

# Global Social Gaming Sales Market Report Forecast 2017 to 2022

<https://marketpublishers.com/r/GA2A5C682E8EN.html>

Date: December 2017

Pages: 104

Price: US\$ 3,040.00 (Single User License)

ID: GA2A5C682E8EN

## Abstracts

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

The report offers a comprehensive evaluation of the market. It does so via in-depth insights, understanding market evolution by tracking historical developments, and analyzing the present scenario and future projections based on optimistic and likely scenarios. Each research report serves as a repository of analysis and information for every facet of the market, including but not limited to: Regional markets, technology developments, types, applications, and the competitive landscape.

The study is a source of reliable data on:

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

This research report analyzes this market on the basis of its market segments, major geographies, and current market trends. Geographies analyzed under this research report include:

United States

China

Europe

Japan

The Major players reported in the market include:

SGN

Zynga

Scientific Games

Plumbee

Playtika

PlayStudios

IGT

Gamesys

Big Fish Games

Product Segment Analysis:

Type 1

Type 2

Type 3

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

It provides distinctive graphics and exemplified analysis of major market segments

## Contents

### **1 SOCIAL GAMING MARKET OVERVIEW**

- 1.1 Product Overview and Scope of Social Gaming
- 1.2 Classification of Social Gaming
  - 1.2.1 Type
  - 1.2.2 Type
  - 1.2.3 Type
- 1.3 Application of Social Gaming
  - 1.3.2 Application
  - 1.3.3 Application
  - 1.3.4 Application
- 1.4 Social Gaming Market States Status and Prospect (2012-2022) by Regions
  - 1.4.1 United States
  - 1.4.2 China
  - 1.4.3 Europe
  - 1.4.4 Japan
- 1.5 Global Market Size of Social Gaming (2012-2022)
  - 1.5.1 Global Social Gaming Sales and Growth Rate (2012-2022)
  - 1.5.2 Global Social Gaming Revenue and Growth Rate (2012-2022)

### **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

### **3 SOCIAL GAMING MANUFACTURING COST ANALYSIS**

- 3.1 Social Gaming Key Raw Materials Analysis
  - 3.1.1 Key Raw Materials
  - 3.1.2 Price Trend of Key Raw Materials
  - 3.1.3 Key Suppliers of Raw Materials
  - 3.1.4 Market Concentration Rate of Raw Materials
- 3.2 Proportion of Manufacturing Cost Structure
  - 3.2.1 Raw Materials
  - 3.2.2 Labor Cost

