

Global Subscription-based Gaming Market Research Report 2024(Status and Outlook)

<https://marketpublishers.com/r/GB90C7B1E28FEN.html>

Date: January 2024

Pages: 112

Price: US\$ 3,200.00 (Single User License)

ID: GB90C7B1E28FEN

Abstracts

Report Overview

This report provides a deep insight into the global Subscription-based Gaming market covering all its essential aspects. This ranges from a macro overview of the market to micro details of the market size, competitive landscape, development trend, niche market, key market drivers and challenges, SWOT analysis, value chain analysis, etc.

The analysis helps the reader to shape the competition within the industries and strategies for the competitive environment to enhance the potential profit. Furthermore, it provides a simple framework for evaluating and accessing the position of the business organization. The report structure also focuses on the competitive landscape of the Global Subscription-based Gaming Market, this report introduces in detail the market share, market performance, product situation, operation situation, etc. of the main players, which helps the readers in the industry to identify the main competitors and deeply understand the competition pattern of the market.

In a word, this report is a must-read for industry players, investors, researchers, consultants, business strategists, and all those who have any kind of stake or are planning to foray into the Subscription-based Gaming market in any manner.

Global Subscription-based Gaming Market: Market Segmentation Analysis

The research report includes specific segments by region (country), manufacturers, Type, and Application. Market segmentation creates subsets of a market based on product type, end-user or application, Geographic, and other factors. By understanding the market segments, the decision-maker can leverage this targeting in the product,

sales, and marketing strategies. Market segments can power your product development cycles by informing how you create product offerings for different segments.

Key Company

Xbox (Game Pass) (Microsoft Corporation)

PlayStation Now (Sony Corporation)

7.1.3 Apple Arcade (Apple Inc.)

Nintendo Switch Online (Nintendo Co. Ltd)

EA Play (Electronic Arts Inc.)

Google Play Pass (Google LLC)

Humble Bundle Inc.

GeForce Now (NVIDIA)

Uplay Pass (Ubisoft)

Amazon Luna (Amazon Inc.)

Tencent Holdings Ltd

Epic games Inc.

Prime Gaming (Amazon Inc.)

Market Segmentation (by Type)

Local Gaming

Cloud Gaming

Market Segmentation (by Application)

Console Gaming

PC-based Gaming

Mobile Gaming

Geographic Segmentation

North America (USA, Canada, Mexico)

Europe (Germany, UK, France, Russia, Italy, Rest of Europe)

Asia-Pacific (China, Japan, South Korea, India, Southeast Asia, Rest of Asia-Pacific)

South America (Brazil, Argentina, Columbia, Rest of South America)

The Middle East and Africa (Saudi Arabia, UAE, Egypt, Nigeria, South Africa, Rest of MEA)

Key Benefits of This Market Research:

Industry drivers, restraints, and opportunities covered in the study

Neutral perspective on the market performance

Recent industry trends and developments

Competitive landscape & strategies of key players

Potential & niche segments and regions exhibiting promising growth covered

Historical, current, and projected market size, in terms of value

In-depth analysis of the Subscription-based Gaming Market

Overview of the regional outlook of the Subscription-based Gaming Market:

Key Reasons to Buy this Report:

Access to date statistics compiled by our researchers. These provide you with historical and forecast data, which is analyzed to tell you why your market is set to change

This enables you to anticipate market changes to remain ahead of your competitors

You will be able to copy data from the Excel spreadsheet straight into your marketing plans, business presentations, or other strategic documents

The concise analysis, clear graph, and table format will enable you to pinpoint the information you require quickly

Provision of market value (USD Billion) data for each segment and sub-segment

Indicates the region and segment that is expected to witness the fastest growth as well as to dominate the market

Analysis by geography highlighting the consumption of the product/service in the region as well as indicating the factors that are affecting the market within each region

Competitive landscape which incorporates the market ranking of the major players, along with new service/product launches, partnerships, business expansions, and acquisitions in the past five years of companies profiled

Extensive company profiles comprising of company overview, company insights, product benchmarking, and SWOT analysis for the major market players

The current as well as the future market outlook of the industry concerning recent developments which involve growth opportunities and drivers as well as challenges and restraints of both emerging as well as developed regions

Includes in-depth analysis of the market from various perspectives through Porter's five forces analysis

Provides insight into the market through Value Chain

Market dynamics scenario, along with growth opportunities of the market in the years to come

6-month post-sales analyst support

Customization of the Report

In case of any queries or customization requirements, please connect with our sales team, who will ensure that your requirements are met.

