

Global Video Game Music Market Research Report 2026(Status and Outlook)

<https://marketpublishers.com/r/GD3D001E6C3AEN.html>

Date: February 2026

Pages: 139

Price: US\$ 2,980.00 (Single User License)

ID: GD3D001E6C3AEN

Abstracts

Global key players of Video Game Music include Universalmusic, Dynamedion, Hexany Audio, Game Music Collective Oy and Somatone, etc. Universalmusic occupy for a share about 20%. North America is the largest market, with a share about 35%, followed by Europe and Asia-Pacific. In terms of product, In-game Music is the largest segment, with a share over 80%. In terms of application, Mobile Game is the largest market, with a share over 40%.

The global Video Game Music market size was estimated at USD 1517.0 million in 2025 and is projected to grow at a compound annual growth rate (CAGR) of 7.70% during the forecast period.

This report offers a comprehensive and in-depth analysis of the global Video Game Music market, covering all critical facets from a broad macroeconomic overview to detailed micro-level insights. It examines market size, competitive landscape, emerging development trends, niche segments, key drivers and challenges, as well as conducts SWOT and value chain analyses.

The insights provided enable readers to understand the competitive dynamics within the industry and formulate effective strategies to enhance profitability and market positioning. Additionally, the report presents a clear framework for evaluating the current status and future outlook of business organizations operating in this sector.

A significant focus of this report lies in the competitive landscape of the global Video Game Music market. It offers detailed profiles of major players, including their market shares, performance metrics, product portfolios, and operational status. This enables stakeholders to identify leading competitors and gain a nuanced understanding of

market rivalry and structure.

In summary, this report serves as an essential resource for industry participants, investors, researchers, consultants, and business strategists, as well as anyone planning to enter or expand their presence in the Video Game Music market.

Global Video Game Music Market: Market Segmentation Analysis

This research report provides a detailed segmentation of the market by region (country), key manufacturers, product type, and application. Market segmentation divides the overall market into distinct subsets based on factors such as product categories, end-user industries, geographic locations, and other relevant criteria.

A clear understanding of these market segments enables decision-makers to tailor their product development, sales, and marketing strategies more effectively to meet the unique needs of each segment. Leveraging market segmentation insights can significantly enhance targeted approaches, optimize resource allocation, and accelerate product innovation cycles by aligning offerings with the specific demands of diverse customer groups.

Key Company

Dynamedion
Hexany Audio
Moonwalk Audio
Universalmusic
Somatone
Game Music Collective Oy
7Sounds
GL33k
Vanguard-Sound
The One Studio
Xiaoxu Music

Market Segmentation (by Type)

In-game Music
Out-of-game Music

Market Segmentation (by Application)

Computer Games
Mobile Game
Console Game
Others

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 Video Game Music Market
Overview of the regional outlook of the Video Game Music Market:

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 Video Game Music 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 shares the main producing countries of Video Game Music, their output value, profit level, regional supply, production capacity layout, etc. from the supply side.

Chapter 10 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 11 provides a quantitative analysis of the market size and development potential of each region in the next five years.

Chapter 12 provides a quantitative analysis of the market size and development potential of each market segment in the next five years.

Chapter 13 is the main points and conclusions of the report.

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 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.

Contents

1 RESEARCH METHODOLOGY AND STATISTICAL SCOPE

1.1 Market Definition and Statistical Scope of Video Game Music

1.2 Key Market Segments

1.2.1 Video Game Music Segment by Type

1.2.2 Video Game Music 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 VIDEO GAME MUSIC MARKET OVERVIEW

2.1 Global Market Overview

2.1.1 Global Video Game Music Market Size (M USD) Estimates and Forecasts (2020-2035)

2.1.2 Global Video Game Music Sales Estimates and Forecasts (2020-2035)

2.2 Market Segment Executive Summary

2.3 Global Market Size by Region

3 VIDEO GAME MUSIC MARKET COMPETITIVE LANDSCAPE

3.1 Company Assessment Quadrant

3.2 Global Video Game Music Product Life Cycle

3.3 Global Video Game Music Sales by Manufacturers (2020-2025)

3.4 Global Video Game Music Revenue Market Share by Manufacturers (2020-2025)

3.5 Video Game Music Market Share by Company Type (Tier 1, Tier 2, and Tier 3)

3.6 Global Video Game Music Average Price by Manufacturers (2020-2025)

3.7 Manufacturers? Manufacturing Sites, Areas Served, and Product Types

3.8 Video Game Music Market Competitive Situation and Trends

3.8.1 Video Game Music Market Concentration Rate

3.8.2 Global 5 and 10 Largest Video Game Music Players Market Share by Revenue

3.8.3 Mergers & Acquisitions, Expansion

4 VIDEO GAME MUSIC INDUSTRY CHAIN ANALYSIS

- 4.1 Video Game Music Industry Chain Analysis
- 4.2 Market Overview of Key Raw Materials
- 4.3 Midstream Market Analysis
- 4.4 Downstream Customer Analysis