### 3.2.3 Manufacturing Process Analysis of Social Gaming

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

### 4.1 Social Gaming Industrial Chain Analysis

### 4.2 Upstream Raw Materials Sourcing

### 4.3 Raw Materials Sources of Social Gaming Major Manufacturers in 2016

### 4.4 Downstream Buyers

## **5 GLOBAL SOCIAL GAMING COMPETITION BY MANUFACTURERS, TYPE AND APPLICATION**

### 5.1 Global Social Gaming Market Competition by Manufacturers

#### 5.1.1 Global Social Gaming Sales and Market Share of Key Manufacturers (2012-2017)

#### 5.1.2 Global Social Gaming Revenue and Share by Manufacturers (2012-2017)

### 5.2 Global Social Gaming (Volume and Value) by Type

#### 5.5.1 Global Social Gaming Sales and Market Share by Type (2012-2017)

#### 5.5.2 Global Social Gaming Revenue and Market Share by Type (2012-2017)

### 5.3 Global Social Gaming (Volume and Value) by Regions

#### 5.3.1 Global Social Gaming Sales and Market Share by Regions (2012-2017)

#### 5.3.2 Global Social Gaming Revenue and Market Share by Regions (2012-2017)

### 5.4 Global Social Gaming (Volume) by Application

## **6 UNITED STATES SOCIAL GAMING (VOLUME, VALUE AND SALES PRICE)**

### 6.1 United States Social Gaming Sales and Value (2012-2017)

#### 6.1.1 United States Social Gaming Sales and Growth Rate (2012-2017)

#### 6.1.2 United States Social Gaming Revenue and Growth Rate (2012-2017)

#### 6.1.3 United States Social Gaming Sales Price Trend (2012-2017)

### 6.2 United States Social Gaming Sales and Market Share by Manufacturers

### 6.3 United States Social Gaming Sales and Market Share by Type

### 6.4 United States Social Gaming Sales and Market Share by Application

## **7 CHINA SOCIAL GAMING (VOLUME, VALUE AND SALES PRICE)**

### 7.1 China Social Gaming Sales and Value (2012-2017)

#### 7.1.1 China Social Gaming Sales and Growth Rate (2012-2017)

#### 7.1.2 China Social Gaming Revenue and Growth Rate (2012-2017)

- 7.1.3 China Social Gaming Sales Price Trend (2012-2017)
- 7.2 China Social Gaming Sales and Market Share by Manufacturers
- 7.3 China Social Gaming Sales and Market Share by Type
- 7.4 China Social Gaming Sales and Market Share by Application

## **8 EUROPE SOCIAL GAMING (VOLUME, VALUE AND SALES PRICE)**

- 8.1 Europe Social Gaming Sales and Value (2012-2017)
  - 8.1.1 Europe Social Gaming Sales and Growth Rate (2012-2017)
  - 8.1.2 Europe Social Gaming Revenue and Growth Rate (2012-2017)
  - 8.1.3 Europe Social Gaming Sales Price Trend (2012-2017)
- 8.2 Europe Social Gaming Sales and Market Share by Manufacturers
- 8.3 Europe Social Gaming Sales and Market Share by Type
- 8.4 Europe Social Gaming Sales and Market Share by Application

## **9 JAPAN SOCIAL GAMING (VOLUME, VALUE AND SALES PRICE)**

- 9.1 Japan Social Gaming Sales and Value (2012-2017)
  - 9.1.1 Japan Social Gaming Sales and Growth Rate (2012-2017)
  - 9.1.2 Japan Social Gaming Revenue and Growth Rate (2012-2017)
  - 9.1.3 Japan Social Gaming Sales Price Trend (2012-2017)
- 9.2 Japan Social Gaming Sales and Market Share by Manufacturers
- 9.3 Japan Social Gaming Sales and Market Share by Type
- 9.4 Japan Social Gaming Sales and Market Share by Application

## **10 GLOBAL SOCIAL GAMING MANUFACTURERS ANALYSIS**

- 10.1 SGN
  - 10.1.1 Company Basic Information, Manufacturing Base and Competitors
  - 10.1.2 Product Type, Application and Specification
  - 10.1.3 Sales, Revenue, Price and Gross Margin (2012-2017)
  - 10.1.4 Business Overview
- 10.2 Zynga
  - 10.2.1 Company Basic Information, Manufacturing Base and Competitors
  - 10.2.2 Product Type, Application and Specification
  - 10.2.3 Sales, Revenue, Price and Gross Margin (2012-2017)
  - 10.2.4 Business Overview
- 10.3 Scientific Games
  - 10.3.1 Company Basic Information, Manufacturing Base and Competitors

- 10.3.2 Product Type, Application and Specification
- 10.3.3 Sales, Revenue, Price and Gross Margin (2012-2017)
- 10.3.4 Business Overview

#### 10.4 Plumbee

- 10.4.1 Company Basic Information, Manufacturing Base and Competitors
- 10.4.2 Product Type, Application and Specification
- 10.4.3 Sales, Revenue, Price and Gross Margin (2012-2017)
- 10.4.4 Business Overview

#### 10.5 Playtika

- 10.5.1 Company Basic Information, Manufacturing Base and Competitors
- 10.5.2 Product Type, Application and Specification
- 10.5.3 Sales, Revenue, Price and Gross Margin (2012-2017)
- 10.5.4 Business Overview

#### 10.6 PlayStudios

- 10.6.1 Company Basic Information, Manufacturing Base and Competitors
- 10.6.2 Product Type, Application and Specification
- 10.6.3 Sales, Revenue, Price and Gross Margin (2012-2017)
- 10.6.4 Business Overview

#### 10.7 IGT

- 10.7.1 Company Basic Information, Manufacturing Base and Competitors
- 10.7.2 Product Type, Application and Specification
- 10.7.3 Sales, Revenue, Price and Gross Margin (2012-2017)
- 10.7.4 Business Overview

#### 10.8 Gamesys

- 10.8.1 Company Basic Information, Manufacturing Base and Competitors
- 10.8.2 Product Type, Application and Specification
- 10.8.3 Sales, Revenue, Price and Gross Margin (2012-2017)
- 10.8.4 Business Overview

