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increasingly picking up mobile devices, NPD found. The company said that in 200

9, just 8 percent of children played games on mobile platforms, and now that fig

ure has grown to 38 percent.&lt;/div&gt;&lt;/div&gt;&lt;/div&gt;&lt;/div&gt;&lt;

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g-top:Opx&quot;&gt;&lt;div&gt;&lt;div&gt;&lt;div&gt;&lt;div&gt;&lt;div&gt;&lt;div&gt;&lt;di

v&gt;&lt;div&gt;There are 3.9 billion mobile users worldwide (Newzoo). According

to GWI, 100% of respondents confirmed that they use mobile devices for games. S

o potentially every smartphone user today plays mobile games. 53.6% of mobile ga

me players are men and 46.4% are women.&lt;/div&gt;&lt;/div&gt;&lt;/div&gt;&lt;/

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gt;&lt;div&gt;&lt;span&gt;Mobile gaming audience in 2024: How to reach them and

boost your ...&lt;/span&gt;&lt;/div&gt;&lt;/span&gt;&lt;span&gt;&lt;div&gt;busin