

Global Mobile Entertainment Market Charged to grow at the CAGR of 17.82% from 2015 to 2019

WiseGuyReports.com adds "Global Mobile Entertainment Market 2015-2019" reports to its Database.

PUNE, INDIA, December 4, 2017
/EINPresswire.com/ --

About [Mobile Entertainment](#)

Mobile entertainment refers to a wide range of entertainment activities, such as games, music, and TV, which can be accessed on mobile devices. With the growing number of mobile devices, it has gained popularity and has become

an essential part of everyday activities. Vendors in this market offer free-to-use (including in-app purchase and advertisement revenue) and pay-per-use revenue models. For instance, games are available on both free-to-play as well as paid versions, whereas services related to mobile TV are on a pay-to-use basis.

Technavio's analysts forecast the global mobile entertainment market to grow at a CAGR of 17.82% over the period 2014-2019.

Covered in this Report

This report covers the present scenario and growth prospects of the global mobile entertainment market for the period 2015-2019. To calculate the market size, the report considers the revenue generated from the following types of mobile entertainment services:

- Mobile Games
- Mobile Music
- Mobile TV

The global mobile entertainment market is highly fragmented with the presence of a large



WISE GUY
REPORTS

Norah Trent Partner Relations & Marketing Manager

✉ sales@wiseGuyreports.com

☎ Ph: +1-646-845-9349 (US) Ph: +44 208 133 9349 (UK)

🌐 <https://www.linkedin.com/company/4828928>

🐦 <https://twitter.com/WiseGuyReports>

📘 <https://www.facebook.com/Wiseguyreports-1009007869213183/?fref=ts>

Wise.Guy.

number of small and large vendors. The report only lists the key vendors in the market; it does not present the market share of all the vendors. In addition, the report discusses the major drivers influencing the growth of the market, outlines the challenges faced by vendors and the market at large, and the key trends emerging in the market.

Technavio's report, Global Mobile Entertainment Market 2015-2019, has been prepared based on an in-depth market analysis with inputs from industry experts. The report covers APAC, the Americas, and EMEA; it also covers the global mobile entertainment market landscape and its growth prospects in the coming years. The report includes a discussion of the key vendors operating in this market.

Key Regions

- Americas
- APAC
- EMEA

Key Vendors

- Activision Blizzard
- Apple
- Electronic Arts
- freenet digital
- Google
- QuickPlay Media
- Rovio International
- Spotify

Other Prominent Vendors

- CBS
- CJ E&M Netmarble
- Clear Channel Radio
- Colopl
- CyberAgent
- DeNa
- Disney Interactive
- Facebook
- Gaana.com

.....

Request For Sample Report @ <https://www.wiseguyreports.com/sample-request/781752-global-mobile-entertainment-market-2015-2019>

Market Driver

- Growing adoption of smartphones and tablets
- For a full, detailed list, view our report

Market Challenge

- Privacy and security concerns
- For a full, detailed list, view our report

Market Trend

- Change in user demographics
- For a full, detailed list, view our report

Key Questions Answered in this Report

- What will the market size be in 2018 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?

Table of Contents:

Executive Summary

02. List of Abbreviations

03. Scope of the Report

04. Market Research Methodology

04.1 Market Research Process

04.2 Research Methodology

05. Introduction

06. Market Description

06.1.1 Mobile Games

06.1.2 Mobile Music

06.1.3 Mobile TV

07. Market Landscape

08. Market Segmentation by Type

09. Market Segmentation by Geography

10. Key Leading Countries

10.1 US

10.2 China

11. Key Insights

11.1 Global Mobile Music Market by User Base

11.2 Mobile TV Value Chain

12. Buying Criteria

13. Market Growth Drivers

14. Drivers and their Impact

- 15. Market Challenges
- 16. Impact of Drivers and Challenges
- 17. Market Trends
- 18. Trends and their Impact
- 19. Vendor Landscape
 - 19.1 Competitive Scenario
 - 19.2 Other Prominent Vendors
- 20. Key Vendor Analysis
 - 20.1 Activision Blizzard
 - 20.1.1 Key Facts
 - 20.1.2 Business Overview
 - 20.1.3 Business Segmentation by Revenue 2013
 - 20.1.4 Product Segmentation
 - 20.1.5 Business Strategy
 - 20.1.6 Recent Developments
 - 20.1.7 SWOT Analysis
 - 20.2 Apple
 - 20.2.1 Key Facts
 - 20.2.2 Business Overview
 - 20.2.3 Product Segmentation by Revenue
 - 20.2.4 Geographical Segmentation by Revenue
 - 20.2.5 Business Strategy
 - 20.2.6 Recent Developments
 - 20.2.7 SWOT Analysis
 - 20.3 Electronic Arts
 - 20.3.1 Key Facts
 - 20.3.2 Business Overview
 - 20.3.3 Business Segmentation by Revenue 2014
 - 20.3.4 Business Segmentation by Revenue 2013 and 2014
 - 20.3.5 Geographical Segmentation by Revenue 2014
 - 20.3.6 Business Strategy
 - 20.3.7 Recent Developments
 - 20.3.8 SWOT Analysis
 - 20.4 freenet digital
 - 20.4.1 Key Facts
 - 20.4.2 Business Overview
 - 20.4.3 Solution Offerings
 - 20.4.4 Product Segmentation
 - 20.4.5 SWOT Analysis
 - 20.5 Google
 - 20.5.1 Key Facts
 - 20.5.2 Business Overview
 - 20.5.3 Business Segmentation by Revenue 2013

20.5.4 Business Segmentation by Revenue 2012 and 2013

20.5.5 Geographical Segmentation by Revenue 2013

20.5.6 Business Strategy

20.5.7 Recent Developments

20.5.8 SWOT Analysis

Continued.....

Enquiry Before Buy @ <https://www.wiseguyreports.com/enquiry/781752-global-mobile-entertainment-market-2015-2019>

CONTACT US:

NORAH TRENT

Partner Relations & Marketing Manager

sales@wiseguyreports.com

www.wiseguyreports.com

Ph: +1-646-845-9349 (US)

Ph: +44 208 133 9349 (UK)

Norah Trent

WiseGuy Research Consultants Pvt. Ltd.

+1 646 845 9349 / +44 208 133 9349

[email us here](#)

This press release can be viewed online at: <https://www.einpresswire.com/article/419168119>

EIN Presswire's priority is source transparency. We do not allow opaque clients, and our editors try to be careful about weeding out false and misleading content. As a user, if you see something we have missed, please do bring it to our attention. Your help is welcome. EIN Presswire, Everyone's Internet News Presswire™, tries to define some of the boundaries that are reasonable in today's world. Please see our Editorial Guidelines for more information.

© 1995-2024 Newsmatics Inc. All Right Reserved.