

# Global Game Living Capture Card Competitive Landscape Professional Research Report 2025

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## Abstracts

### Market Overview

According to DIResearch's in-depth investigation and research, the global Game Living Capture Card market size will reach 207.97 Million USD in 2025 and is projected to reach 381.89 Million USD by 2032, with a CAGR of 9.07% (2025-2032). Notably, the China Game Living Capture Card market has changed rapidly in the past few years. By 2025, China's market size is expected to be Million USD, representing approximately % of the global market share.

### Research Summary

A game living capture card is a hardware device used to capture video and audio output from a game console or PC and transfer it to a streaming platform such as Twitch or YouTube for live broadcast. This device allows players to share their gameplay, skills, and interactions over the Internet. Game live capture cards usually have different input and output interfaces, allowing connection to various gaming devices and providing high-quality video and audio capture. This enables players to create professional-level live content, interact with their audience, and even transform their gameplay into real-time entertainment. These devices are often used to create live game broadcasts, educational content, or other game-related online media. It is worth noting that the specific functions and features of game live capture cards may vary between different brands and models.

The major global manufacturers of Game Living Capture Card include Elgato (Corsair), AVerMedia, Blackmagic, Razer, EVGA, UGREEN, ezcap, Acasis, etc. The global players competition landscape in this report is divided into three tiers. The first tier

comprises global leading enterprises that command a substantial market share, hold a dominant industry position, possess strong competitiveness and influence, and generate significant revenue. The second tier includes companies with a notable market presence and reputation; these firms actively follow industry leaders in product, service, or technological innovation and maintain a moderate revenue scale. The third tier consists of smaller companies with limited market share and lower brand recognition, primarily focused on local markets and generating comparatively lower revenue.

This report studies the market size, price trends and future development prospects of Game Living Capture Card. Focus on analysing the market share, product portfolio, prices, sales, revenue and gross profit margin of global major manufacturers, as well as the market status and trends of different product types and applications in the global Game Living Capture Card market. The report data covers historical data from 2020 to 2024, based year in 2025 and forecast data from 2026 to 2032.

The regions and countries in the report include North America, Europe, China, APAC (excl. China), Latin America and Middle East and Africa, covering the Game Living Capture Card market conditions and future development trends of key regions and countries, combined with industry-related policies and the latest technological developments, analyze the development characteristics of Game Living Capture Card industries in various regions and countries, help companies understand the development characteristics of each region, help companies formulate business strategies, and achieve the ultimate goal of the company's global development strategy.

The data sources of this report mainly include the National Bureau of Statistics, customs databases, industry associations, corporate financial reports, third-party databases, etc. Among them, macroeconomic data mainly comes from the National Bureau of Statistics, International Economic Research Organization; industry statistical data mainly come from industry associations; company data mainly comes from interviews, public information collection, third-party reliable databases, and price data mainly comes from various markets monitoring database.

Global Key Manufacturers of Game Living Capture Card Include:

Elgato (Corsair)

AVerMedia

Blackmagic

Razer

EVGA

UGREEN

ezcap

Acasis

Game Living Capture Card Product Segment Include:

USB Capture Card

PCI/PCIe Capture Card

Game Living Capture Card Product Application Include:

Online Sales

Offline Sales

## **Chapter Scope**

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