Chapter Outline

Chapter 1 mainly introduces the statistical scope of the report, market division standards, and market research methods.

Chapter 2 is an executive summary of different market segments (by region, product type, application, etc), including the market size of each market segment, future development potential, and so on. It offers a high-level view of the current state of the Subscription-based Gaming Market and its likely evolution in the short to mid-term, and long term.

Chapter 3 makes a detailed analysis of the market's competitive landscape of the market and provides the market share, capacity, output, price, latest development plan, merger, and acquisition information of the main manufacturers in the market.

Chapter 4 is the analysis of the whole market industrial chain, including the upstream and downstream of the industry, as well as Porter's five forces analysis.

Chapter 5 introduces the latest developments of the market, the driving factors and restrictive factors of the market, the challenges and risks faced by manufacturers in the industry, and the analysis of relevant policies in the industry.

Chapter 6 provides the analysis of various market segments according to product types, covering the market size and development potential of each market segment, to help readers find the blue ocean market in different market segments.

Chapter 7 provides the analysis of various market segments according to application, covering the market size and development potential of each market segment, to help readers find the blue ocean market in different downstream markets.

Chapter 8 provides a quantitative analysis of the market size and development potential of each region and its main countries and introduces the market development, future development prospects, market space, and capacity of each country in the world.

Chapter 9 introduces the basic situation of the main companies in the market in detail, including product sales revenue, sales volume, price, gross profit margin, market share, product introduction, recent development, etc.

Chapter 10 provides a quantitative analysis of the market size and development potential of each region in the next five years.

Chapter 11 provides a quantitative analysis of the market size and development potential of each market segment (product type and application) in the next five years.

Chapter 12 is the main points and conclusions of the report.

Contents

1 RESEARCH METHODOLOGY AND STATISTICAL SCOPE

- 1.1 Market Definition and Statistical Scope of Subscription-based Gaming
- 1.2 Key Market Segments
 - 1.2.1 Subscription-based Gaming Segment by Type
 - 1.2.2 Subscription-based Gaming Segment by Application
- 1.3 Methodology & Sources of Information
 - 1.3.1 Research Methodology
 - 1.3.2 Research Process
 - 1.3.3 Market Breakdown and Data Triangulation
 - 1.3.4 Base Year
 - 1.3.5 Report Assumptions & Caveats

2 SUBSCRIPTION-BASED GAMING MARKET OVERVIEW

- 2.1 Global Market Overview
- 2.2 Market Segment Executive Summary
- 2.3 Global Market Size by Region

3 SUBSCRIPTION-BASED GAMING MARKET COMPETITIVE LANDSCAPE

- 3.1 Global Subscription-based Gaming Revenue Market Share by Company (2019-2024)
- 3.2 Subscription-based Gaming Market Share by Company Type (Tier 1, Tier 2, and Tier 3)
- 3.3 Company Subscription-based Gaming Market Size Sites, Area Served, Product Type
- 3.4 Subscription-based Gaming Market Competitive Situation and Trends
 - 3.4.1 Subscription-based Gaming Market Concentration Rate
 - 3.4.2 Global 5 and 10 Largest Subscription-based Gaming Players Market Share by Revenue
 - 3.4.3 Mergers & Acquisitions, Expansion

4 SUBSCRIPTION-BASED GAMING VALUE CHAIN ANALYSIS

- 4.1 Subscription-based Gaming Value Chain Analysis
- 4.2 Midstream Market Analysis

