



Plunkett's Games, Apps & Social Media Industry Almanac 2017: Games, Apps & Social Media Industry Market Research, Statistics, Trends & Leading Companies

Jack W. Plunkett

[Download now](#)

[Click here](#) if your download doesn't start automatically

Plunkett's Games, Apps & Social Media Industry Almanac 2017: Games, Apps & Social Media Industry Market Research, Statistics, Trends & Leading Companies

Jack W. Plunkett

Plunkett's Games, Apps & Social Media Industry Almanac 2017: Games, Apps & Social Media Industry Market Research, Statistics, Trends & Leading Companies Jack W. Plunkett
PLUNKETT'S GAMES, APPS & SOCIAL MEDIA INDUSTRY ALMANAC 2017

Key findings:

- Plunkett Research lists top 200 companies in Games, Apps & Social Media and names top trends changing the industry for the mid term.

Key Features:

- Industry trends analysis, market data and competitive intelligence
- Market forecasts and Industry Statistics
- Industry Associations and Professional Societies List
- In-Depth Profiles of hundreds of leading companies
- Industry Glossary
- Buyer may register for free access to search and export data at Plunkett Research Online
- Link to our 5-minute video overview of this industry

Pages: 314

Statistical Tables Provided: 17

Companies Profiled: 190

Geographic Focus: Global

A complete market research report, including forecasts and market estimates, technologies analysis and developments at innovative firms. You will gain vital insights that can help you shape your own strategy for business development, product development and investments.

- How is the industry evolving?
- How is the industry being shaped by new technologies?
- How is demand growing in emerging markets and mature economies?
- What is the size of the market now and in the future?
- What are the financial results of the leading companies?
- What are the names and titles of top executives?
- What are the top companies and what are their revenues?

Contents, Statistics, Forecasts and Analysis Include:

Major Trends Affecting the Games, Apps & Social Media Industry

- 1) Introduction to the Games, Apps and Social Media Industry
- 2) Social Media to Generate \$23.6 Billion in Global Ad Revenues
- 3) TVs Are Internet Ready/Game Consoles and Set Top Accessories like Roku and Chromecast Stream Content
- 4) New Video Game Console Technologies and Features Boost Sales
- 5) Virtual Reality and 3-D Games Create Opportunities for the Tech Industry/Immersion Games to Grow

- 6) Tablets and Smartphones Cause Decline in PC and Laptop Computer Market
- 7) Fantasy Sports Post Growth, with 51.8 Million Players
- 8) eSports: Electronic Games Become Spectator Sports
- 9) Virtual Worlds Provide Revenue for Games Publishers
- 10) Global Mobile Apps Revenues to Hit \$77 Billion Yearly in 2017
- 11) Apps Converge with Messaging and Voice Recognition
- 12) Mobile Devices Are Fastest Growing Platform for Electronic Games
- 13) Revenues Continue to Soar for MMORPGs, Massively Multiplayer Online Role Playing Games
- 14) Embedded LTE Wi-Fi and Onboard Apps Incorporated by Auto Makers in New Car Infotainment Systems
- 15) Gamification: Games Technology Boosts Education and Training

Games, Apps & Social Media Industry Statistics

- 1) Games, Apps & Social Media Industry Statistics and Market Size Overview
- 2) Internet Usage Demographics, U.S.: 2015
- 3) Top 10 Social Networking Websites: May 2015
- 4) Percent of Internet Users Who Use Social Networking Sites, U.S.: 2015
- 5) Top 5 Search Engines, U.S.: May 2015
- 6) Home Broadband Adoption Demographics, U.S.: 2015
- 7) Smartphone Adoption Demographics, U.S.: 2015
- 8) Number of Business & Residential High Speed Internet Lines, U.S.: 2009-2015
- 9) Number of Total Fixed Internet Connections, by Speed, U.S.: 2011-2014
- 10) Distribution of Mobile Connections, by Minimum Downstream Speed, U.S.: December 2014
- 11) Quarterly Software Publishing Industry Revenues, U.S.: 4th Quarter 2014-4th Quarter 2015
- 12) Software Publishing Industry, U.S.: Estimated Revenue, Inventories & Expenses: 2010-2015
- 13) Software Publishing Industry, U.S.: Estimated Operating Expenses: 2010-2014

 [Download Plunkett's Games, Apps & Social Media Industry Alm ...pdf](#)

