

## List of Forecasts – Mobile Entertainment Markets: Opportunities & Forecasts 2006-2011

All forecasts are for 2006-2011 unless specified below. Regional forecasts cover 5 key areas: North America, South America, Europe, Asia Pacific and Rest of World.

Forecasts split by Technology include 2G, 2.5G and 3G.

Infotainment forecasts include Sport, Leisure and Information Content.

### Cellular Subscriber

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Cellular Subscriber Growth, By Region (m) 2004-2011

Cellular Subscribers Penetration by Region (%) 2004-2011

### Cellular Subscribers by Technology (2G, 2.5G & 3G)

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Global Cellular Subscriber Forecasts by Technology (m)

North American Cellular Subscriber Forecasts, by Technology (m)

South American Cellular Subscriber Forecasts by Technology (m)

Europe Cellular Subscriber Forecasts by Technology (m)

Asia Pacific Cellular Subscriber Forecasts by Technology (m)

Rest of the World Cellular Subscriber Forecasts by Technology (m)

### Mobile Entertainment Forecasts

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Total Revenues from Mobile Entertainment (Gambling, Adult, Games, Music, TV and Infotainment) by Product (\$m)

Total Revenues from Mobile Entertainment (Gambling, Adult, Games, Music, TV and Infotainment). Product Split (%) 2006 and 2011.

Total Revenues from Mobile Entertainment (Gambling, Adult, Games, Music, TV and Infotainment). Regional Forecast (\$m)

Total Revenues from Mobile Entertainment (Gambling, Adult, Games, Music, TV and Infotainment). Regional Split (\$m) 2006 and 2011

### Mobile Entertainment Product Sector Forecasts

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Mobile Gambling Revenues. Regional Forecast (\$m)

Mobile Adult Content Revenues. Regional Forecast (\$m)

Mobile Games Revenues. Regional Forecast (\$m)

Mobile Music Revenues. Regional Forecast (\$m)

Mobile TV Revenues. Regional Forecast (\$m)

Mobile Infotainment (Sport, Leisure and Information Content ) Revenues. Regional Forecast (\$m)

### Mobile Entertainment Regional Forecasts

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North American Revenues from Mobile Entertainment (Gambling, Adult, Games, Music, TV and Infotainment) by Product (\$m)

South American Revenues from Mobile Entertainment (Gambling, Adult, Games, Music, TV and Infotainment) by Product (\$m)

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European Revenues from Mobile Entertainment (Gambling, Adult, Games, Music, TV and Infotainment) by Product (\$m)

Asia Pacific Revenues from Mobile Entertainment (Gambling, Adult, Games, Music, TV and Infotainment) by Product (\$m)

Rest of the World Revenues from Mobile Entertainment (Gambling, Adult, Games, Music, TV and Infotainment) by Product (\$m)