



Social Gaming Market in APAC to Grow at a CAGR of 10.12% Over the Period 2014-2019

PUNE, INDIA, November 16, 2016 /EINPresswire.com/ -- [Social Gaming Market](#)

Social gaming is the activity of playing games on social media platforms, networking sites, or within social media applications. It gained popularity when the social networking major Facebook and Zynga collaborated in 2009 to offer Farmville on the social networking site. Following the success of Farmville on Facebook, social gaming became popular worldwide.

Research analysts forecast the social gaming market in APAC to grow at a CAGR of 10.12% over the period 2014-2019.

Covered in this report

This report covers the present scenario and the growth prospects of the social gaming market in APAC for the period 2015-2019. To calculate the market size, the report considers revenue generated from the sales of social games, virtual goods, and game apps from gaming and social media sites. It also presents the vendor landscape and a corresponding detailed analysis of the top six vendors in the market.

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Social Gaming Market in APAC 2015-2019, has been prepared based on an in-depth market analysis with inputs from industry experts. It also discusses the key leading countries in the market along with various growth prospects and restraints.

Key vendors

GungHo
King
Rekoo.com
Tencent
Zynga
Market driver

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