Research on Global Top 50 Game Companies, 2012

Description: Based on the game business revenue disclosed by related listed companies in global game industry, ResearchInChina compiled the game business earnings in USD of relevant game companies in fiscal quarter closest to 2012Q2 (from April 1st, 2012 to June 30, 2012).

This report studies the game market including arcade game, home video game, online game and mobile game.

Among the top 50 game companies, 13 came from Japan, 10 from the United States, 11 from Mainland China, 9 from South Korea, 5 from Europe and 2 from Taiwan.

Although there were signs of gradual recovery in the global economy, overall economic conditions continued to be harsh, mainly because of a slowdown in economies caused by fiscal instability in Europe. As for the entertainment industry, weak individual consumption and other factors have added further uncertainty to the outlook.

Game and game devices businesses are highly competitive, characterized by rapid product life cycles, frequent introductions of new products and game titles, and the development of new technologies.

With the spread of smartphones and tablet PCs worldwide and the increased popularity of social networking sites, the available means of providing game software continue to diversify, and opportunities to reach an even greater audience for game software are increasing.

Against such a backdrop, game companies increased the number of “outlets” for the game content by taking advantage of opportunities presented by the emergence of new devices and developing business around game content. Every company intends to develop ways of playing games that match the characteristics of each device.

The report analytically highlights the operating results, revenue structure, sales trend of game products, business outlook and development strategy of TOP 50 game companies, and studies some enterprises to go for the top list.

Contents:

1 Overview of Game Industry
   1.1 Definition
   1.2 Overview

2 Ranking of Game Industry
   2.1 Method of Ranking
   2.2 Ranking by Revenue
   2.3 Ranking by Profit
   2.4 Ranking by Gross Margin
   2.5 Other Ranking

3 Japanese Companies in Games TOP 50
   3.1 Nintendo
      3.1.1 Profile
      3.1.2 Operating Results
      3.1.3 Product Sales
      3.1.4 Investors Wish Nintendo to Gear Its Development Direction
   3.2 SONY GAME
      3.2.1 Profile
      3.2.2 Operating Results of Games
      3.2.3 Company Outlook
   3.3 BANDAI NAMCO
4.5.1 Introduction
4.5.2 Financial Summary
4.5.3 Business Highlights
4.6 Take-Two
4.6.1 Introduction
4.6.2 Operating Results
4.6.3 Business and Product Highlights
4.7 Disney Interactive
4.7.1 Introduction
4.7.2 Operating Results of Game Business
4.8 THQ
4.8.1 Introduction
4.8.2 Operating Results
4.9 Glu Mobile
4.9.1 Profile
4.9.2 Operating Highlights
4.9.3 Revenue Structure
4.9.4 Business Outlook
4.10 Alliance Distributors
4.10.1 Introduction
4.10.2 Operating Results
4.11 Companies to Go for the Top List in USA

5, South Korean Companies in Games TOP 50
5.1 NEXON
5.1.1 Introduction
5.1.2 Operating Results
5.1.3 China being the Largest Market for NEXON
5.2 Neowiz Games
5.2.1 Profile
5.2.2 Financial Summary
5.3 NCSOFT
5.3.1 Profile
5.3.2 Financial Summary
5.3.3 Revenue Structure
5.4 NHN
5.4.1 Introduction
5.4.2 Financial Summary
5.4.3 Operating Results of Games
5.5 CJ E&M
5.5.1 Profile
5.5.2 Operating Results
5.5.3 Business Outlook
5.6 Wemade
5.6.1 Introduction
5.6.2 Operating Results
5.7 Gamevil
5.7.1 Introduction
5.7.2 Financial Results
5.7.3 Operating Results of Games
5.8 GRAVITY
5.8.1 Introduction
5.8.2 Operating Results
5.8.3 Business Trends
5.9 WEBZEN
5.9.1 Introduction
5.9.2 Operating Results
5.9.3 Revenue Structure
5.10 Companies to Go for the Top List in South Korea

6, European Companies in Games TOP 50
6.1 Ubisoft
6.1.1 Introduction
7.10 Renren Games
7.10.1 Introduction
7.10.2 Operating Results of Games
7.11 CMGE
7.11.1 Profile
7.11.2 Financial Highlights
7.11.3 Operating Metrics
7.12 Companies to Go for the Top List in China
7.12.1 Zqgame
7.12.2 The9
7.12.3 TAOMEE
7.12.4 Ourpalm