5 THE DEVELOPMENT AND DYNAMICS OF VIDEO GAME MUSIC MARKET

- 5.1 Key Development Trends
- 5.2 Driving Factors
- 5.3 Market Challenges
- 5.4 Industry News
 - 5.4.1 New Product Developments
 - 5.4.2 Mergers & Acquisitions
 - 5.4.3 Expansions
 - 5.4.4 Collaboration/Supply Contracts
- 5.5 PEST Analysis
 - 5.5.1 Industry Policies Analysis
 - 5.5.2 Economic Environment Analysis
 - 5.5.3 Social Environment Analysis
 - 5.5.4 Technological Environment Analysis
- 5.6 Global Video Game Music Market Porter's Five Forces Analysis
 - 5.6.1 Global Trade Frictions
 - 5.6.2 U.S. Tariff Policy ? April 2025
 - 5.6.3 Global Trade Frictions and Their Impacts to Video Game Music Market
- 5.7 ESG Ratings of Leading Companies

6 VIDEO GAME MUSIC MARKET SEGMENTATION BY TYPE

- 6.1 Evaluation Matrix of Segment Market Development Potential (Type)
- 6.2 Global Video Game Music Sales Market Share by Type (2020-2025)
- 6.3 Global Video Game Music Market Size by Type (2020-2025)
- 6.4 Global Video Game Music Price by Type (2020-2025)

7 VIDEO GAME MUSIC MARKET SEGMENTATION BY APPLICATION

- 7.1 Evaluation Matrix of Segment Market Development Potential (Application)
- 7.2 Global Video Game Music Market Sales by Application (2020-2025)
- 7.3 Global Video Game Music Market Size (M USD) by Application (2020-2025)

7.4 Global Video Game Music Sales Growth Rate by Application (2020-2025)

8 VIDEO GAME MUSIC MARKET SALES BY REGION

8.1 Global Video Game Music Sales by Region

8.1.1 Global Video Game Music Sales by Region

8.1.2 Global Video Game Music Sales Market Share by Region

8.2 Global Video Game Music Market Size by Region

8.2.1 Global Video Game Music Market Size by Region

8.2.2 Global Video Game Music Market Size by Region

8.3 North America

8.3.1 North America Video Game Music Sales by Country

8.3.2 North America Video Game Music Market Size by Country

8.3.3 U.S. Market Overview

8.3.4 Canada Market Overview

8.3.5 Mexico Market Overview

8.4 Europe

8.4.1 Europe Video Game Music Sales by Country

8.4.2 Europe Video Game Music Market Size by Country

8.4.3 Germany Market Overview

8.4.4 France Market Overview

8.4.5 U.K. Market Overview

8.4.6 Italy Market Overview

8.4.7 Spain Market Overview

8.5 Asia Pacific

8.5.1 Asia Pacific Video Game Music Sales by Region

8.5.2 Asia Pacific Video Game Music Market Size by Region

8.5.3 China Market Overview

8.5.4 Japan Market Overview

8.5.5 South Korea Market Overview

8.5.6 India Market Overview

8.5.7 Southeast Asia Market Overview

8.6 South America

8.6.1 South America Video Game Music Sales by Country

8.6.2 South America Video Game Music Market Size by Country

8.6.3 Brazil Market Overview

8.6.4 Argentina Market Overview

8.6.5 Columbia Market Overview

8.7 Middle East and Africa

- 8.7.1 Middle East and Africa Video Game Music Sales by Region
- 8.7.2 Middle East and Africa Video Game Music Market Size by Region
- 8.7.3 Saudi Arabia Market Overview
- 8.7.4 UAE Market Overview
- 8.7.5 Egypt Market Overview
- 8.7.6 Nigeria Market Overview
- 8.7.7 South Africa Market Overview

