



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

Wiseguyreports.Com Publish Market Research Report On -"Mobile Gaming Market - Global Industry Analysis, Size, Share, Trends, Growth and Forecast 2017 - 2021"

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[Mobile Gaming Market 2017](#)

Mobile games are played either using internet connectivity or by installing a game in the mobile device. They can also be played by installing non-network mobile gaming applications that are pre-installed or downloaded from application stores such as Google Play and App Store. The non-network mobile gaming application uses the mobile device's platform to run the gaming software.

The analysts forecast the Global Mobile Gaming market to grow at a CAGR of 21.39 percent over the period 2015-2019.

Covered in this Report

This report covers the present scenario and the growth prospects of the Global Mobile Gaming market for the period 2015-2019. To calculate the market size, the report considers revenue generated from the sales of mobile games.

The report consolidates the revenues generated from the following major regions: APAC, North America, EMEA, and Latin America.

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The report, Global Mobile Gaming Market 2015-2019, has been prepared based on an in-depth market analysis with inputs from industry experts. The report covers North America, Latin America, and the APAC and EMEA regions; it also covers the Global Mobile Gaming market landscape and its growth prospects in the coming years. The report includes a discussion of the key vendors operating in this market.

Key Regions

- APAC
- EMEA
- Latin America
- North America

Key Vendors

- Activision Blizzard
- Electronic Arts

- Gameloft
- Glu Mobile
- GungHo Online Entertainment
- Kabam
- King Digital Entertainment
- Rovio Entertainment
- Supercell
- Zynga

Other Prominent Vendors

- CJ E&M Netmarble
- Colopl
- CyberAgent
- DeNa
- Disney Interactive
- Facebook
- Gamevil
- GREE
- IGG
- Kiloo
- Konami Digital
- Locojoy
- Machine Zone
- MindJolt
- SEGA
- Square Enix
- Storm8
- Tencent
- Ubisoft Entertainment
- Warner Bros. Entertainment
- WeMade Entertainment

Market Driver

- Increased Adoption of Smartphones and Tablets
- For a full, detailed list, view our report

Market Challenge

- Presence of Alternative Gaming Devices
- For a full, detailed list, view our report

Market Trend

- Changing Demographics of Gamers
- For a full, detailed list, view our report

Key Questions Answered in this Report

- What will the market size be in 2019 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?

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