4.3 Downstream Customer Analysis

5 THE DEVELOPMENT AND DYNAMICS OF SUBSCRIPTION-BASED GAMING MARKET

5.1 Key Development Trends

5.2 Driving Factors

5.3 Market Challenges

5.4 Market Restraints

5.5 Industry News

5.5.1 Mergers & Acquisitions

5.5.2 Expansions

5.5.3 Collaboration/Supply Contracts

5.6 Industry Policies

6 SUBSCRIPTION-BASED GAMING MARKET SEGMENTATION BY TYPE

6.1 Evaluation Matrix of Segment Market Development Potential (Type)

6.2 Global Subscription-based Gaming Market Size Market Share by Type (2019-2024)

6.3 Global Subscription-based Gaming Market Size Growth Rate by Type (2019-2024)

7 SUBSCRIPTION-BASED GAMING MARKET SEGMENTATION BY APPLICATION

7.1 Evaluation Matrix of Segment Market Development Potential (Application)

7.2 Global Subscription-based Gaming Market Size (M USD) by Application (2019-2024)

7.3 Global Subscription-based Gaming Market Size Growth Rate by Application (2019-2024)

8 SUBSCRIPTION-BASED GAMING MARKET SEGMENTATION BY REGION

8.1 Global Subscription-based Gaming Market Size by Region

8.1.1 Global Subscription-based Gaming Market Size by Region

8.1.2 Global Subscription-based Gaming Market Size Market Share by Region

8.2 North America

8.2.1 North America Subscription-based Gaming Market Size by Country

8.2.2 U.S.

8.2.3 Canada

8.2.4 Mexico

8.3 Europe

8.3.1 Europe Subscription-based Gaming Market Size by Country

8.3.2 Germany

8.3.3 France

8.3.4 U.K.

8.3.5 Italy

8.3.6 Russia

8.4 Asia Pacific

8.4.1 Asia Pacific Subscription-based Gaming Market Size by Region

8.4.2 China

8.4.3 Japan

8.4.4 South Korea

8.4.5 India

8.4.6 Southeast Asia

8.5 South America

8.5.1 South America Subscription-based Gaming Market Size by Country

8.5.2 Brazil

8.5.3 Argentina

8.5.4 Columbia

8.6 Middle East and Africa

8.6.1 Middle East and Africa Subscription-based Gaming Market Size by Region

8.6.2 Saudi Arabia

8.6.3 UAE

8.6.4 Egypt

8.6.5 Nigeria

8.6.6 South Africa

9 KEY COMPANIES PROFILE

9.1 Xbox (Game Pass) (Microsoft Corporation)

9.1.1 Xbox (Game Pass) (Microsoft Corporation) Subscription-based Gaming Basic Information

9.1.2 Xbox (Game Pass) (Microsoft Corporation) Subscription-based Gaming Product Overview

9.1.3 Xbox (Game Pass) (Microsoft Corporation) Subscription-based Gaming Product Market Performance

9.1.4 Xbox (Game Pass) (Microsoft Corporation) Subscription-based Gaming SWOT Analysis

9.1.5 Xbox (Game Pass) (Microsoft Corporation) Business Overview

- 9.1.6 Xbox (Game Pass) (Microsoft Corporation) Recent Developments
- 9.2 PlayStation Now (Sony Corporation)
 - 9.2.1 PlayStation Now (Sony Corporation) Subscription-based Gaming Basic Information
 - 9.2.2 PlayStation Now (Sony Corporation) Subscription-based Gaming Product Overview
 - 9.2.3 PlayStation Now (Sony Corporation) Subscription-based Gaming Product Market Performance
 - 9.2.4 Xbox (Game Pass) (Microsoft Corporation) Subscription-based Gaming SWOT Analysis
 - 9.2.5 PlayStation Now (Sony Corporation) Business Overview
 - 9.2.6 PlayStation Now (Sony Corporation) Recent Developments
- 9.3 7.1.3 Apple Arcade (Apple Inc.)
 - 9.3.1 7.1.3 Apple Arcade (Apple Inc.) Subscription-based Gaming Basic Information
 - 9.3.2 7.1.3 Apple Arcade (Apple Inc.) Subscription-based Gaming Product Overview
 - 9.3.3 7.1.3 Apple Arcade (Apple Inc.) Subscription-based Gaming Product Market Performance
 - 9.3.4 Xbox (Game Pass) (Microsoft Corporation) Subscription-based Gaming SWOT Analysis
 - 9.3.5 7.1.3 Apple Arcade (Apple Inc.) Business Overview
 - 9.3.6 7.1.3 Apple Arcade (Apple Inc.) Recent Developments
- 9.4 Nintendo Switch Online (Nintendo Co. Ltd)
 - 9.4.1 Nintendo Switch Online (Nintendo Co. Ltd) Subscription-based Gaming Basic Information
 - 9.4.2 Nintendo Switch Online (Nintendo Co. Ltd) Subscription-based Gaming Product Overview
 - 9.4.3 Nintendo Switch Online (Nintendo Co. Ltd) Subscription-based Gaming Product Market Performance
 - 9.4.4 Nintendo Switch Online (Nintendo Co. Ltd) Business Overview
 - 9.4.5 Nintendo Switch Online (Nintendo Co. Ltd) Recent Developments
- 9.5 EA Play (Electronic Arts Inc.)
 - 9.5.1 EA Play (Electronic Arts Inc.) Subscription-based Gaming Basic Information
 - 9.5.2 EA Play (Electronic Arts Inc.) Subscription-based Gaming Product Overview
 - 9.5.3 EA Play (Electronic Arts Inc.) Subscription-based Gaming Product Market Performance
 - 9.5.4 EA Play (Electronic Arts Inc.) Business Overview
 - 9.5.5 EA Play (Electronic Arts Inc.) Recent Developments
- 9.6 Google Play Pass (Google LLC)
 - 9.6.1 Google Play Pass (Google LLC) Subscription-based Gaming Basic Information

