



Global Games Market 2018 Size, Share, Growth, Trends, Type, Application and Forecast by 2022

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PUNE, INDIA, January 31, 2018 /EINPresswire.com/ -- [Games Market:](#)

Executive Summary

This report studies Games in Global market, especially in North America, China, Europe, Southeast Asia, Japan and India, with production, revenue, consumption, import and export in these regions.

This report focuses on top manufacturers in global market, with production, price, revenue and market share for each manufacturer, covering

Tencent
Microsoft
Sony
Activision Blizzard
Apple
EA
Google
NetEase
Warner Bros
King
Nintendo
Nexon
Mixi
TakeTwo Interactive
GungHo Entertainment
Square Enix
Disney
Ubisoft
Konami
DeNA

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On the basis of product, this report displays the production, revenue, price, market share and growth rate of each type, primarily split into

Online Games

Offline Games
Others

By Application, the market can be split into

PC
Console
Smartphone
Tablet
Handheld
Others

By Regions, this report covers (we can add the regions/countries as you want)

North America
China
Europe
Southeast Asia
Japan
India

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