Global Online Gaming Market 2016-2020

Description: About the Online Gaming Market

The online gaming market is evolving globally. Broadly, there are two major segments for the purchase and use of online games: physical and digital. However, the physical mode of purchase (i.e., via retail) is gradually losing importance. Because of the increasing popularity of the internet and its widespread use and connectivity, developers and publishers have slowly started selling the games, developed through the internet, in the form of digital copies. Even though sales through the digital mode is still in the early stages, they are growing rapidly, leading to a decline of the matured mode of sale (i.e., via retail).

The analysts forecast the Global Online Gaming Market to grow at a CAGR of 11.72% during the period 2016-2020.

Covered in this report

The report covers the present scenario and the growth prospects of the Global Online Gaming Market for 2016-2020. To calculate the market size, the report considers revenue generated from the sales of various segments of online games like social, massively multiplayer online (MMO), and digital console. The category excludes spending on the hardware used for playing online games.

The market is divided into the following segments based on geography:

- APAC
- Europe
- North America
- ROW

The report, Global Online Gaming Market 2016-2020, has been prepared based on an in-depth market analysis with inputs from industry experts. The report covers the market landscape and its growth prospects over the coming years. The report also includes a discussion of the key vendors operating in this market.

Key vendors
- Activision Blizzard
- Electronic Arts
- Giant Interactive
- GungHo Online
- Microsoft
- NCSOFT
- Riot Games
- Smilegate
- Sony
- Take-Two Interactive Software
- Valve
- Wargaming
- Zynga

Other prominent vendors
- King Digital Entertainment
- 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
- Kiloo ApS
- Level-5
- MercurySteam Entertainment
- Minh Chau
- Mitchell
- Namco Bandai Games
- NetEase
- Nexon
- Oberon Media
- OGPlanet
- Peak Games
- Perfect World
- Playdom
- Punch Entertainment
- Redboss

Market drivers
- Increase in popularity of F2P online games

Market challenges
- Impact of online gaming on physical activity

Market trends
- Increased popularity of gaming with women

Key questions answered in this report

- What will the market size be in 2020 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?

You can request one free hour of our analyst's time when you purchase this market report. Details are provided within the report.
PART 02: Scope of the report
- Market overview
- Base year
- Vendor segmentation
- Top-vendor offerings

PART 03: Market research methodology
- Research methodology
- Economic indicators

PART 04: Introduction
- Key market highlights

PART 05: Industry Overview
- Life cycle of global online gaming market
- Online games value chain

PART 06: Market landscape
- Market size and forecast
- Global online gaming market by genre
- Five forces analysis

PART 07: Market segmentation by type
- Comparison of global online gaming market by type
- Global casual gaming market
- Global MMO gaming market
- Global digital console gaming market

PART 08: Buying criteria

PART 09: Geographical Segmentation
- Comparison of global online gaming market by geography
- Online gaming market in APAC
- Online gaming market in Europe
- Online gaming market in North America
- Online gaming market in ROW

PART 10: Global online gaming market by age group
- Global online gaming market by age group

PART 11: Market attractiveness
- Market attractiveness by type
- Market attractiveness by geography

PART 12: Key leading countries
- China
- US
- Japan
- South Korea

PART 13: Relationship between online gaming and entertainment industry

PART 14: Market drivers
- Increase in popularity of F2P online games
- Availability of better gaming infrastructure
- Increase in number of mobile devices

PART 15: Impact of drivers

PART 16: Market challenges
- Increase in cybercrime via online gaming
- Impact of online gaming on physical activity
- Rise in game development costs

PART 17: Impact of drivers and challenges

PART 18: Market trends
- Increase in popularity of online gaming among women
- Market consolidation
- Rise in pirated versions of online games
- Increase in demand for E-sports

PART 19: Vendor landscape
- Competitive scenario
- Key vendors
- Other prominent vendors

