

List of Forecasts

All forecasts are for 2009-2013 and include 2007-2008 historical estimates, except where noted below.

Regional forecasts cover 8 regions: North America, South America, Western Europe, Eastern Europe, Far East & China, Indian Sub Continent, Rest of Asia Pacific, Africa & Middle East.

Mobile Entertainment Market Forecasts & Downturn Impact Analysis

- Total Revenues (\$m) from Mobile Entertainment. Best Case Scenario by Product 2007-2013.
- Total Revenues (\$m) from Mobile Entertainment. Product Forecast 2007-2013.
- Total Revenues (\$m) from Mobile Entertainment. Median Case Downturn Scenario by Product 2007-2013.
- Total Revenues (\$m) from Mobile Entertainment. Worst Case Scenario, By Product 2007-2013.
- Comparison of Negative Impact of the Global Economic Downturn by Product (Median Case vs. Worst Case)

Mobile Games Market Forecasts & Downturn Impact Analysis

- Total End-User Revenues (\$m) from Mobile Games by Region 2007-2013.
- Mobile Games Revenues (\$m), Market Forecast (Best Case, Median Downturn; Worst Case)
- Mobile Games (%), Market Forecast Growth Rate Comparison (Best Case, Median Downturn; Worst Case)

Mobile Music Market Forecasts & Downturn Impact Analysis

- Total End-user Generated Revenues (\$m) from Mobile Music (Ringtones, Ringback Tones, Paid-for Full Tracks, Subscription-based Full Track/Streamed Music Services and Music Videos). Best Case Scenario by 8 Key Regions 2007-2013
- Mobile Music Revenues (\$m), Market Forecast (Best Case, Median Downturn; Worst Case)
- Mobile Music (%), Market Forecast Growth Rate Comparison (Best Case, Median Downturn; Worst Case)

Mobile TV Market Forecasts & Downturn Impact Analysis

- Total End-user Generated Revenues (\$m) from Mobile TV (Streamed and Broadcast Services). Best Case Scenario by 8 Key Regions 2007-2013
- Mobile TV Revenues (\$m), Market Forecast (Best Case, Median Downturn; Worst Case)
- Mobile TV (%), Market Forecast Growth Rate Comparison (Best Case, Median Downturn; Worst Case)

Mobile UGC Market Forecasts & Downturn Impact Analysis

- Total End-User Generated Revenues (\$m) from UGC. Best Case Scenario by 8 Key Regions 2007-2013
- Mobile UGC Revenues (\$m), Market Forecast (Best Case, Median Downturn; Worst Case)
- Mobile UGC (%), Market Forecast Growth Rate Comparison (Best Case, Median Downturn; Worst Case)

Mobile Gambling Market Forecasts & Downturn Impact Analysis

Total Wager (\$m) from Mobile Gambling Services. Best Case Scenario by Region 2007-2013

Total Gross Win (\$m) from Mobile Gambling Services by Region, 2007-2013

Mobile Gambling Gross Win (\$m), Market Forecast (Best Case, Median Downturn; Worst Case)

Mobile Gambling Gross Win (%), Market Forecast Growth Rate Comparison Best Case, Median Downturn; Worst Case)

Mobile Adult Market Forecasts & Downturn Impact Analysis

Total Revenues (\$m) from Adult Mobile Services. Best Case Scenario by Region 2007-2013

Mobile Adult Services Revenues (\$m), Market Forecast (Best Case, Median Downturn; Worst Case)

Mobile Adult Services (%), Market Forecast Growth Rate Comparison (Best Case, Median Downturn; Worst Case)

Mobile Infotainment Market Forecasts & Downturn Impact Analysis

Mobile Infotainment Revenues (\$m). Best/Median Case Scenario by 8 Key Regions 2007 - 2013.

Mobile Infotainment Revenues (\$m), Market Forecast (Best Case, Median Downturn; Worst Case)

Mobile Infotainment (%), Market Forecast Growth Rate Comparison (Best Case, Median Downturn; Worst Case)