- 9.6.2 Google Play Pass (Google LLC) Subscription-based Gaming Product Overview
- 9.6.3 Google Play Pass (Google LLC) Subscription-based Gaming Product Market Performance
- 9.6.4 Google Play Pass (Google LLC) Business Overview
- 9.6.5 Google Play Pass (Google LLC) Recent Developments
- 9.7 Humble Bundle Inc.
 - 9.7.1 Humble Bundle Inc. Subscription-based Gaming Basic Information
 - 9.7.2 Humble Bundle Inc. Subscription-based Gaming Product Overview
 - 9.7.3 Humble Bundle Inc. Subscription-based Gaming Product Market Performance
 - 9.7.4 Humble Bundle Inc. Business Overview
 - 9.7.5 Humble Bundle Inc. Recent Developments
- 9.8 GeForce Now (NVIDIA)
 - 9.8.1 GeForce Now (NVIDIA) Subscription-based Gaming Basic Information
 - 9.8.2 GeForce Now (NVIDIA) Subscription-based Gaming Product Overview
 - 9.8.3 GeForce Now (NVIDIA) Subscription-based Gaming Product Market Performance
 - 9.8.4 GeForce Now (NVIDIA) Business Overview
 - 9.8.5 GeForce Now (NVIDIA) Recent Developments
- 9.9 Uplay Pass (Ubisoft)
 - 9.9.1 Uplay Pass (Ubisoft) Subscription-based Gaming Basic Information
 - 9.9.2 Uplay Pass (Ubisoft) Subscription-based Gaming Product Overview
 - 9.9.3 Uplay Pass (Ubisoft) Subscription-based Gaming Product Market Performance
 - 9.9.4 Uplay Pass (Ubisoft) Business Overview
 - 9.9.5 Uplay Pass (Ubisoft) Recent Developments
- 9.10 Amazon Luna (Amazon Inc.)
 - 9.10.1 Amazon Luna (Amazon Inc.) Subscription-based Gaming Basic Information
 - 9.10.2 Amazon Luna (Amazon Inc.) Subscription-based Gaming Product Overview
 - 9.10.3 Amazon Luna (Amazon Inc.) Subscription-based Gaming Product Market Performance
 - 9.10.4 Amazon Luna (Amazon Inc.) Business Overview
 - 9.10.5 Amazon Luna (Amazon Inc.) Recent Developments
- 9.11 Tencent Holdings Ltd
 - 9.11.1 Tencent Holdings Ltd Subscription-based Gaming Basic Information
 - 9.11.2 Tencent Holdings Ltd Subscription-based Gaming Product Overview
 - 9.11.3 Tencent Holdings Ltd Subscription-based Gaming Product Market Performance
 - 9.11.4 Tencent Holdings Ltd Business Overview
 - 9.11.5 Tencent Holdings Ltd Recent Developments
- 9.12 Epic games Inc.
 - 9.12.1 Epic games Inc. Subscription-based Gaming Basic Information