PART 20: Appendix
- List of abbreviations

PART 21: About the Author

List of Exhibits

Exhibit 01: Product offerings
Exhibit 02: Life cycle of global online gaming market
Exhibit 03: Online games value chain
Exhibit 04: Global online gaming market size and forecast 2015-2020 ($ billions)
Exhibit 05: Global online gaming market by genre 2015
Exhibit 06: Five forces analysis
Exhibit 07: Global online gaming market share by type 2015-2020
Exhibit 08: Global online gaming market by type 2015-2020 ($ billions)
Exhibit 09: Global casual gaming market size and forecast 2015-2020 ($ billions)
Exhibit 10: Top nine global casual games by popularity 2015 (millions of players)
Exhibit 11: Global casual gaming market size and forecast 2015-2020 ($ billions)
Exhibit 12: Global segmentation of MMOs by mode of payment 2015
Exhibit 13: Leading MMO games globally by revenue 2015 ($ millions)
Exhibit 14: Global casual gaming market size and forecast 2015-2020 ($ billions)
Exhibit 15: Leading digital console game globally by revenue 2015 ($ millions)
Exhibit 16: Buying criteria for online gaming market
Exhibit 17: Global online gaming market share by region 2015
Exhibit 18:
Exhibit 19: Global online gaming market by geography 2015-2020 ($ billions)
Exhibit 20: Online gaming market size and forecast in APAC 2015-2020 ($ billions)
Exhibit 21: Online gaming market size and forecast in Europe 2015-2020 ($ billions)
Exhibit 22: Online gaming market size and forecast in North America 2015-2020 ($ billions)
Exhibit 23: Online gaming market size and forecast in ROW 2015-2020 ($ billions)
Exhibit 24: Global online gaming market by age group 2012-2016
Exhibit 25: Market attractiveness by end-users
Exhibit 26: Market attractiveness by geography
Exhibit 27: Key leading countries
Exhibit 28: Examples of movies inspired by online games
Exhibit 29: Examples of games inspired by movies
Exhibit 30: Market share of online gaming by payment mode 2011-2015
Exhibit 31: Change in internet prices and subscriptions globally 2011-2015
Exhibit 32: Global broadband use by region 2015 (millions)
Exhibit 33: Global smartphone and tablet shipments 2011-2015 (millions of units)
Exhibit 34: Impact of drivers
Exhibit 35: Impact of drivers and challenges
Exhibit 36: Global online gaming market segmentation by gender 2012-2016
Exhibit 37: Top-five-played E-sports games 2015

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/](http://www.researchandmarkets.com/contact/)

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

<table>
<thead>
<tr>
<th>Product Name:</th>
<th>Global Online Gaming Market 2016-2020</th>
</tr>
</thead>
<tbody>
<tr>
<td>Web Address:</td>
<td><a href="http://www.researchandmarkets.com/reports/3723326/">http://www.researchandmarkets.com/reports/3723326/</a></td>
</tr>
<tr>
<td>Office Code:</td>
<td>SCBR4PYQ</td>
</tr>
</tbody>
</table>

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

<table>
<thead>
<tr>
<th>Format</th>
<th>Quantity</th>
<th>Price</th>
</tr>
</thead>
<tbody>
<tr>
<td>Electronic (PDF) - Single User</td>
<td>[ ]</td>
<td>USD 2500</td>
</tr>
<tr>
<td>Electronic (PDF) - 1 - 5 Users</td>
<td>[ ]</td>
<td>USD 3000</td>
</tr>
<tr>
<td>Electronic (PDF) - Site License</td>
<td>[ ]</td>
<td>USD 4000</td>
</tr>
<tr>
<td>Electronic (PDF) - Enterprisewide</td>
<td>[ ]</td>
<td>USD 10000</td>
</tr>
</tbody>
</table>

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

<table>
<thead>
<tr>
<th>Title:</th>
<th>Mr [ ] Mrs [ ] Dr [ ] Miss [ ] Ms [ ] Prof [ ]</th>
</tr>
</thead>
<tbody>
<tr>
<td>First 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