



# Mobile Gaming Market 2018: Global Key Players, Trends, Share, Industry Size, Segmentation, Opportunities, Forecast 2025

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PUNE, INDIA, June 13, 2018 /EINPresswire.com/ -- This report studies the global Mobile Gaming market size, industry status and forecast, competition landscape and growth opportunity. This research report categorizes the global Mobile Gaming market by companies, region, type and end-use industry.

This report focuses on the global top players, covered

Gameloft  
Electronic Arts Inc  
Tencent  
Activision Blizzard Inc.  
Rovio  
Supercell Oy  
DeNa  
Disney Interactive  
Nintendo  
Blizzard  
Ubisoft  
Kobojo  
Glu Mobile  
Wooga GmbH  
GREE International  
GigaMedia  
Sony Computer Entertainment  
Tylted  
Storm8  
Blockdot

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Market segment by Regions/Countries, this report covers

United States  
Europe  
China  
Japan  
Southeast Asia  
India

Market segment by Type, the product can be split into

Action/Adventure  
Strategy & Brain

Casino  
Sport and Role Playing Games  
Others

Market segment by Application, Mobile Gaming can be split into  
Android  
iOS  
Others

The study objectives of this report are:

- To study and forecast the market size of Mobile Gaming in global market.
- To analyze the global key players, SWOT analysis, value and global market share for top players.
- To define, describe and forecast the market by type, end use and region.
- To analyze and compare the market status and forecast between China and major regions, namely, United States, Europe, China, Japan, Southeast Asia, India and Rest of World.
- To analyze the global key regions market potential and advantage, opportunity and challenge, restraints and risks.
- To identify significant trends and factors driving or inhibiting the market growth.
- To analyze the opportunities in the market for stakeholders by identifying the high growth segments.
- To strategically analyze each submarket with respect to individual growth trend and their contribution to the market
- To analyze competitive developments such as expansions, agreements, new product launches, and acquisitions in the market
- To strategically profile the key players and comprehensively analyze their growth strategies.

In this study, the years considered to estimate the market size of Mobile Gaming are as follows:

History Year: 2013-2017

Base Year: 2017

Estimated Year: 2018

Forecast Year 2018 to 2025

For the data information by region, company, type and application, 2017 is considered as the base year. Whenever data information was unavailable for the base year, the prior year has been considered.

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