- 9.12.2 Epic games Inc. Subscription-based Gaming Product Overview
- 9.12.3 Epic games Inc. Subscription-based Gaming Product Market Performance
- 9.12.4 Epic games Inc. Business Overview
- 9.12.5 Epic games Inc. Recent Developments
- 9.13 Prime Gaming (Amazon Inc.)
 - 9.13.1 Prime Gaming (Amazon Inc.) Subscription-based Gaming Basic Information
 - 9.13.2 Prime Gaming (Amazon Inc.) Subscription-based Gaming Product Overview
 - 9.13.3 Prime Gaming (Amazon Inc.) Subscription-based Gaming Product Market Performance
 - 9.13.4 Prime Gaming (Amazon Inc.) Business Overview
 - 9.13.5 Prime Gaming (Amazon Inc.) Recent Developments

10 SUBSCRIPTION-BASED GAMING REGIONAL MARKET FORECAST

- 10.1 Global Subscription-based Gaming Market Size Forecast
- 10.2 Global Subscription-based Gaming Market Forecast by Region
 - 10.2.1 North America Market Size Forecast by Country
 - 10.2.2 Europe Subscription-based Gaming Market Size Forecast by Country
 - 10.2.3 Asia Pacific Subscription-based Gaming Market Size Forecast by Region
 - 10.2.4 South America Subscription-based Gaming Market Size Forecast by Country
 - 10.2.5 Middle East and Africa Forecasted Consumption of Subscription-based Gaming by Country

11 FORECAST MARKET BY TYPE AND BY APPLICATION (2025-2030)

- 11.1 Global Subscription-based Gaming Market Forecast by Type (2025-2030)
- 11.2 Global Subscription-based Gaming Market Forecast by Application (2025-2030)

12 CONCLUSION AND KEY FINDINGS

List Of Tables

LIST OF TABLES

Table 1. Introduction of the Type

Table 2. Introduction of the Application

Table 3. Market Size (M USD) Segment Executive Summary

Table 4. Subscription-based Gaming Market Size Comparison by Region (M USD)

Table 5. Global Subscription-based Gaming Revenue (M USD) by Company
(2019-2024)

Table 6. Global Subscription-based Gaming Revenue Share by Company (2019-2024)

Table 7. Company Type (Tier 1, Tier 2, and Tier 3) & (based on the Revenue in
Subscription-based Gaming as of 2022)

Table 8. Company Subscription-based Gaming Market Size Sites and Area Served

Table 9. Company Subscription-based Gaming Product Type

Table 10. Global Subscription-based Gaming Company Market Concentration Ratio
(CR5 and HHI)

Table 11. Mergers & Acquisitions, Expansion Plans

Table 12. Value Chain Map of Subscription-based Gaming

Table 13. Midstream Market Analysis

Table 14. Downstream Customer Analysis

Table 15. Key Development Trends

Table 16. Driving Factors

Table 17. Subscription-based Gaming Market Challenges

Table 18. Global Subscription-based Gaming Market Size by Type (M USD)

Table 19. Global Subscription-based Gaming Market Size (M USD) by Type
(2019-2024)

Table 20. Global Subscription-based Gaming Market Size Share by Type (2019-2024)

Table 21. Global Subscription-based Gaming Market Size Growth Rate by Type
(2019-2024)

Table 22. Global Subscription-based Gaming Market Size by Application

Table 23. Global Subscription-based Gaming Market Size by Application (2019-2024) &
(M USD)

Table 24. Global Subscription-based Gaming Market Share by Application (2019-2024)

Table 25. Global Subscription-based Gaming Market Size Growth Rate by Application
(2019-2024)

Table 26. Global Subscription-based Gaming Market Size by Region (2019-2024) & (M
USD)

Table 27. Global Subscription-based Gaming Market Size Market Share by Region

(2019-2024)

Table 28. North America Subscription-based Gaming Market Size by Country (2019-2024) & (M USD)

Table 29. Europe Subscription-based Gaming Market Size by Country (2019-2024) & (M USD)

Table 30. Asia Pacific Subscription-based Gaming Market Size by Region (2019-2024) & (M USD)

Table 31. South America Subscription-based Gaming Market Size by Country (2019-2024) & (M USD)

Table 32. Middle East and Africa Subscription-based Gaming Market Size by Region (2019-2024) & (M USD)

Table 33. Xbox (Game Pass) (Microsoft Corporation) Subscription-based Gaming Basic Information

