Social Gaming - Global Strategic Business Report

Description: This report analyzes the worldwide markets for Social Gaming in US$ Million. The report provides separate comprehensive analytics for the US, Canada, Japan, Europe, Asia-Pacific, Latin America and Rest of World. Annual estimates and forecasts are provided for the period 2009 through 2018.

The report profiles 73 companies including many key and niche players such as:

- Beijing ELEX Technological Co. Ltd.
- Bigpoint GmbH
- Crowdstar
- DeNA Co. Ltd.
- ngmoco
- Digital Chocolate Inc.
- Disney Interactive Media Group
- Playdom Inc.
- Electronic Arts Inc.
- Playfish
- PopCap Games Inc.
- Kabam
- King.com
- Meez
- Metrogames
- RockYou Inc.
- Stillfront Group
- SGN
- Wooga GmbH
- Zynga Inc.
- 6Waves.

Market data and analytics are derived from primary and secondary research. Company profiles are primarily based upon search engine sources in the public domain.

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IV. COMPETITIVE LANDSCAPE

Total Companies Profiled: 73 (including Divisions/Subsidiaries - 78)

The United States (42)
Canada (1)
Japan (5)
Europe (11)
- France (2)
- Germany (4)
- The United Kingdom (3)
- Spain (1)
- Rest of Europe (1)
- Asia-Pacific (Excluding Japan) (16)
- Latin America (1)
- Middle-East (2)

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