



# Online Gaming Industry 2017 Global Market Analysis By Applications, Manufacturers, Types, Region and Forecast To 2022

*This report covers market characteristics, size and growth, segmentation, regional breakdowns, competitive landscape, market shares, trends and strategies*

PUNE, INDIA, October 11, 2017 /EINPresswire.com/ -- In this report, the global [Online Gaming](#) market is valued at USD XX million in 2016 and is expected to reach USD XX million by the end of 2022, growing at a CAGR of XX% between 2016 and 2022.

Geographically, this report is segmented into several key Regions, with production, consumption, revenue (million USD), market share and growth rate of Online Gaming in these regions, from 2012 to 2022 (forecast), covering

United States

EU

China

Japan

South Korea

Taiwan

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Global Online Gaming market competition by top manufacturers, with production, price, revenue (value) and market share for each manufacturer; the top players including

Activision Blizzard Inc.

Electronic Arts? Inc.

Giant Interactive Group Inc.

GungHo Online Entertainment Inc.

King Digital Entertainment

Microsoft Corp.

NCSOFT Corp.

Sony Corp

Take-Two Interactive Software Inc.

Tencent?Holdings Ltd.

Zynga Inc.

On the basis of product, this report displays the production, revenue, price, market share and growth rate of each type, primarily split into

Smartphones Online Gaming

Tablets Online Gaming

Others

On the basis on the end users/applications, this report focuses on the status and outlook for major

applications/end users, consumption (sales), market share and growth rate of Online Gaming for each application, including

Young Adults

Adults

Mature Adults

Seniors

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