

Online Gaming 2017 Global Market Expected To Grow At CAGR 11.72% And Forecast To 2020

Wiseguyreports.Com Added New Market Research Report On -"Global Online Gaming Market 2017 Manufacturers Analysis, Opportunities And Growth Forecast To 2020".

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[Global Online Gaming Market](#)

Description

The online gaming market is evolving globally. Broadly, there are two major segments for the purchase and use of online games: physical and digital. However, the physical mode of purchase (i.e., via retail) is gradually losing importance. Because of the increasing popularity of the internet and its widespread use and connectivity, developers and publishers have slowly started selling the games, developed through the internet, in the form of digital copies. Even though sales through the digital mode is still in the early stages, they are growing rapidly, leading to a decline of the matured mode of sale (i.e., via retail).

The analysts forecast the Global Online Gaming Market to grow at a CAGR of 11.72% during the period 2016-2020.

Covered in this report

The report covers the present scenario and the growth prospects of the Global Online Gaming Market for 2016-2020. To calculate the market size, the report considers revenue generated from the sales of various segments of online games like social, massively multiplayer online (MMO), and digital console. The category excludes spending on the hardware used for playing online games.

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The market is divided into the following segments based on geography:

- APAC
- Europe
- North America
- ROW



The Global Online Gaming Market 2016-2020, has been prepared based on an in-depth market analysis with inputs from industry experts. The report covers the market landscape and its growth prospects over the coming years. The report also includes a discussion of the key vendors operating in this market.

Key vendors

- Activision Blizzard
- Electronic Arts
- Giant Interactive
- GungHo Online
- Microsoft
- NCSOFT
- Riot Games
- Smilegate
- Sony
- Take-Two Interactive Software
- Valve
- Wargaming
- Zynga

Other prominent vendors

- King Digital Entertainment
- 4A Games
- 5th Cell Media
- Access Games
- ACE Team
- Active Gaming Media
- Aeria Games and Entertainment
- Anino Games
- Ankama Games
- Asobo Studio
- Behavior Interactive
- Bungie
- CCP
- Cellufun
- Changyou.com
- CipSoft
- CrowdStar
- Cryptic Studios
- Digital Chocolate
- Disney Interactive
- eGames
- GameHouse
- Gamelion
- Gameloft
- Glu Games
- gPotato
- HandyGames
- India Games
- Infinity Ward
- Jagex Games Studio

- Joymax
- Kabam
- Kiloo ApS
- Level-5
- MercurySteam Entertainment
- Minh Chau
- Mitchell
- Namco Bandai Games
- NetEase
- Nexon
- Oberon Media
- OGPlanet
- Peak Games
- Perfect World
- Playdom
- Punch Entertainment
- Redboss

Market driver

- Increase in popularity of F2P online games
- For a full, detailed list, view our report

Market challenge

- Impact of online gaming on physical activity
- For a full, detailed list, view our report

Market trend

- Increased popularity of gaming with women
- For a full, detailed list, view our report

Key questions answered in this report

- What will the market size be in 2020 and what will the growth rate be?
- What are the key market trends?
- What is driving this market?
- What are the challenges to market growth?
- Who are the key vendors in this market space?
- What are the market opportunities and threats faced by the key vendors?
- What are the strengths and weaknesses of the key vendors?

Complete Report Details @ <https://www.wiseguyreports.com/reports/470123-global-online-gaming-market-2016-2020>

Table of Contents -Major Key Points

PART 01: Executive summary

- Highlights

PART 02: Scope of the report

- Market overview
- Base year
- Vendor segmentation
- Top-vendor offerings

PART 03: Market research methodology

- Research methodology
- Economic indicators

PART 04: Introduction

- Key market highlights

PART 05: Industry Overview

- Life cycle of global online gaming market
- Online games value chain

PART 06: Market landscape

- Market size and forecast
- Global online gaming market by genre
- Five forces analysis

PART 07: Market segmentation by type

- Comparison of global online gaming market by type
- Global casual gaming market
- Global MMO gaming market
- Global digital console gaming market

PART 08: Buying criteria

PART 09: Geographical Segmentation

- Comparison of global online gaming market by geography
- Online gaming market in APAC
- Online gaming market in Europe
- Online gaming market in North America
- Online gaming market in ROW

PART 10: Global online gaming market by age group

- Global online gaming market by age group

PART 11: Market attractiveness

- Market attractiveness by type
- Market attractiveness by geography

PART 12: Key leading countries

- China
- US
- Japan
- South Korea

PART 13: Relationship between online gaming and entertainment industry

PART 14: Market drivers

- Increase in popularity of F2P online games
- Availability of better gaming infrastructure
- Increase in number of mobile devices

PART 15: Impact of drivers

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