Global Online Gaming Market 2015-2019

Description:
About Online Gaming
Electronic systems used to play video games are known as platforms. These platforms include TVs, consoles, mobile devices, and PCs. A wide variety of games are available for different gaming platforms. Online gaming facilitates multiple players worldwide to connect and play against each other. Online Games constitute a key segment of video games. They include casual single-player games, multi-player games, community-based games, and MMO games.

The analysts forecast the Global Online Gaming market to grow at a CAGR of 11.95 percent over the period 2014-2019.

Covered in this Report
This report covers the present scenario and the growth prospects of the Global Online Gaming market for the period 2015-2019. To calculate the market size, the report considers consumer spending on online games. It, however, does not consider the spending on hardware used to enable online gaming. The market has been segmented into MMO Games and Social or Casual Games.

The report, Global Online Gaming Market 2015-2019, has been prepared based on an in-depth market analysis with inputs from industry experts. It also covers the market landscape and lists growth prospects. The report includes a discussion of the key vendors operating in this market.

Key Regions
- Americas
- APAC
- EMEA

Key Vendors
- Activision Blizzard
- EA Games
- Giant Interactive Group
- GungHo Online Entertainment
- King Digital Entertainment
- Microsoft
- NCsoft
- Sony
- Take-Two Interactive Software
- Tencent Holdings
- Zynga

Other Prominent Vendors
- 4A Games
- 5th Cell Media
- Access Games
- ACE Team
- Active Gaming Media
- Aeria Games and Entertainment
- Anino Games
- Ankama Games
- Asobo Studio
- Behavior Interactive
- Bungie
- CCP
- Cellufun
- Changyou.com
- CipSoft
- CrowdStar
- Cryptic Studios
- Digital Chocolate
- Disney Interactive
- eGames
- GameHouse
- Gamelion
- Gameloft
- Glu Games
- gPotato
- HandyGames
- India Games
- Infinity Ward
- Jagex Games Studio
- Joymax
- Kabam
- Kilo ApS
- Level-5
- MercurySteam Entertainment
- Minh Chau
- Mitchell
- Namco Bandai Games
- NetEase
- Nexon
- Oberon Media
- OGPlanet
- Peak Games
- Perfect World
- Playdom
- Punch Entertainment
- Redboss
- Rockstar North
- Rocksteady Studios
- Rovio Entertainment
- Sega
- Shanda Interactive Entertainment
- Social Point
- Softnyx
- Square Enix
- Supercell Oy
- SYBO Games
- Syn Sophia
- The Lego Group
- TinyCo
- Turbine
- Visual Concepts
- Warner Bros. Interactive Entertainment
- Wooga

Market Drivers
- Growing Use of Smartphones and Tablets
  - For a full, detailed list, view our report

Market Challenges
- Issues Related to Piracy of Gaming Software
  - For a full, detailed list, view our report

Market Trends
- Increase in Online Content and Digital Distribution
  - For a full, detailed list, view our report

Key Questions Answered in this Report
- What will the market size be in 2019 and what will the growth rate be?
- What are the key Market Trends?
- What is driving this market?
- What are the challenges to market growth?
- Who are the key vendors in this market space?
- What are the market opportunities and threats faced by the key vendors?
- What are the strengths and weaknesses of the key vendors?

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