9 VIDEO GAME MUSIC MARKET PRODUCTION BY REGION

- 9.1 Global Production of Video Game Music by Region(2020-2025)
- 9.2 Global Video Game Music Revenue Market Share by Region (2020-2025)
- 9.3 Global Video Game Music Production, Revenue, Price and Gross Margin (2020-2025)
- 9.4 North America Video Game Music Production
 - 9.4.1 North America Video Game Music Production Growth Rate (2020-2025)
 - 9.4.2 North America Video Game Music Production, Revenue, Price and Gross Margin (2020-2025)
- 9.5 Europe Video Game Music Production
 - 9.5.1 Europe Video Game Music Production Growth Rate (2020-2025)
 - 9.5.2 Europe Video Game Music Production, Revenue, Price and Gross Margin (2020-2025)
- 9.6 Japan Video Game Music Production (2020-2025)
 - 9.6.1 Japan Video Game Music Production Growth Rate (2020-2025)
 - 9.6.2 Japan Video Game Music Production, Revenue, Price and Gross Margin (2020-2025)
- 9.7 China Video Game Music Production (2020-2025)
 - 9.7.1 China Video Game Music Production Growth Rate (2020-2025)
 - 9.7.2 China Video Game Music Production, Revenue, Price and Gross Margin (2020-2025)

10 KEY COMPANIES PROFILE

- 10.1 Dynamedion
 - 10.1.1 Dynamedion Basic Information
 - 10.1.2 Dynamedion Video Game Music Product Overview
 - 10.1.3 Dynamedion Video Game Music Product Market Performance
 - 10.1.4 Dynamedion Business Overview
 - 10.1.5 Dynamedion SWOT Analysis

- 10.1.6 Dynamedion Recent Developments
- 10.2 Hexany Audio
 - 10.2.1 Hexany Audio Basic Information
 - 10.2.2 Hexany Audio Video Game Music Product Overview
 - 10.2.3 Hexany Audio Video Game Music Product Market Performance
 - 10.2.4 Hexany Audio Business Overview
 - 10.2.5 Hexany Audio SWOT Analysis
 - 10.2.6 Hexany Audio Recent Developments
- 10.3 Moonwalk Audio
 - 10.3.1 Moonwalk Audio Basic Information
 - 10.3.2 Moonwalk Audio Video Game Music Product Overview
 - 10.3.3 Moonwalk Audio Video Game Music Product Market Performance
 - 10.3.4 Moonwalk Audio Business Overview
 - 10.3.5 Moonwalk Audio SWOT Analysis
 - 10.3.6 Moonwalk Audio Recent Developments
- 10.4 Universalmusic
 - 10.4.1 Universalmusic Basic Information
 - 10.4.2 Universalmusic Video Game Music Product Overview
 - 10.4.3 Universalmusic Video Game Music Product Market Performance
 - 10.4.4 Universalmusic Business Overview
 - 10.4.5 Universalmusic Recent Developments
- 10.5 Somatone
 - 10.5.1 Somatone Basic Information
 - 10.5.2 Somatone Video Game Music Product Overview
 - 10.5.3 Somatone Video Game Music Product Market Performance
 - 10.5.4 Somatone Business Overview
 - 10.5.5 Somatone Recent Developments
- 10.6 Game Music Collective Oy
 - 10.6.1 Game Music Collective Oy Basic Information
 - 10.6.2 Game Music Collective Oy Video Game Music Product Overview
 - 10.6.3 Game Music Collective Oy Video Game Music Product Market Performance
 - 10.6.4 Game Music Collective Oy Business Overview
 - 10.6.5 Game Music Collective Oy Recent Developments
- 10.7 7Sounds
 - 10.7.1 7Sounds Basic Information
 - 10.7.2 7Sounds Video Game Music Product Overview
 - 10.7.3 7Sounds Video Game Music Product Market Performance
 - 10.7.4 7Sounds Business Overview
 - 10.7.5 7Sounds Recent Developments

10.8 GL33k

- 10.8.1 GL33k Basic Information
- 10.8.2 GL33k Video Game Music Product Overview
- 10.8.3 GL33k Video Game Music Product Market Performance
- 10.8.4 GL33k Business Overview
- 10.8.5 GL33k Recent Developments