8. Other Region’s Companies in Games TOP 50
8.1 Soft-World
8.1.1 Introduction
8.1.2 Operating Results
8.2 Gamania Digital Entertainment
8.2.1 Profile
8.2.2 Operating Results
8.3 Companies to Go for the Top List in Other Regions

Glossary

Selected Charts

TOP 50 Game Companies by Revenue, 2012Q2
TOP 50 Game Companies by Net Profit, 2012Q2
TOP 50 Game Companies by Gross Margin, 2012Q2
Revenue, R&D Investment of Nintendo, FY2007-FY2012
Revenue, Operating Profit, Gross Margin, R & D Investment of Nintendo, 2011Q1-2012Q2
Revenue of Nintendo by Product, 2011Q2-2012Q2
Revenue of Nintendo by Region, 2011Q1-2012Q2
Sales Units, Number of New Titles of Nintendo Products in 2012Q2
Revenue of SONY GAME, 2007-2011
Revenue of SONY GAME, 2011Q1-2012Q2
Revenue & Operating Profit of SONY by Segment, 2012Q2
Unit Sales of SONY Key Game Products, 2011-2012
Revenue and Net Profit of BANDAI NAMCO, 2011-2012
Revenue of BANDAI NAMCO by Segment, 2011-2012
Revenue of BANDAI NAMCO by Region, 2011-2012
BANDAI NAMCO’s Game Sales by Category, FY2010-FY2013
Home Video Game Software Titles And Unit Sales of BANDAI NAMCO
BANDAI NAMCO’s Sales of Main Game Titles and Group Total By Platform
Sales Breakdown of BANDAI NAMCO’s Arcade Game Machines
Employee, Revenue of GREE, FY2007-FY2012
Revenue and Operating Profit of GREE, 2011Q1-2012Q2
Revenue and Operating Profit of DeNA, 2011Q1-2012Q2
Revenue and Operating Profit of SQUARE ENIX, 2011Q1-2012Q2
SQUARE ENIX’s Key Titles Released in FY2013
Revenue, Operating Profit, of KONAMI, FY2008-FY2012
Revenue, Operating Profit, of KONAMI, 2011Q1-2012Q2
KONAMI FY2013Q1 Operating Summary
Registered Members of KONAMI’s Social Games & Titles in Service
Unit Sales Breakdown of KONAMI’s Video Games by Region & by Platform
Revenue & Operating Profit of KONAMI by product, 2011Q1-2012Q2
KONAMI’s Game Titles Released in FY2013
Employee, Revenue, R & D Investment of Capcom, FY2007-FY2011
Revenue, Operating profit, Gross Margin of Capcom, 2011Q1-2012Q2
Sales Units of Capcom Shipped by Platform, 2011-2012
Sales Units of Capcom Shipped by Region, 2011-2012
Performance of Capcom’s Digital Contents Department, 2011-2012
Revenue and Net Profit of SEGA, FY2008-FY2012
Revenue of Sega by Product, FY2011-FY2012
Revenue of Sega by Product and by Platform, FY2012
SEGA Shipment Data: Pachislot
Units Sold of SEGA Major Titles / Pachislot
SEGA Shipment Data: Pachinko
SEGA Major Titles / Pachinko
SEGA Domestic Facilities Number Transition, 2011-2012
SEGA Major Titles / Digital Games
Revenue and Net Profit of KOEI TECMO, FY2010-FY2012
Quarterly Revenue and Operating Profit of KOEI TECMO, FY2011-FY2012
Revenue and Operating Profit of KOEI TECMO by Segment, FY2010-FY2012
Breakdown of Revenue and Operating Profit by Segment of MarvelousAQL, 2012Q2
Revenue and Net Profit of TOSE, FY2007-FY2011
Revenue and Net Profit of TOSE by Quarter, 2012
Revenue and Net Profit of Mobcast, FY2007-FY2011
Revenue and Net Profit of Mobcast, 2012Q1-2012Q2
Revenue and Net Profit of Eighting, FY2007-FY2011
Revenue, Operating Profit, Net Profit of Eighting, 2011Q2, 2012Q2
Revenue, Gross Profit of Gamestop, 2011Q1-2012Q2
Revenue, Gross Margin of Gamestop by Products, 2011Q1-2012Q2
Revenue & Operating Profit of Microsoft Entertainment and Devices Division, 2011Q1-2012Q2
Revenue & Operating Profit of Microsoft Entertainment and Devices Division, FY2010-FY2012
Activision Blizzard 2012Q2 Earnings Highlights
Revenue, Employee, R&D Investment of Activision Blizzard, FY2007-2012H1
