

# 57.44 Billion USD, Social Gaming Market expected to grow at a CAGR of 16.1% by 2030 | Zynga Inc., Booyah Inc., King

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CALIFORNIA, UNITED STATES, June 28, 2023 /EINPresswire.com/ -- Description

Coherentmarketinsights.Com Adds "[Social Gaming Market](#) 2023 analysis by Market Trends (Drivers, Constraints, Opportunities, Threats, Challenges and Investment Opportunities), Size, Share and Outlook" To Its Research Database

Global Social Gaming Market Report published by CMI provides a comprehensive analysis of the present and future scenario of the global market and offers industry revenue and development status. The report explains various market growth factors like market size, share, demands, industry trends, growth and opportunities. The study includes various strategies, market status, future market scenario and business development plans adopted by top key players. It also focuses on Social Gaming Market driving factors as well as keeps updates regarding different growth tasks happening in the global market.

The global social gaming market was valued at US\$ 17.40 Bn in 2019 and is estimated to reach US\$ 57.44 Mn by 2027 exhibiting a CAGR of 16.1% between 2020 and 2027.

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The report covers key developments in the Social Gaming market as organic and inorganic growth strategies. Various companies are focusing on organic growth strategies such as launches, product approvals and others such as patents and events. Inorganic growth strategies activities witnessed in the market were acquisitions, partnership & collaborations. These activities have paved way for expansion of business and customer base of market players. The market players are anticipated to lucrative growth opportunities in the future with the rising demand for Social Gaming market in the global market. The report also provides exhaustive PEST analysis for all regions considered in the Global Social Gaming Market Report.

Key Players Influencing the Social Gaming Market:

- Zynga Inc.
- Wooga GmbH

- Playtika Ltd.
- King
- Tencent Holdings Ltd.
- Electronic Arts Inc.
- Renren Inc.
- CrowdStar
- Booyah Inc.
- Social Point.

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### Regional Outlook:

The market is analysed based on its worldwide presence in countries such as North America (United States, Canada, and Rest of North America), Europe (Germany, France, Spain, United Kingdom, and Rest of Europe), Asia-Pacific (China, Japan, India, Australia, and Rest of APAC), and Rest of the World for a better understanding of the market adoption of Gamification . Due to increased Gamification expenditures, Asia-Pacific will lead the Gamification market. Furthermore, favourable government policies in Japan and Korea that encourage the expansion and development of the IT sectors move the industry forward.

### Social Gaming Market Scope and Market Size

Social Gaming market is segmented by model, end-user, component, enterprise size and geography. Players, stakeholders, and other participants in the global Social Gaming market will be able to gain a strong position as this report will surely benefit their marketing strategies. The market analysis focuses on revenue and forecast by region/countries and by application in terms of revenue and forecast for the period 2023-2030.

Report further studies the market development status and future and Social Gaming Market trend across the world. Also, it splits Social Gaming Market by model, end-user, component, enterprise size and geography to deep dive research and reveals market profile and prospects.

### Major Points Covered in Table of Content □:

□ Market Summary: It incorporates six sections, research scope, major players covered, market segments by type, Social Gaming market segments by application, study goals and years considered.

□ Market Landscape: Here, the global Social Gaming Market is dissected, by value, income, volume, market rate, and most recent patterns. The development and consolidation of the overall industry and top organizations is provided through graphs and piece of the pie for

organizations.

□ Profiles of Companies: Here, driving players of the worldwide Social Gaming market are considered depending on sales across regions, key innovations, net income, cost, and other factors.

□ Market Status and Outlook by Region: In this segment, the report examines the net deals, income, creation and portion of the overall industry, CAGR and market size by locale. The global Social Gaming Market is profoundly examined based on areas and nations like North America, Europe, Asia Pacific, Latin America and Middle East & Africa.

□ Segment Analysis: Accurate and reliable foretell about the market share of the essential sections of the Social Gaming market is provided

□ Market Forecasts: In this section, accurate and validated values of the total market size in terms of value and volume are provided by the research analysts. Also, the report includes production, consumption, sales, and other forecasts for the global Social Gaming Market.

□ Market Trends: Deep dive analysis of the market's recent and future trends are provided in this section.

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How will the Social Gaming Market, 2023 to 2030 report help you?

In summary, our 130 Pages+ page report provides you with the following knowledge:

□ Revenue forecasts to 2030 for Social Gaming Market, 2023 to 2030 Market, with forecasts for product, capability, platform, and portable systems, each forecast at a global and regional level - discover the industry's prospects, finding the most lucrative places for investments and revenues.

□ Revenue forecasts to 2030 for four regional and 20 key national markets - See forecasts for the Social Gaming Market, 2023 to 2030 market in North America, Europe, Asia-Pacific, Latin America and Middle East & Africa. Also forecasted is the market in the US, Canada, Brazil, Germany, France, UK, Russia, China, India, Japan, and Australia among other prominent economies.

□ Prospects for established firms and those seeking to enter the market - including company profiles for 15 of the major companies involved in the Social Gaming Market, 2023 to 2030.

Find quantitative and qualitative analyses with independent predictions. Receive information

that only our report contains, staying informed with invaluable business intelligence.

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