#### 10.9 Big Fish Games

- 10.9.1 Company Basic Information, Manufacturing Base and Competitors
- 10.9.2 Product Type, Application and Specification
- 10.9.3 Sales, Revenue, Price and Gross Margin (2012-2017)
- 10.9.4 Business Overview

## **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

## **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

## **13 GLOBAL SOCIAL GAMING MARKET FORECAST (2017-2022)**

- 13.1 Global Social Gaming Sales, Revenue Forecast (2017-2022)
- 13.2 Global Social Gaming Sales Forecast by Regions (2017-2022)
- 13.3 Global Social Gaming Sales Forecast by Type (2017-2022)
- 13.4 Global Social Gaming Sales Forecast by Application (2017-2022)

## **14 APPENDIX**



## List Of Tables

### LIST OF TABLES

Figure Picture of Social Gaming  
Table Classification of Social Gaming  
Figure Global Sales Market Share of Social Gaming by Type in 2016  
Table Applications of Social Gaming  
Figure Global Sales Market Share of Social Gaming by Application in 2016  
Figure United States Social Gaming Revenue and Growth Rate (2012-2022)  
Figure China Social Gaming Revenue and Growth Rate (2012-2022)  
Figure Europe Social Gaming Revenue and Growth Rate (2012-2022)  
Figure Japan Social Gaming Revenue and Growth Rate (2012-2022)  
Figure Global Social Gaming Sales and Growth Rate (2012-2022)  
Figure Global Social Gaming Revenue and Growth Rate (2012-2022)  
Table Global Social Gaming Sales of Key Manufacturers (2012-2017)  
Table Global Social Gaming Sales Share by Manufacturers (2012-2017)  
Figure 2015 Social Gaming Sales Share by Manufacturers  
Figure 2016 Social Gaming Sales Share by Manufacturers  
Table Global Social Gaming Revenue by Manufacturers (2012-2017)  
Table Global Social Gaming Revenue Share by Manufacturers (2012-2017)  
Table 2015 Global Social Gaming Revenue Share by Manufacturers  
Table 2016 Global Social Gaming Revenue Share by Manufacturers  
Table Global Social Gaming Sales and Market Share by Type (2012-2017)  
Table Global Social Gaming Sales Share by Type (2012-2017)  
Figure Sales Market Share of Social Gaming by Type (2012-2017)  
Figure Global Social Gaming Sales Growth Rate by Type (2012-2017)  
Table Global Social Gaming Revenue and Market Share by Type (2012-2017)  
Table Global Social Gaming Revenue Share by Type (2012-2017)  
Figure Revenue Market Share of Social Gaming by Type (2012-2017)  
Figure Global Social Gaming Revenue Growth Rate by Type (2012-2017)  
Table Global Social Gaming Sales and Market Share by Regions (2012-2017)  
Table Global Social Gaming Sales Share by Regions (2012-2017)  
Figure Sales Market Share of Social Gaming by Regions (2012-2017)  
Figure Global Social Gaming Sales Growth Rate by Regions (2012-2017)  
Table Global Social Gaming Revenue and Market Share by Regions (2012-2017)  
Table Global Social Gaming Revenue Share by Regions (2012-2017)  
Figure Revenue Market Share of Social Gaming by Regions (2012-2017)  
Figure Global Social Gaming Revenue Growth Rate by Regions (2012-2017)