10.9 Vanguard-Sound

- 10.9.1 Vanguard-Sound Basic Information
- 10.9.2 Vanguard-Sound Video Game Music Product Overview
- 10.9.3 Vanguard-Sound Video Game Music Product Market Performance
- 10.9.4 Vanguard-Sound Business Overview
- 10.9.5 Vanguard-Sound Recent Developments

10.10 The One Studio

- 10.10.1 The One Studio Basic Information
- 10.10.2 The One Studio Video Game Music Product Overview
- 10.10.3 The One Studio Video Game Music Product Market Performance
- 10.10.4 The One Studio Business Overview
- 10.10.5 The One Studio Recent Developments

10.11 Xiaoxu Music

- 10.11.1 Xiaoxu Music Basic Information
- 10.11.2 Xiaoxu Music Video Game Music Product Overview
- 10.11.3 Xiaoxu Music Video Game Music Product Market Performance
- 10.11.4 Xiaoxu Music Business Overview
- 10.11.5 Xiaoxu Music Recent Developments

11 VIDEO GAME MUSIC MARKET FORECAST BY REGION

11.1 Global Video Game Music Market Size Forecast

11.2 Global Video Game Music Market Forecast by Region

- 11.2.1 North America Market Size Forecast by Country
- 11.2.2 Europe Video Game Music Market Size Forecast by Country
- 11.2.3 Asia Pacific Video Game Music Market Size Forecast by Region
- 11.2.4 South America Video Game Music Market Size Forecast by Country
- 11.2.5 Middle East and Africa Forecasted Sales of Video Game Music by Country

12 FORECAST MARKET BY TYPE AND BY APPLICATION (2026-2035)

12.1 Global Video Game Music Market Forecast by Type (2026-2035)

- 12.1.1 Global Forecasted Sales of Video Game Music by Type (2026-2035)

- 12.1.2 Global Video Game Music Market Size Forecast by Type (2026-2035)
- 12.1.3 Global Forecasted Price of Video Game Music by Type (2026-2035)
- 12.2 Global Video Game Music Market Forecast by Application (2026-2035)
 - 12.2.1 Global Video Game Music Sales (K Units) Forecast by Application
 - 12.2.2 Global Video Game Music Market Size (M USD) Forecast by Application (2026-2035)

13 CONCLUSION AND KEY FINDINGS

List Of Tables

LIST OF TABLES

Table 1. Introduction of the Type
Table 2. Introduction of the Application
Table 3. Global Video Game Music Market Size by Type (M USD)
Table 4. Global Video Game Music Market Size by Application
Table 5. Video Game Music Market Size Comparison by Region (M USD)
Table 6. Global Video Game Music Sales (K Units) by Manufacturers (2020-2025)
Table 7. Global Video Game Music Sales Market Share by Manufacturers (2020-2025)
Table 8. Global Video Game Music Revenue (M USD) by Manufacturers (2020-2025)
Table 9. Global Video Game Music Revenue Share by Manufacturers (2020-2025)
Table 10. Company Type (Tier 1, Tier 2, and Tier 3) & (based on the Revenue in Video Game Music as of 2025)
Table 11. Global Market Video Game Music Average Price (USD/Unit) of Key Manufacturers (2020-2025)
Table 12. Manufacturers? Manufacturing Sites, Areas Served
Table 13. Manufacturers? Product Type
Table 14. Global Video Game Music Manufacturers Market Concentration Ratio (CR5 and HHI)
Table 15. Mergers & Acquisitions, Expansion Plans
Table 16. Market Overview of Key Raw Materials
Table 17. Midstream Market Analysis
Table 18. Downstream Customer Analysis
Table 19. Key Development Trends
Table 20. Driving Factors
Table 21. Video Game Music Market Challenges
Table 22. Goldman Sachs' forecast real GDP growth rate for 2025-2026
Table 23. S&P Global ' Forecast Real GDP Growth Rate For 2025-2027
Table 24. World Bank ' Forecast Real GDP Growth Rate For 2025-2026
Table 25. The Tariff Rates Imposed by the United States on Major Commodity Trading Countries
Table 26. Global Video Game Music Sales by Type (K Units)
Table 27. Global Video Game Music Market Size by Type (M USD)
Table 28. Global Video Game Music Sales (K Units) by Type (2020-2025)
Table 29. Global Video Game Music Sales Market Share by Type (2020-2025)
Table 30. Global Video Game Music Market Size (M USD) by Type (2020-2025)
Table 31. Global Video Game Music Market Share by Type (2020-2025)