Revenue of Activision Blizzard by Region, 2011Q1-2012Q2
Revenue of Activision Blizzard by Distribution channel, 2011Q1-2012Q2
Revenue of Activision Blizzard by Segment, 2011Q1-2012Q2
Revenue of Activision Blizzard by Product, 2011Q1-2012Q2
Call of Duty Elite Members, 2012
Revenue, Employee, R&D Investment of Electronic Arts, FY2007-FY2012
Revenue, Gross Margin, Operating profit, R & D investment of Electronic Arts, 2011Q1-2012Q2
Revenue of Electronic Arts by Product, 2011Q1-2012Q2
Revenue of Electronic Arts by Region, 2011Q1-2012Q2
EA Digital Revenue1 by Platform, FY2011Q1-FY2013Q1
EA Digital Revenue1 by Type, FY2011Q1-FY2013Q1
EA's Free-To-Play Growth Metrics, FY2010Q1-FY2013Q1
EA's Announced Titles by Label and Platform in Fiscal Year 2013
Employee, Revenue, R&D Investment of Zynga, FY2007-FY2011
Revenue, Operating Profit, Gross Margin, R&D Investment of Zynga, 2011Q1-2012Q2
Revenue of Zynga by Product, 2011Q1-2012Q2
Revenue Share of Take-Two by Region, 2011Q1-2012Q2
Revenue Share of Take-Two by Platform, 2011Q2, 2012Q2
Titles of Take-Two Released in 2012Q2
Take-Two's Lineup of Future Titles in 2012-2014
Revenue and Operating Profit of Disney by Segment, 2011Q2, 2012Q2
Revenue and Net Profit of THQ, FY2008-FY2012
Employee, Revenue, R&D Investment of Glu Mobile, FY2007-FY2011
Revenue, Operating Profit, Gross Margin, R&D Investment of Glu Mobile, 2011Q1-2012Q2
Revenue of Glu Mobile by Product, 2011Q2-2012Q2
Revenue of Glu Mobile by Region, 2012Q1-2012Q2
Revenue, Operating profit, Net Profit of Alliance Distributors, 2011Q2, 2012Q2
South Korea's Top 5 Publishers by Revenue
Revenue of NEXON, FY2010-FY2011
Revenue Breakdown of NEXON by New and Existing Titles, FY2008-FY2012
Recently Launched Games of NEXON
Revenue of NEXON, 2011Q1-2012Q2
Operating Profit and Operating Margin of NEXON, 2011Q1-2012Q2
Revenue and Net Profit of Neowiz Games, FY2007-FY2011
Revenue, Operating Profit, Net Profit of Neowiz, 2011Q1-2012Q2
Revenue Breakdown of Neowiz by Region, 2011Q2-2012Q2
Revenue of NCSoft, 2011Q2-2012Q2
Revenue, Operating Profit, Gross Margin of Kingsoft, 2011Q1-2012Q2
Revenue, Operating Profit, Gross Margin of Kingsoft, 2011Q1-2012Q2
Revenue, Gross Margin, R&D Investment of NetDragon, FY2007-2012H1
Revenue, Gross Margin, Operating Profit, R&D Investment of NetDragon, 2011Q1-2012Q2
Revenue of NetDragon by Product, 2011Q1-2012Q2
Employee, R&D Investment and Net Profit of Renren, 2008-2011
Revenue, Net Profit, Gross Margin of Renren, 2011Q1-2012Q2
Revenue of Renren by Segment, 2011Q2-2012Q2
Employee, Revenue, R&D Investment of Zqgame, FY2007-2012H1
Revenue, Operating Profit, Gross Margin of Zqgame, 2011Q1-2012Q2
Employee, Revenue, R&D Investment of The9, FY2007-FY2011
Revenue, Operating Profit, Gross Margin, R&D Investment of The9, 2011Q1-2012Q2
Revenue of The9 by product, 2011Q1-2012Q2
Revenue, Employee, R&D Investment of Taomee, FY2007-FY2011
Revenue, Operating Profit, Gross Margin, R&D Investment of Taomee, 2011Q1-2012Q2
Revenue of Taomee by Segment, 2011Q1-2012Q2
Revenue, Employee of Ourpalm, FY2007-2012H1
Revenue, Operating Profit, Gross Margin of Ourpalm, 2012Q1-2012Q2
Revenue, Gross Margin, Net Profit of Soft-world, FY2011-FY2012
Revenue of Soft-world by Product, FY2011-FY2012
Revenue, Operating Profit, Net Profit of Gamania, 2011H1-2012H1
Revenue, Operating profit, Net Profit of CMGE, 2011Q1-2012Q2
ARPU and APA of CMGE's Feature Phone Games, 2011Q1-2012Q2
ARPU and APA of CMGE's Smartphone Games, 2011Q1-2012Q2

