MMOG (Massively Multiplayer Online Games). - Global Strategic Business Report

Description: This report analyzes the Global market for MMOG (Massively Multiplayer Online Games) in US$ Million. Annual estimates and forecasts are provided for the period of 2006 through 2015. The report profiles 123 companies including many key and niche players such as Activision Blizzard, Ankama Games, CCP hf, Changyou.com Limited, CipSoft GmbH, CJ Internet Corp., Cryptic Studios, Inc., Jagex Ltd., Joymax Co., Ltd., MindArk PE AB, NCsoft Corporation, NetEase.com, Inc., Nexon Corporation, NHN USA Inc., Perfect World Co., Ltd., Softstar Entertainment Inc., Sony Online Entertainment LLC, Shanda Games Limited, Square-Enix Holdings Co Ltd., Tencent, Inc., The9 Limited, and Turbine, Inc. Market data and analytics are derived from primary and secondary research. Company profiles are mostly extracted from URL research and reported select online sources.

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Contents: MMOG (MASSIVELY MULTIPLAYER ONLINE GAMES) A GLOBAL STRATEGIC BUSINESS REPORT

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III. COMPETITIVE LANDSCAPE
Total Companies Profiled: 123 (including Divisions/Subsidiaries - 133)

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Region/Country Players
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The United States 65
Canada 1
Japan 2
Europe 26
France 5
Germany 6
The United Kingdom 3
Rest of Europe 12
Asia-Pacific (Excluding Japan) 38
Middle-East 1
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