social Gaming Revenue Share by Manufacturers

Table 2016 Global Social Gaming Revenue Share by Manufacturers

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

Figure Global Market Social Gaming Average Price of Key Manufacturers in 2016

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 Global Social Gaming Capacity by Regions (2012-2017)

Figure Global Social Gaming Capacity Market Share by Regions (2012-2017)

Figure Global Social Gaming Capacity Market Share by Regions (2012-2017)

Figure 2015 Global Social Gaming Capacity Market Share by Regions



Table Global Social Gaming Production by Regions (2012-2017)

Figure Global Social Gaming Production and Market Share by Regions (2012-2017)

Figure Global Social Gaming Production Market Share by Regions (2012-2017)

Figure 2015 Global Social Gaming Production Market Share by Regions

Table Global Social Gaming Revenue by Regions (2012-2017)

Table Global Social Gaming Revenue Market Share by Regions (2012-2017)

Table 2015 Global Social Gaming Revenue Market Share by Regions

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

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

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

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

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

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

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

Table Global Social Gaming Consumption Market by Regions (2012-2017)

Table Global Social Gaming Consumption Market Share by Regions (2012-2017)

Figure Global Social Gaming Consumption Market Share by Regions (2012-2017)

Figure 2015 Global Social Gaming Consumption Market Share by Regions

Table North America Social Gaming Production, Consumption, Import & Export (2012-2017)

Table Europe Social Gaming Production, Consumption, Import & Export (2012-2017)

Table China Social Gaming Production, Consumption, Import & Export (2012-2017)

Table Japan Social Gaming Production, Consumption, Import & Export (2012-2017)

Table Southeast Asia Social Gaming Production, Consumption, Import & Export (2012-2017)

Table India Social Gaming Production, Consumption, Import & Export (2012-2017)

Table Global Social Gaming Production by Type (2012-2017)

Table Global Social Gaming Production Share by Type (2012-2017)

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

Figure 2015 Production Market Share of Social Gaming by Type

Table Global Social Gaming Revenue by Type (2012-2017)

Table Global Social Gaming Revenue Share by Type (2012-2017)

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

Figure 2015 Revenue Market Share of Social Gaming by Type

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

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



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

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

Figure Global Social Gaming Consumption Market Share by Application in 2015

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

Figure Global Social Gaming Consumption Growth Rate by Application (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 Games Basic Information, Manufacturing Base, Production Area and Its Competitors

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

Table Scientifc Games 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)

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 2016

Table Major Buyers of Social Gaming

Table Distributors/Traders List

Figure Global Social Gaming Production and Growth Rate Forecast (2017-2022)

Figure Global Social Gaming Revenue and Growth Rate Forecast (2017-2022)

Table Global Social Gaming Production Forecast by Regions (2017-2022)

Table Global Social Gaming Consumption Forecast by Regions (2017-2022)

Table Global Social Gaming Production Forecast by Type (2017-2022)

Table Global Social Gaming Consumption Forecast by Application (2017-2022)

COMPANIES MENTIONED

SGN

Zynga

Scientifc Games

Plumbee

Playtika

PlayStudios

IGT

Gamesys

Big Fish Games

Bally Technologies

Aristocrat

Akamon

AbZorba Games



I would like to order

Product name: Global Social Gaming Market Research Report Forecast 2017 to 2022

Product link: https://marketpublishers.com/r/G3235DE8CA7EN.html

Price: US\$ 2,240.00 (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/G3235DE8CA7EN.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