Table 32. Global Video Game Music Price (USD/Unit) by Type (2020-2025)
Table 33. Global Video Game Music Sales (K Units) by Application
Table 34. Global Video Game Music Market Size by Application
Table 35. Global Video Game Music Sales by Application (2020-2025) & (K Units)
Table 36. Global Video Game Music Sales Market Share by Application (2020-2025)
Table 37. Global Video Game Music Market Size by Application (2020-2025) & (M USD)
Table 38. Global Video Game Music Market Share by Application (2020-2025)
Table 39. Global Video Game Music Sales Growth Rate by Application (2020-2025)
Table 40. Global Video Game Music Sales by Region (2020-2025) & (K Units)
Table 41. Global Video Game Music Sales Market Share by Region (2020-2025)
Table 42. Global Video Game Music Market Size by Region (2020-2025) & (M USD)
Table 43. Global Video Game Music Market Size by Region (2020-2025)
Table 44. North America Video Game Music Sales by Country (2020-2025) & (K Units)
Table 45. North America Video Game Music Market Size by Country (2020-2025) & (M USD)
Table 46. Europe Video Game Music Sales by Country (2020-2025) & (K Units)
Table 47. Europe Video Game Music Market Size by Country (2020-2025) & (M USD)
Table 48. Asia Pacific Video Game Music Sales by Region (2020-2025) & (K Units)
Table 49. Asia Pacific Video Game Music Market Size by Region (2020-2025) & (M USD)
Table 50. South America Video Game Music Sales by Country (2020-2025) & (K Units)
Table 51. South America Video Game Music Market Size by Country (2020-2025) & (M USD)
Table 52. Middle East and Africa Video Game Music Sales by Region (2020-2025) & (K Units)
Table 53. Middle East and Africa Video Game Music Market Size by Region (2020-2025) & (M USD)
Table 54. Global Video Game Music Production (K Units) by Region(2020-2025)
Table 55. Global Video Game Music Revenue (US\$ Million) by Region (2020-2025)
Table 56. Global Video Game Music Revenue Market Share by Region (2020-2025)
Table 57. Global Video Game Music Production (K Units), Revenue (US\$ Million), Price (USD/Unit) and Gross Margin (2020-2025)
Table 58. North America Video Game Music Production (K Units), Revenue (US\$ Million), Price (USD/Unit) and Gross Margin (2020-2025)
Table 59. Europe Video Game Music Production (K Units), Revenue (US\$ Million), Price (USD/Unit) and Gross Margin (2020-2025)
Table 60. Japan Video Game Music Production (K Units), Revenue (US\$ Million), Price (USD/Unit) and Gross Margin (2020-2025)
Table 61. China Video Game Music Production (K Units), Revenue (US\$ Million), Price

(USD/Unit) and Gross Margin (2020-2025)

Table 62. Dynamedion Basic Information

Table 63. Dynamedion Video Game Music Product Overview

Table 64. Dynamedion Video Game Music Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2020-2025)

Table 65. Dynamedion Business Overview

Table 66. Dynamedion SWOT Analysis

Table 67. Dynamedion Recent Developments

Table 68. Hexany Audio Basic Information

Table 69. Hexany Audio Video Game Music Product Overview

Table 70. Hexany Audio Video Game Music Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2020-2025)

Table 71. Hexany Audio Business Overview

Table 72. Hexany Audio SWOT Analysis

Table 73. Hexany Audio Recent Developments

Table 74. Moonwalk Audio Basic Information

Table 75. Moonwalk Audio Video Game Music Product Overview

Table 76. Moonwalk Audio Video Game Music Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2020-2025)

Table 77. Moonwalk Audio Business Overview

Table 78. Moonwalk Audio SWOT Analysis

Table 79. Moonwalk Audio Recent Developments

Table 80. Universalmusic Basic Information

Table 81. Universalmusic Video Game Music Product Overview

Table 82. Universalmusic Video Game Music Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2020-2025)

Table 83. Universalmusic Business Overview

Table 84. Universalmusic Recent Developments

Table 85. Somatone Basic Information

Table 86. Somatone Video Game Music Product Overview

Table 87. Somatone Video Game Music Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2020-2025)

Table 88. Somatone Business Overview

Table 89. Somatone Recent Developments

Table 90. Game Music Collective Oy Basic Information

Table 91. Game Music Collective Oy Video Game Music Product Overview

Table 92. Game Music Collective Oy Video Game Music Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2020-2025)