 [Read Online Plunkett's Games, Apps & Social Media Industry A ...pdf](#)

Download and Read Free Online Plunkett's Games, Apps & Social Media Industry Almanac 2017: Games, Apps & Social Media Industry Market Research, Statistics, Trends & Leading Companies

Jack W. Plunkett

From reader reviews:

Doris Simmons:

As people who live in the particular modest era should be update about what going on or data even knowledge to make these keep up with the era that is always change and progress. Some of you maybe can update themselves by reading books. It is a good choice in your case but the problems coming to a person is you don't know which you should start with. This Plunkett's Games, Apps & Social Media Industry Almanac 2017: Games, Apps & Social Media Industry Market Research, Statistics, Trends & Leading Companies is our recommendation to help you keep up with the world. Why, because book serves what you want and wish in this era.

Yolanda Ocasio:

Typically the book Plunkett's Games, Apps & Social Media Industry Almanac 2017: Games, Apps & Social Media Industry Market Research, Statistics, Trends & Leading Companies will bring you to the new experience of reading the book. The author style to spell out the idea is very unique. When you try to find new book to read, this book very appropriate to you. The book Plunkett's Games, Apps & Social Media Industry Almanac 2017: Games, Apps & Social Media Industry Market Research, Statistics, Trends & Leading Companies is much recommended to you to study. You can also get the e-book from official web site, so you can easier to read the book.

Jacquelin Vasquez:

As we know that book is vital thing to add our expertise for everything. By a reserve we can know everything you want. A book is a range of written, printed, illustrated or maybe blank sheet. Every year was exactly added. This book Plunkett's Games, Apps & Social Media Industry Almanac 2017: Games, Apps & Social Media Industry Market Research, Statistics, Trends & Leading Companies was filled in relation to science. Spend your free time to add your knowledge about your scientific disciplines competence. Some people has distinct feel when they reading a new book. If you know how big benefit from a book, you can really feel enjoy to read a guide. In the modern era like now, many ways to get book that you wanted.

Jason Buckley:

A lot of e-book has printed but it differs. You can get it by web on social media. You can choose the most beneficial book for you, science, comedian, novel, or whatever by simply searching from it. It is known as of book Plunkett's Games, Apps & Social Media Industry Almanac 2017: Games, Apps & Social Media Industry Market Research, Statistics, Trends & Leading Companies. Contain your knowledge by it. Without departing the printed book, it could possibly add your knowledge and make anyone happier to read. It is most important that, you must aware about reserve. It can bring you from one location to other place.

Download and Read Online Plunkett's Games, Apps & Social Media Industry Almanac 2017: Games, Apps & Social Media Industry Market Research, Statistics, Trends & Leading Companies Jack W. Plunkett #X0P8E5NYTB7

Read Plunkett's Games, Apps & Social Media Industry Almanac 2017: Games, Apps & Social Media Industry Market Research, Statistics, Trends & Leading Companies by Jack W. Plunkett for online ebook

Plunkett's Games, Apps & Social Media Industry Almanac 2017: Games, Apps & Social Media Industry Market Research, Statistics, Trends & Leading Companies by Jack W. Plunkett Free PDF d0wnl0ad, audio books, books to read, good books to read, cheap books, good books, online books, books online, book reviews epub, read books online, books to read online, online library, greatbooks to read, PDF best books to read, top books to read Plunkett's Games, Apps & Social Media Industry Almanac 2017: Games, Apps & Social Media Industry Market Research, Statistics, Trends & Leading Companies by Jack W. Plunkett books to read online.

Online Plunkett's Games, Apps & Social Media Industry Almanac 2017: Games, Apps & Social Media Industry Market Research, Statistics, Trends & Leading Companies by Jack W. Plunkett ebook PDF download

Plunkett's Games, Apps & Social Media Industry Almanac 2017: Games, Apps & Social Media Industry Market Research, Statistics, Trends & Leading Companies by Jack W. Plunkett Doc

Plunkett's Games, Apps & Social Media Industry Almanac 2017: Games, Apps & Social Media Industry Market Research, Statistics, Trends & Leading Companies by Jack W. Plunkett Mobipocket

Plunkett's Games, Apps & Social Media Industry Almanac 2017: Games, Apps & Social Media Industry Market Research, Statistics, Trends & Leading Companies by Jack W. Plunkett EPub