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: 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:

Anthony Sierra:

People live in this new morning of lifestyle always aim to and must have the free time or they will get wide range of stress from both everyday life and work. So , if we ask do people have extra time, we will say absolutely without a doubt. People is human not a robot. Then we inquire again, what kind of activity are you experiencing when the spare time coming to you actually of course your answer will probably unlimited right. Then ever try this one, reading guides. It can be your alternative in spending your spare time, the book you have read is definitely Plunkett's Games, Apps & Social Media Industry Almanac 2017: Games, Apps & Social Media Industry Market Research, Statistics, Trends & Leading Companies.

Demarcus Bechtel:

Plunkett's Games, Apps & Social Media Industry Almanac 2017: Games, Apps & Social Media Industry Market Research, Statistics, Trends & Leading Companies can be one of your nice books that are good idea. Most of us recommend that straight away because this reserve has good vocabulary that can increase your knowledge in language, easy to understand, bit entertaining but delivering the information. The author giving his/her effort to get every word into enjoyment arrangement in writing Plunkett's Games, Apps & Social Media Industry Almanac 2017: Games, Apps & Social Media Industry Market Research, Statistics, Trends & Leading Companies but doesn't forget the main position, giving the reader the hottest along with based confirm resource info that maybe you can be considered one of it. This great information may drawn you into brand-new stage of crucial imagining.

Josue Denson:

Do you one of the book lovers? If so, do you ever feeling doubt when you are in the book store? Attempt to pick one book that you just dont know the inside because don't judge book by its protect may doesn't work here is difficult job because you are afraid that the inside maybe not while fantastic as in the outside appear likes. Maybe you answer can be Plunkett's Games, Apps & Social Media Industry Almanac 2017: Games, Apps & Social Media Industry Market Research, Statistics, Trends & Leading Companies why because the great cover that make you consider about the content will not disappoint you actually. The inside or content is fantastic as the outside or maybe cover. Your reading 6th sense will directly make suggestions to pick up this book.

Gordon Lipsky:

A lot of e-book has printed but it is different. You can get it by world wide web on social media. You can choose the best book for you, science, comedian, novel, or whatever by searching from it. It is identified as of book Plunkett's Games, Apps & Social Media Industry Almanac 2017: Games, Apps & Social Media Industry Market Research, Statistics, Trends & Leading Companies. You can add your knowledge by it.

Without leaving behind the printed book, it could add your knowledge and make you happier to read. It is most significant that, you must aware about publication. It can bring you from one destination for a 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 #S6U817ELR94

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