Table 93. Game Music Collective Oy Business Overview

Table 94. Game Music Collective Oy Recent Developments
Table 95. 7Sounds Basic Information
Table 96. 7Sounds Video Game Music Product Overview
Table 97. 7Sounds Video Game Music Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2020-2025)
Table 98. 7Sounds Business Overview
Table 99. 7Sounds Recent Developments
Table 100. GL33k Basic Information
Table 101. GL33k Video Game Music Product Overview
Table 102. GL33k Video Game Music Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2020-2025)
Table 103. GL33k Business Overview
Table 104. GL33k Recent Developments
Table 105. Vanguard-Sound Basic Information
Table 106. Vanguard-Sound Video Game Music Product Overview
Table 107. Vanguard-Sound Video Game Music Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2020-2025)
Table 108. Vanguard-Sound Business Overview
Table 109. Vanguard-Sound Recent Developments
Table 110. The One Studio Basic Information
Table 111. The One Studio Video Game Music Product Overview
Table 112. The One Studio Video Game Music Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2020-2025)
Table 113. The One Studio Business Overview
Table 114. The One Studio Recent Developments
Table 115. Xiaoxu Music Basic Information
Table 116. Xiaoxu Music Video Game Music Product Overview
Table 117. Xiaoxu Music Video Game Music Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2020-2025)
Table 118. Xiaoxu Music Business Overview
Table 119. Xiaoxu Music Recent Developments
Table 120. Global Video Game Music Sales Forecast by Region (2026-2035) & (K Units)
Table 121. Global Video Game Music Market Size Forecast by Region (2026-2035) & (M USD)
Table 122. North America Video Game Music Sales Forecast by Country (2026-2035) & (K Units)
Table 123. North America Video Game Music Market Size Forecast by Country (2026-2035) & (M USD)

Table 124. Europe Video Game Music Sales Forecast by Country (2026-2035) & (K Units)

Table 125. Europe Video Game Music Market Size Forecast by Country (2026-2035) & (M USD)

Table 126. Asia Pacific Video Game Music Sales Forecast by Region (2026-2035) & (K Units)

Table 127. Asia Pacific Video Game Music Market Size Forecast by Region (2026-2035) & (M USD)

Table 128. South America Video Game Music Sales Forecast by Country (2026-2035) & (K Units)

Table 129. South America Video Game Music Market Size Forecast by Country (2026-2035) & (M USD)

Table 130. Middle East and Africa Video Game Music Sales Forecast by Country (2026-2035) & (Units)

Table 131. Middle East and Africa Video Game Music Market Size Forecast by Country (2026-2035) & (M USD)

Table 132. Global Video Game Music Sales Forecast by Type (2026-2035) & (K Units)

Table 133. Global Video Game Music Market Size Forecast by Type (2026-2035) & (M USD)

Table 134. Global Video Game Music Price Forecast by Type (2026-2035) & (USD/Unit)

Table 135. Global Video Game Music Sales (K Units) Forecast by Application (2026-2035)

Table 136. Global Video Game Music Market Size Forecast by Application (2026-2035) & (M USD)

List Of Figures

LIST OF FIGURES

- Figure 1. Product Picture of Video Game Music
- Figure 2. Data Triangulation
- Figure 3. Key Caveats
- Figure 4. Global Video Game Music Market Size (M USD), 2025-2035
- Figure 5. Global Video Game Music Market Size (M USD) (2020-2035)
- Figure 6. Global Video Game Music Sales (K Units) & (2020-2035)
- Figure 7. Evaluation Matrix of Segment Market Development Potential (Type)
- Figure 8. Evaluation Matrix of Segment Market Development Potential (Application)
- Figure 9. Evaluation Matrix of Regional Market Development Potential
- Figure 10. Video Game Music Market Size by Country (M USD)
- Figure 11. Company Assessment Quadrant
- Figure 12. Global Video Game Music Product Life Cycle
- Figure 13. Video Game Music Sales Share by Manufacturers in 2025
- Figure 14. Global Video Game Music Revenue Share by Manufacturers in 2025
- Figure 15. Video Game Music Market Share by Company Type (Tier 1, Tier 2 and Tier 3): 2025
- Figure 16. Global Market Video Game Music Average Price (USD/Unit) of Key Manufacturers in 2025
- Figure 17. The Global 5 and 10 Largest Players: Market Share by Video Game Music Revenue in 2025
- Figure 18. Industry Chain Map of Video Game Music
- Figure 19. Global Video Game Music Market PEST Analysis
- Figure 20. Global Video Game Music Market Porter's Five Forces Analysis
- Figure 21. Global Merchandise Trade as a Percentage Of GDP
- Figure 22. US - Imports of Goods by Country
- Figure 23. China Exports by Country
- Figure 24. ESG Rating Distribution of The Leading Company Compared With Its Peers
- Figure 25. Evaluation Matrix of Segment Market Development Potential (Type)
- Figure 26. Global Video Game Music Market Share by Type
- Figure 27. Sales Market Share of Video Game Music by Type (2020-2025)
- Figure 28. Sales Market Share of Video Game Music by Type in 2025
- Figure 29. Market Share of Video Game Music by Type (2020-2025)
- Figure 30. Market Share of Video Game Music by Type in 2025
- Figure 31. Evaluation Matrix of Segment Market Development Potential (Application)
- Figure 32. Global Video Game Music Market Share by Application