Table Global Social Gaming Sales and Market Share by Application (2012-2017)  
Table Global Social Gaming Sales Share by Application (2012-2017)  
Figure Sales Market Share of Social Gaming by Application (2012-2017)  
Figure Global Social Gaming Sales Growth Rate by Application (2012-2017)  
Figure United States Social Gaming Sales and Growth Rate (2012-2017)  
Figure United States Social Gaming Revenue and Growth Rate (2012-2017)  
Figure United States Social Gaming Sales Price Trend (2012-2017)  
Table United States Social Gaming Sales by Manufacturers (2012-2017)  
Table United States Social Gaming Market Share by Manufacturers (2012-2017)  
Table United States Social Gaming Sales by Type (2012-2017)  
Table United States Social Gaming Market Share by Type (2012-2017)  
Table United States Social Gaming Sales by Application (2012-2017)  
Table United States Social Gaming Market Share by Application (2012-2017)  
Figure China Social Gaming Sales and Growth Rate (2012-2017)  
Figure China Social Gaming Revenue and Growth Rate (2012-2017)  
Figure China Social Gaming Sales Price Trend (2012-2017)  
Table China Social Gaming Sales by Manufacturers (2012-2017)  
Table China Social Gaming Market Share by Manufacturers (2012-2017)  
Table China Social Gaming Sales by Type (2012-2017)  
Table China Social Gaming Market Share by Type (2012-2017)  
Table China Social Gaming Sales by Application (2012-2017)  
Table China Social Gaming Market Share by Application (2012-2017)  
Figure Europe Social Gaming Sales and Growth Rate (2012-2017)  
Figure Europe Social Gaming Revenue and Growth Rate (2012-2017)  
Figure Europe Social Gaming Sales Price Trend (2012-2017)  
Table Europe Social Gaming Sales by Manufacturers (2012-2017)  
Table Europe Social Gaming Market Share by Manufacturers (2012-2017)  
Table Europe Social Gaming Sales by Type (2012-2017)  
Table Europe Social Gaming Market Share by Type (2012-2017)  
Table Europe Social Gaming Sales by Application (2012-2017)  
Table Europe Social Gaming Market Share by Application (2012-2017)  
Figure Japan Social Gaming Sales and Growth Rate (2012-2017)  
Figure Japan Social Gaming Revenue and Growth Rate (2012-2017)  
Figure Japan Social Gaming Sales Price Trend (2012-2017)  
Table Japan Social Gaming Sales by Manufacturers (2012-2017)  
Table Japan Social Gaming Market Share by Manufacturers (2012-2017)  
Table Japan Social Gaming Sales by Type (2012-2017)  
Table Japan Social Gaming Market Share by Type (2012-2017)  
Table Japan Social Gaming Sales by Application (2012-2017)

Table Japan Social Gaming Market Share by Application (2012-2017)  
Table SGN Basic Information List  
Table SGN Social Gaming Sales, Revenue, Price and Gross Margin (2012-2017)  
Figure SGN Social Gaming Global Market Share (2012-2017)  
Table Zynga Basic Information List  
Table Zynga Social Gaming Sales, Revenue, Price and Gross Margin (2012-2017)  
Figure Zynga Social Gaming Global Market Share (2012-2017)  
Table Scientific Games Basic Information List  
Table Scientific Games Social Gaming Sales, Revenue, Price and Gross Margin (2012-2017)  
Figure Scientific Games Social Gaming Global Market Share (2012-2017)  
Table Plumbee Basic Information List  
Table Plumbee Social Gaming Sales, Revenue, Price and Gross Margin (2012-2017)  
Figure Plumbee Social Gaming Global Market Share (2012-2017)  
Table Playtika Basic Information List  
Table Playtika Social Gaming Sales, Revenue, Price and Gross Margin (2012-2017)  
Figure Playtika Social Gaming Global Market Share (2012-2017)  
Table PlayStudios Basic Information List  
Table PlayStudios Social Gaming Sales, Revenue, Price and Gross Margin (2012-2017)  
Figure PlayStudios Social Gaming Global Market Share (2012-2017)  
Table IGT Basic Information List  
Table IGT Social Gaming Sales, Revenue, Price and Gross Margin (2012-2017)  
Figure IGT Social Gaming Global Market Share (2012-2017)  
Table Gamesys Basic Information List  
Table Gamesys Social Gaming Sales, Revenue, Price and Gross Margin (2012-2017)  
Figure Gamesys Social Gaming Global Market Share (2012-2017)  
Table Big Fish Games Basic Information List  
Table Big Fish Games Social Gaming Sales, Revenue, Price and Gross Margin (2012-2017)  
Figure Big Fish Games Social Gaming Global 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 Sales and Growth Rate Forecast (2017-2022)  
Figure Global Social Gaming Revenue and Growth Rate Forecast (2017-2022)  
Table Global Social Gaming Sales Forecast by Regions (2017-2022)  
Table Global Social Gaming Sales Forecast by Type (2017-2022)  
Table Global Social Gaming Sales Forecast by Application (2017-2022)

## **COMPANIES MENTIONED**

SGN  
Zynga  
Scientific 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 Sales Market Report Forecast 2017 to 2022

Product link: <https://marketpublishers.com/r/GA2A5C682E8EN.html>

Price: US\$ 3,040.00 (Single User License / Electronic Delivery)

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

[info@marketpublishers.com](mailto:info@marketpublishers.com)

## Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/GA2A5C682E8EN.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**

Customer 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