Online Gaming Market 2017 Global Share, Trend, Segmentation and Forecast to 2021

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

PUNE, INDIA, October 26, 2017
/EINPresswire.com/ --

Global Online Gaming Market

Description

WiseGuyReports.Com adds" Global Online Gaming Market 2016-2020 "Research To Its Database.

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).

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?

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

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