Figure 33. Global Video Game Music Sales Market Share by Application (2020-2025)

Figure 34. Global Video Game Music Sales Market Share by Application in 2025

Figure 35. Global Video Game Music Market Share by Application (2020-2025)

Figure 36. Global Video Game Music Market Share by Application in 2025

Figure 37. Global Video Game Music Sales Growth Rate by Application (2020-2025)

Figure 38. Global Video Game Music Sales Market Share by Region (2020-2025)

Figure 39. Global Video Game Music Market Size by Region (2020-2025)

Figure 40. North America Video Game Music Sales and Growth Rate (2020-2025) & (K Units)

Figure 41. North America Video Game Music Sales and Growth Rate (2020-2025) & (K Units)

Figure 42. North America Video Game Music Sales Market Share by Country in 2024

Figure 43. North America Video Game Music Market Size and Growth Rate (2020-2025) & (M USD)

Figure 44. North America Video Game Music Market Size by Country in 2024

Figure 45. U.S. Video Game Music Sales and Growth Rate (2020-2025) & (K Units)

Figure 46. U.S. Video Game Music Market Size and Growth Rate (2020-2025) & (M USD)

Figure 47. Canada Video Game Music Sales (K Units) and Growth Rate (2020-2025)

Figure 48. Canada Video Game Music Market Size (M USD) and Growth Rate (2020-2025)

Figure 49. Mexico Video Game Music Sales (Units) and Growth Rate (2020-2025)

Figure 50. Mexico Video Game Music Market Size (Units) and Growth Rate (2020-2025)

Figure 51. Europe Video Game Music Sales and Growth Rate (2020-2025) & (K Units)

Figure 52. Europe Video Game Music Sales Market Share by Country in 2024

Figure 53. Europe Video Game Music Market Size and Growth Rate (2020-2025) & (M USD)

Figure 54. Europe Video Game Music Market Size by Country in 2024

Figure 55. Germany Video Game Music Sales and Growth Rate (2020-2025) & (K Units)

Figure 56. Germany Video Game Music Market Size and Growth Rate (2020-2025) & (M USD)

Figure 57. France Video Game Music Sales and Growth Rate (2020-2025) & (K Units)

Figure 58. France Video Game Music Market Size and Growth Rate (2020-2025) & (M USD)

Figure 59. U.K. Video Game Music Sales and Growth Rate (2020-2025) & (K Units)

Figure 60. U.K. Video Game Music Market Size and Growth Rate (2020-2025) & (M USD)

Figure 61. Italy Video Game Music Sales and Growth Rate (2020-2025) & (K Units)

Figure 62. Italy Video Game Music Market Size and Growth Rate (2020-2025) & (M USD)

Figure 63. Spain Video Game Music Sales and Growth Rate (2020-2025) & (K Units)

Figure 64. Spain Video Game Music Market Size and Growth Rate (2020-2025) & (M USD)

Figure 65. Asia Pacific Video Game Music Sales and Growth Rate (K Units)

Figure 66. Asia Pacific Video Game Music Sales Market Share by Region in 2024

Figure 67. Asia Pacific Video Game Music Market Size by Region in 2024

Figure 68. China Video Game Music Sales and Growth Rate (2020-2025) & (K Units)

Figure 69. China Video Game Music Market Size and Growth Rate (2020-2025) & (M USD)

Figure 70. Japan Video Game Music Sales and Growth Rate (2020-2025) & (K Units)

