Global Online Games of Skill Market by Game Type (Fantasy Sport, Card Based Games, E-Sports & Strategy Games) and by Geography (North America, Europe, APAC & ROW), Analysis & Forecast, 2016-2022

Description:
North America being an early adopter of new technology and new models of media consumption already boasts of a mature market worth $XX.XX billion and thus will witness a slow growth throughout the forecast period. While APAC being led by two of the largest developing nations, India and China is expected to grow at a CAGR of XX.XX% to become a $XX.XX billion market by 2025. Improving internet connections, and availability of low cost smartphones will be the primary growth drivers in the region.

While numerous categories of online games are available, games of skill are defined as online games in which the outcome of the game is determined either fully or partially by the skill of the player in the form of dexterity, logic abilities, knowledge or strategic thinking. This definition has legal implications as real money games of chance or luck are illegal in several jurisdictions while games of skill are not. Following the definition, games such as fantasy sports, eSports, strategy games, brain games, word games and trivia games where players compete against each other, fall under the category of skill based games.

The digital gaming boom has led to the expansion of the industry far beyond its traditional ecosystem of developers, publishers and operators, and inculcates a host of players from adjoining verticals such as media firms, investment firms, event organizers and advertising agencies. Although, as the competition in the market intensifies, it is becoming increasingly difficult for developers to generate brand loyalty and sustain a revenue generating consumer base despite the integration of gaming platforms with social media that has made it easier than ever for players to recommend games to other prospective players.

The report on ‘The Global Games of Skill’ is a meticulous compilation of the various facets of the smokeless tobacco industry. After a thorough analysis of the current trends, the market dynamic chapter includes the key push and pull forces prevailing in the global games of skill market. Owing to the dependency of the market growth on the legal and regulatory framework, the report at each step has considered the effect of laws (both implemented and anticipated) in terms of regulations and taxation in estimation and forecast of the market size.

The increasing proliferation of smartphones, provision of secure payment gateways, improving internet accessibility across the globe and availability of a diverse range of gaming options are expected to keep driving the industry despite the legal and regulatory challenges impeding the industry in several key market regions. Therefore, the global games if skill market estimation and forecast has been initiated with an exhaustive set of assumptions, following which market size information for both key geographical areas and key gaming types has been provided.

The report involves a mix of companies chosen on the basis of their market developments, revenue generation and market share in the industry. The companies profiled in the report include Playtech, Activision, Amaya, EA, Square Enix and Unisoft among others.

Key Questions answered in the report:
- How will the intensity of competitive rivalry evolve through the forecast period?
- Which factors will be driving the market through the forecast period?
- What factors are currently challenging games of skill market?
- How are the regulatory bodies such as the Malta Gaming Authority and the U.K. Gambling Commission among others participating in the industry?
- What are the prevalent types of games and what is the market size for each of them?
- What are the key geographical regions and what is their market share in the global market?
- How will the games of skill market grow in the next six years?
- Who are the key players in the global games of skill market?

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