Mobile Gaming Market - Global Structure, Size, Trends, Analysis and Outlook 2017-2019

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New York, NY -- (SBWire) -- 07/07/2017 --Mobile and wireless games represent an entertainment application that is typically played on a feature phone, smartphones, PDA, tablet computer, or portable media player. While the gaming console market continues to grow with market leaders Sony PS4 and Xbox One leading the way, there remains a strong market for anytime, anywhere mobile gaming.

The mobile gaming ecosystem is rapidly evolving. Even more important than crisp graphics and visual fidelity, immersive and engaging games are becoming increasingly important as evidenced by Microsoft's $2.5B acquisition of Minecraft.


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This report provides a comprehensive assessment of the mobile gaming marketplace including ecosystem analysis, market drivers, constraints, and emerging opportunities. The report includes forecasting through 2019 for revenue and gamers by device and region.

Report Audience
- Mobile Cellular Carriers
- Cloud Services Companies
- Wireless Device Manufacturers
- Wireless Infrastructure Providers
- Mobile Gaming and Entertainment Companies
- Commerce, Content and Application Providers

Report Benefits
- Forecasts for mobile gaming devices and revenue through 2019
- Understand mobile gaming dynamics across the value chain
- Understand important mobile gaming trends and developments
- Identify opportunities across the mobile gaming ecosystem
- Identify next generation mobile gaming technologies and solutions

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