Figure 71. Japan Video Game Music Market Size and Growth Rate (2020-2025) & (M USD)

Figure 72. South Korea Video Game Music Sales and Growth Rate (2020-2025) & (K Units)

Figure 73. South Korea Video Game Music Market Size and Growth Rate (2020-2025) & (M USD)

Figure 74. India Video Game Music Sales and Growth Rate (2020-2025) & (K Units)

Figure 75. India Video Game Music Market Size and Growth Rate (2020-2025) & (M USD)

Figure 76. Southeast Asia Video Game Music Sales and Growth Rate (2020-2025) & (K Units)

Figure 77. Southeast Asia Video Game Music Market Size and Growth Rate (2020-2025) & (M USD)

Figure 78. South America Video Game Music Sales and Growth Rate (K Units)

Figure 79. South America Video Game Music Sales Market Share by Country in 2024

Figure 80. South America Video Game Music Market Size and Growth Rate (M USD)

Figure 81. South America Video Game Music Market Size by Country in 2024

Figure 82. Brazil Video Game Music Sales and Growth Rate (2020-2025) & (K Units)

Figure 83. Brazil Video Game Music Market Size and Growth Rate (2020-2025) & (M USD)

Figure 84. Argentina Video Game Music Sales and Growth Rate (2020-2025) & (K Units)

Figure 85. Argentina Video Game Music Market Size and Growth Rate (2020-2025) & (M USD)

Figure 86. Columbia Video Game Music Sales and Growth Rate (2020-2025) & (K Units)

Figure 87. Columbia Video Game Music Market Size and Growth Rate (2020-2025) & (M USD)

Figure 88. Middle East and Africa Video Game Music Sales and Growth Rate (K Units)

Figure 89. Middle East and Africa Video Game Music Sales Market Share by Region in 2024

Figure 90. Middle East and Africa Video Game Music Market Size and Growth Rate (M USD)

Figure 91. Middle East and Africa Video Game Music Market Size by Region in 2024

Figure 92. Saudi Arabia Video Game Music Sales and Growth Rate (2020-2025) & (K Units)

Figure 93. Saudi Arabia Video Game Music Market Size and Growth Rate (2020-2025) & (M USD)

Figure 94. UAE Video Game Music Sales and Growth Rate (2020-2025) & (K Units)

Figure 95. UAE Video Game Music Market Size and Growth Rate (2020-2025) & (M USD)

Figure 96. Egypt Video Game Music Sales and Growth Rate (2020-2025) & (K Units)

Figure 97. Egypt Video Game Music Market Size and Growth Rate (2020-2025) & (M USD)

Figure 98. Nigeria Video Game Music Sales and Growth Rate (2020-2025) & (K Units)

Figure 99. Nigeria Video Game Music Market Size and Growth Rate (2020-2025) & (M USD)

Figure 100. South Africa Video Game Music Sales and Growth Rate (2020-2025) & (K Units)

Figure 101. South Africa Video Game Music Market Size and Growth Rate (2020-2025) & (M USD)

Figure 102. Global Video Game Music Production Market Share by Region (2020-2025)

Figure 103. North America Video Game Music Production (K Units) Growth Rate (2020-2025)

Figure 104. Europe Video Game Music Production (K Units) Growth Rate (2020-2025)

Figure 105. Japan Video Game Music Production (K Units) Growth Rate (2020-2025)

Figure 106. China Video Game Music Production (K Units) Growth Rate (2020-2025)

Figure 107. Global Video Game Music Sales Forecast by Volume (2020-2035) & (K Units)

Figure 108. Global Video Game Music Market Size Forecast by Value (2020-2035) & (M USD)

Figure 109. Global Video Game Music Sales Market Share Forecast by Type (2026-2035)

Figure 110. Global Video Game Music Market Share Forecast by Type (2026-2035)

Figure 111. Global Video Game Music Sales Forecast by Application (2026-2035)

Figure 112. Global Video Game Music Market Share Forecast by Application
(2026-2035)

I would like to order

Product name: Global Video Game Music Market Research Report 2026(Status and Outlook)

Product link: <https://marketpublishers.com/r/GD3D001E6C3AEN.html>

Price: US\$ 2,980.00 (Single User License / Electronic Delivery)

If you want to order Corporate License or Hard Copy, please, contact our Customer Service:

info@marketpublishers.com

Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/GD3D001E6C3AEN.html>