Table 34. Xbox (Game Pass) (Microsoft Corporation) Subscription-based Gaming Product Overview

Table 35. Xbox (Game Pass) (Microsoft Corporation) Subscription-based Gaming Revenue (M USD) and Gross Margin (2019-2024)

Table 36. Xbox (Game Pass) (Microsoft Corporation) Subscription-based Gaming SWOT Analysis

Table 37. Xbox (Game Pass) (Microsoft Corporation) Business Overview

Table 38. Xbox (Game Pass) (Microsoft Corporation) Recent Developments

Table 39. PlayStation Now (Sony Corporation) Subscription-based Gaming Basic Information

Table 40. PlayStation Now (Sony Corporation) Subscription-based Gaming Product Overview

Table 41. PlayStation Now (Sony Corporation) Subscription-based Gaming Revenue (M USD) and Gross Margin (2019-2024)

Table 42. Xbox (Game Pass) (Microsoft Corporation) Subscription-based Gaming SWOT Analysis

Table 43. PlayStation Now (Sony Corporation) Business Overview

Table 44. PlayStation Now (Sony Corporation) Recent Developments

Table 45. 7.1.3 Apple Arcade (Apple Inc.) Subscription-based Gaming Basic Information

Table 46. 7.1.3 Apple Arcade (Apple Inc.) Subscription-based Gaming Product Overview

Table 47. 7.1.3 Apple Arcade (Apple Inc.) Subscription-based Gaming Revenue (M USD) and Gross Margin (2019-2024)

Table 48. Xbox (Game Pass) (Microsoft Corporation) Subscription-based Gaming SWOT Analysis

Table 49. 7.1.3 Apple Arcade (Apple Inc.) Business Overview

- Table 50. 7.1.3 Apple Arcade (Apple Inc.) Recent Developments
- Table 51. Nintendo Switch Online (Nintendo Co. Ltd) Subscription-based Gaming Basic Information
- Table 52. Nintendo Switch Online (Nintendo Co. Ltd) Subscription-based Gaming Product Overview
- Table 53. Nintendo Switch Online (Nintendo Co. Ltd) Subscription-based Gaming Revenue (M USD) and Gross Margin (2019-2024)
- Table 54. Nintendo Switch Online (Nintendo Co. Ltd) Business Overview
- Table 55. Nintendo Switch Online (Nintendo Co. Ltd) Recent Developments
- Table 56. EA Play (Electronic Arts Inc.) Subscription-based Gaming Basic Information
- Table 57. EA Play (Electronic Arts Inc.) Subscription-based Gaming Product Overview
- Table 58. EA Play (Electronic Arts Inc.) Subscription-based Gaming Revenue (M USD) and Gross Margin (2019-2024)
- Table 59. EA Play (Electronic Arts Inc.) Business Overview
- Table 60. EA Play (Electronic Arts Inc.) Recent Developments
- Table 61. Google Play Pass (Google LLC) Subscription-based Gaming Basic Information
- Table 62. Google Play Pass (Google LLC) Subscription-based Gaming Product Overview
- Table 63. Google Play Pass (Google LLC) Subscription-based Gaming Revenue (M USD) and Gross Margin (2019-2024)
- Table 64. Google Play Pass (Google LLC) Business Overview
- Table 65. Google Play Pass (Google LLC) Recent Developments
- Table 66. Humble Bundle Inc. Subscription-based Gaming Basic Information
- Table 67. Humble Bundle Inc. Subscription-based Gaming Product Overview
- Table 68. Humble Bundle Inc. Subscription-based Gaming Revenue (M USD) and Gross Margin (2019-2024)
- Table 69. Humble Bundle Inc. Business Overview
- Table 70. Humble Bundle Inc. Recent Developments
- Table 71. GeForce Now (NVIDIA) Subscription-based Gaming Basic Information
- Table 72. GeForce Now (NVIDIA) Subscription-based Gaming Product Overview
- Table 73. GeForce Now (NVIDIA) Subscription-based Gaming Revenue (M USD) and Gross Margin (2019-2024)
- Table 74. GeForce Now (NVIDIA) Business Overview
- Table 75. GeForce Now (NVIDIA) Recent Developments
- Table 76. Uplay Pass (Ubisoft) Subscription-based Gaming Basic Information
- Table 77. Uplay Pass (Ubisoft) Subscription-based Gaming Product Overview
- Table 78. Uplay Pass (Ubisoft) Subscription-based Gaming Revenue (M USD) and Gross Margin (2019-2024)

