



Mobile Gaming Market Research – Industry Analysis, Growth, Size, Share, Trends, Forecast to 2025

PUNE, INDIA, June 14, 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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