

SYNOPSIS

ON

**“TO STUDY THE INDIAN ANDROID BASED MOBILE
GAMING INDUSTRY AND ITS FUTURE ON CLOUD”**

UNDER SUPERVISION OF:

.....

SUBMITTED BY

NAME :

ENROLLMENT NO :

PROJECTHELPLINE.IN

1. TITLE OF THE PROJECT

“TO STUDY THE INDIAN ANDROID BASED MOBILE GAMING INDUSTRY AND ITS FUTURE ON CLOUD”

2. STATEMENT OF THE PROBLEM

A mobile game is a video game played on a mobile phone, Smartphone, PDA or handheld computer. Today's Android's gaming sphere is currently plagued by a kind of fragmentation more insidious than the Android versioning issues. With the increased penetration of mobile phone and personal computers in small towns and cities, industry experts are estimating the gaming market to grow in the near future.

3. OBJECTIVES OF THE STUDY

1. To know about the persons approach towards the android based mobile gaming industry and its future on cloud.
2. To help the company's to identify what the customers are expecting android based mobile games.

4. RESEARCH METHODOLOGY

Methodology: Primary Data

EXPLANATION

Research Design

Research design is a research plan which requires that what data is to be collected, what research techniques and instruments are to be used, how a sample is to be selected, and how information is to be collected from this sample.

A research design specifies the methods and procedures for conducting a particular study. Broadly speaking, research design can be grouped into three categories-exploratory research, descriptive research, and causal research.

Research Instrument

Descriptive research is used in this project report in order to understand the evolving competitive environment; a study the android based mobile gaming industry and its future on cloud. The methods use following.

- ❖ Questionnaire method.
- ❖ Direct Interaction with the users.
- ❖ Data collection.

NUMBER OF RESPONDENT

100

Sampling Method: Simple Random Sampling

Population: Indian People having the knowledge of Android based Mobile Games.

METHOD YOU WILL USE TO CLASSIFY DATA

Primary Data: - The sources of Primary data will be collected through questionnaire and Personal interviews.

Secondary Data: - The sources of secondary data will be collected through internet books and magazines.

METHOD YOU WILL USE TO PRESENT DATA

Questionnaire

- Pie Charts
- Bar Graphs
- Likert scale:

5. QUESTIONNAIRE

6. REFERENCES

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7. CHAPTERISATION

1. Introduction to the Study
 - 1.1 Company Introduction
 - 1.2 Objectives of the study
2. Review of Literature
3. Sampling, Data Collection and Tools of Analysis
4. Result and Discussion
 - 4.1 Findings
5. Conclusion
6. Bibliography
7. Limitation of the study
8. Appendix

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8. PROFILE OF PROJECT GUIDE

Name :
Age :
Educational Qualification :
Professional Experience :
Organization :
Current Designation :
Brief Profile :
(Maximum 200 Characters)
Address :
House No. :
Street :
City :
State :
Country :
Phone Number (Office) :
Phone Number (Residence) :
Mobile Number (10 digits) :
Email :

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