- Table 79. Uplay Pass (Ubisoft) Business Overview
- Table 80. Uplay Pass (Ubisoft) Recent Developments
- Table 81. Amazon Luna (Amazon Inc.) Subscription-based Gaming Basic Information
- Table 82. Amazon Luna (Amazon Inc.) Subscription-based Gaming Product Overview
- Table 83. Amazon Luna (Amazon Inc.) Subscription-based Gaming Revenue (M USD) and Gross Margin (2019-2024)
- Table 84. Amazon Luna (Amazon Inc.) Business Overview
- Table 85. Amazon Luna (Amazon Inc.) Recent Developments
- Table 86. Tencent Holdings Ltd Subscription-based Gaming Basic Information
- Table 87. Tencent Holdings Ltd Subscription-based Gaming Product Overview
- Table 88. Tencent Holdings Ltd Subscription-based Gaming Revenue (M USD) and Gross Margin (2019-2024)
- Table 89. Tencent Holdings Ltd Business Overview
- Table 90. Tencent Holdings Ltd Recent Developments
- Table 91. Epic games Inc. Subscription-based Gaming Basic Information
- Table 92. Epic games Inc. Subscription-based Gaming Product Overview
- Table 93. Epic games Inc. Subscription-based Gaming Revenue (M USD) and Gross Margin (2019-2024)
- Table 94. Epic games Inc. Business Overview
- Table 95. Epic games Inc. Recent Developments
- Table 96. Prime Gaming (Amazon Inc.) Subscription-based Gaming Basic Information
- Table 97. Prime Gaming (Amazon Inc.) Subscription-based Gaming Product Overview
- Table 98. Prime Gaming (Amazon Inc.) Subscription-based Gaming Revenue (M USD) and Gross Margin (2019-2024)
- Table 99. Prime Gaming (Amazon Inc.) Business Overview
- Table 100. Prime Gaming (Amazon Inc.) Recent Developments
- Table 101. Global Subscription-based Gaming Market Size Forecast by Region (2025-2030) & (M USD)
- Table 102. North America Subscription-based Gaming Market Size Forecast by Country (2025-2030) & (M USD)
- Table 103. Europe Subscription-based Gaming Market Size Forecast by Country (2025-2030) & (M USD)
- Table 104. Asia Pacific Subscription-based Gaming Market Size Forecast by Region (2025-2030) & (M USD)
- Table 105. South America Subscription-based Gaming Market Size Forecast by Country (2025-2030) & (M USD)
- Table 106. Middle East and Africa Subscription-based Gaming Market Size Forecast by Country (2025-2030) & (M USD)
- Table 107. Global Subscription-based Gaming Market Size Forecast by Type

(2025-2030) & (M USD)

Table 108. Global Subscription-based Gaming Market Size Forecast by Application

(2025-2030) & (M USD)

List Of Figures

LIST OF FIGURES

- Figure 1. Industrial Chain of Subscription-based Gaming
- Figure 2. Data Triangulation
- Figure 3. Key Caveats
- Figure 4. Global Subscription-based Gaming Market Size (M USD), 2019-2030
- Figure 5. Global Subscription-based Gaming Market Size (M USD) (2019-2030)
- Figure 6. Evaluation Matrix of Segment Market Development Potential (Type)
- Figure 7. Evaluation Matrix of Segment Market Development Potential (Application)
- Figure 8. Evaluation Matrix of Regional Market Development Potential
- Figure 9. Subscription-based Gaming Market Size by Country (M USD)
- Figure 10. Global Subscription-based Gaming Revenue Share by Company in 2023
- Figure 11. Subscription-based Gaming Market Share by Company Type (Tier 1, Tier 2 and Tier 3): 2023
- Figure 12. The Global 5 and 10 Largest Players: Market Share by Subscription-based Gaming Revenue in 2023
- Figure 13. Evaluation Matrix of Segment Market Development Potential (Type)
- Figure 14. Global Subscription-based Gaming Market Share by Type
- Figure 15. Market Size Share of Subscription-based Gaming by Type (2019-2024)
- Figure 16. Market Size Market Share of Subscription-based Gaming by Type in 2022
- Figure 17. Global Subscription-based Gaming Market Size Growth Rate by Type (2019-2024)
- Figure 18. Evaluation Matrix of Segment Market Development Potential (Application)
- Figure 19. Global Subscription-based Gaming Market Share by Application
- Figure 20. Global Subscription-based Gaming Market Share by Application (2019-2024)
- Figure 21. Global Subscription-based Gaming Market Share by Application in 2022
- Figure 22. Global Subscription-based Gaming Market Size Growth Rate by Application (2019-2024)
- Figure 23. Global Subscription-based Gaming Market Size Market Share by Region (2019-2024)
- Figure 24. North America Subscription-based Gaming Market Size and Growth Rate (2019-2024) & (M USD)
- Figure 25. North America Subscription-based Gaming Market Size Market Share by Country in 2023
- Figure 26. U.S. Subscription-based Gaming Market Size and Growth Rate (2019-2024) & (M USD)
- Figure 27. Canada Subscription-based Gaming Market Size (M USD) and Growth Rate

