

Online Games Market (Smartphone and Tablet) Size, Growth, Worth and Forecast Research Report

TheBusinessResearchCompany.com offers Smart Phone/Tablet Games Global Market Report 2019 from its research database.



The Global Smart Phone/Tablet Games Market Was Valued At About \$15.45 Billion In 2018 And Is Expected To Grow To \$23.46 Billion At A CAGR Of 11.0% Through 2022."

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LONDON, GREATER LONDON, UK, August 22, 2019 /EINPresswire.com/ -- The global [smart phone and tablet games market](#) was valued at about \$15.45 billion in 2018 and is expected to grow to \$23.46 billion at a CAGR of 11.0% through 2022. The smartphone/tablet games market has been geographically segmented into North America, Western Europe, Asia-Pacific, Eastern Europe, South America and Middle East & Africa. The APAC market is the largest market for smartphone/tablet Games and is expected to continue to be the largest market during the forecast period.

The smartphone/tablet games market consists of sales of video games played on smart phones/tablets. The revenue for these companies is generated from the in-app-purchases, in-game advertisements (such as google AdSense, Ad-Mob, Media.net etc.), sponsorships and sales of merchandise. The smartphone/tablet games market is segmented into various gaming genres such as shooting, action, sports, role-playing, adventure, racing, fighting, strategy and others.

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Due to an increased emergence of affordable gaming smartphones/tablets in the market, the smartphones/tablet gaming industry is rapidly increasing. The new affordable gaming mobile/tablet devices are better than the previous generation devices in terms of cost and performance that makes the games run in better FRP (Frames Per Second) providing an enhanced gaming experience. For example, many Chinese smartphones have entered into the market under \$500 range which are offering technologically advanced gaming experience like Xiaomi Mi 8 Pro (\$469), Xiaomi Mi 8 (\$389), Xiaomi Pocophone F1 (\$319), Honor 9 (\$320) and others. The major roadblock to this booming industry is the illegal downloads and pirated versions of the games, thereby causing serious concerns for the original developers of the game. The revenue loss is significantly high due to illegal downloads, as people never pay to the original developers of the game. For example, Subway Surfers, one of the most popular games may have lost close to \$91 million due to pirated versions.

Read More On The Report For The Global Smart Phone/Tablet Games Market At:
<https://www.thebusinessresearchcompany.com/report/smart-phone-tablet-games-global-market-report>

Major players in the smart phone/tablet games market include Tencent Hold, Sony, Electronic Arts, Nintendo and Netmarble.

Smart Phone/Tablet Games Global Market Report 2019 is one of a series of new reports from The Business Research Company that provides smart phone/tablet games market overviews, analyzes and forecasts smart phone/tablet games market size and growth for the global smart phone/tablet games market, smart phone/tablet games market share, smart phone/tablet games market players, smart phone/tablet games market size, smart phone/tablet games market segments and geographies, smart phone/tablet games market trends, smart phone/tablet games market drivers and smart phone/tablet games market restraints, smart phone/tablet games market's leading competitors' revenues, profiles and market shares. The smart phone/tablet games market report identifies top countries and segments for opportunities and strategies based on market trends and leading competitors' approaches.

Where To Learn More

Read Smart Phone/Tablet Games Global Market Report 2019 from The Business Research Company for information on the following:

Markets Covered: global smart phone/tablet games market

Data Segmentations: smart phone/tablet games market size, global and by country; historic and forecast size, and growth rates for the world, 7 regions and 12 countries

Smart Phone/Tablet Games Market Organizations Covered: Tencent Hold, Sony, Electronic Arts, Nintendo and Netmarble.

Regions: Asia-Pacific, China, Western Europe, Eastern Europe, North America, USA, South America, Middle East and Africa.

Time Series: Five years historic (2014-18) and forecast (2018-22).

Other Information And Analyses: PESTEL analysis, smart phone/tablet games market customer information, smart phone/tablet games market product/service analysis – product examples, smart phone/tablet games market trends and opportunities, drivers and restraints, key mergers and acquisitions, key metrics covered: number of enterprises, number of employees, global smart phone/tablet games market in 2019 - countries offering most new opportunities
Sourcing and Referencing: Data and analysis throughout the report are sourced using end notes.

Strategies For Participants In The Smart Phone/Tablet Games Industry: The report explains a number of strategies for companies in the smart phone/tablet games market, based on industry trends and company analysis.

Opportunities For Companies In The Smart Phone/Tablet Games Sector: The report reveals where the global smart phone/tablet games industry will put on most \$ sales up to 2022.

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