Ordering:
Order Online - http://www.researchandmarkets.com/reports/2294060/
Order by Fax - using the form below
Order by Post - print the order form below and send to

    Research and Markets,
    Guinness Centre,
    Taylors Lane,
    Dublin 8,
    Ireland.
Fax Order Form
To place an order via fax simply print this form, fill in the information below and fax the completed form to 646-607-1907 (from USA) or +353-1-481-1716 (from Rest of World). If you have any questions please visit http://www.researchandmarkets.com/contact/

Order Information
Please verify that the product information is correct and select the format(s) you require.

- **Product Name:** Research on Global Top 50 Game Companies, 2012
- **Web Address:** [http://www.researchandmarkets.com/reports/2294060/](http://www.researchandmarkets.com/reports/2294060/)
- **Office Code:** SCDKXOAJ

Product Formats
Please select the product formats and quantity you require:

<table>
<thead>
<tr>
<th>Format Type</th>
<th>Quantity</th>
<th>Price</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hard Copy</td>
<td></td>
<td>USD 1800 + USD 58 Shipping/Handling</td>
</tr>
<tr>
<td>Electronic (PDF) - Single User</td>
<td></td>
<td>USD 1700</td>
</tr>
<tr>
<td>Electronic (PDF) - Enterprisewide</td>
<td></td>
<td>USD 2700</td>
</tr>
</tbody>
</table>

* Shipping/Handling is only charged once per order.

Contact Information
Please enter all the information below in **BLOCK CAPITALS**

<table>
<thead>
<tr>
<th>Field</th>
<th>Information</th>
</tr>
</thead>
<tbody>
<tr>
<td>Title:</td>
<td>[ ] Mr [ ] Mrs [ ] Dr [ ] Miss [ ] Ms [ ] Prof [ ]</td>
</tr>
<tr>
<td>First Name:</td>
<td>_____________________</td>
</tr>
<tr>
<td>Last Name:</td>
<td>_____________________</td>
</tr>
<tr>
<td>Email Address:</td>
<td>* ___________________</td>
</tr>
<tr>
<td>Job Title:</td>
<td>_____________________</td>
</tr>
<tr>
<td>Organisation:</td>
<td>_____________________</td>
</tr>
<tr>
<td>Address:</td>
<td>_____________________</td>
</tr>
<tr>
<td>City:</td>
<td>_____________________</td>
</tr>
<tr>
<td>Postal / Zip Code:</td>
<td>___________________</td>
</tr>
<tr>
<td>Country:</td>
<td>_____________________</td>
</tr>
<tr>
<td>Phone Number:</td>
<td>_____________________</td>
</tr>
<tr>
<td>Fax Number:</td>
<td>_____________________</td>
</tr>
</tbody>
</table>

* Please refrain from using free email accounts when ordering (e.g. Yahoo, Hotmail, AOL)
Payment Information

Please indicate the payment method you would like to use by selecting the appropriate box.

☐ Pay by credit card: You will receive an email with a link to a secure webpage to enter your credit card details.

☐ Pay by check: Please post the check, accompanied by this form, to:
Research and Markets,
Guinness Center,
Taylors Lane,
Dublin 8,
Ireland.

☐ Pay by wire transfer: Please transfer funds to:
Account number 833 130 83
Sort code 98-53-30
Swift code ULSBIE2D
IBAN number IE78ULSB98533083313083
Bank Address Ulster Bank,
27-35 Main Street,
Blackrock,
Co. Dublin,
Ireland.

If you have a Marketing Code please enter it below:

Marketing Code: __________

Please note that by ordering from Research and Markets you are agreeing to our Terms and Conditions at http://www.researchandmarkets.com/info/terms.asp

Please fax this form to:
(646) 607-1907 or (646) 964-6609 - From USA
+353-1-481-1716 or +353-1-653-1571 - From Rest of World