(2019-2024)

Figure 28. Mexico Subscription-based Gaming Market Size (Units) and Growth Rate (2019-2024)

Figure 29. Europe Subscription-based Gaming Market Size and Growth Rate (2019-2024) & (M USD)

Figure 30. Europe Subscription-based Gaming Market Size Market Share by Country in 2023

Figure 31. Germany Subscription-based Gaming Market Size and Growth Rate (2019-2024) & (M USD)

Figure 32. France Subscription-based Gaming Market Size and Growth Rate (2019-2024) & (M USD)

Figure 33. U.K. Subscription-based Gaming Market Size and Growth Rate (2019-2024) & (M USD)

Figure 34. Italy Subscription-based Gaming Market Size and Growth Rate (2019-2024) & (M USD)

Figure 35. Russia Subscription-based Gaming Market Size and Growth Rate (2019-2024) & (M USD)

Figure 36. Asia Pacific Subscription-based Gaming Market Size and Growth Rate (M USD)

Figure 37. Asia Pacific Subscription-based Gaming Market Size Market Share by Region in 2023

Figure 38. China Subscription-based Gaming Market Size and Growth Rate (2019-2024) & (M USD)

Figure 39. Japan Subscription-based Gaming Market Size and Growth Rate (2019-2024) & (M USD)

Figure 40. South Korea Subscription-based Gaming Market Size and Growth Rate (2019-2024) & (M USD)

Figure 41. India Subscription-based Gaming Market Size and Growth Rate (2019-2024) & (M USD)

Figure 42. Southeast Asia Subscription-based Gaming Market Size and Growth Rate (2019-2024) & (M USD)

Figure 43. South America Subscription-based Gaming Market Size and Growth Rate (M USD)

Figure 44. South America Subscription-based Gaming Market Size Market Share by Country in 2023

Figure 45. Brazil Subscription-based Gaming Market Size and Growth Rate (2019-2024) & (M USD)

Figure 46. Argentina Subscription-based Gaming Market Size and Growth Rate (2019-2024) & (M USD)

Figure 47. Columbia Subscription-based Gaming Market Size and Growth Rate (2019-2024) & (M USD)

Figure 48. Middle East and Africa Subscription-based Gaming Market Size and Growth Rate (M USD)

Figure 49. Middle East and Africa Subscription-based Gaming Market Size Market Share by Region in 2023

Figure 50. Saudi Arabia Subscription-based Gaming Market Size and Growth Rate (2019-2024) & (M USD)

Figure 51. UAE Subscription-based Gaming Market Size and Growth Rate (2019-2024) & (M USD)

Figure 52. Egypt Subscription-based Gaming Market Size and Growth Rate (2019-2024) & (M USD)

Figure 53. Nigeria Subscription-based Gaming Market Size and Growth Rate (2019-2024) & (M USD)

Figure 54. South Africa Subscription-based Gaming Market Size and Growth Rate (2019-2024) & (M USD)

Figure 55. Global Subscription-based Gaming Market Size Forecast by Value (2019-2030) & (M USD)

Figure 56. Global Subscription-based Gaming Market Share Forecast by Type (2025-2030)

Figure 57. Global Subscription-based Gaming Market Share Forecast by Application (2025-2030)

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