

Global Video Game Music Competitive Landscape Professional Research Report 2025

<https://marketpublishers.com/r/VCB072C9CD36EN.html>

Date: June 2025

Pages: 165

Price: US\$ 3,500.00 (Single User License)

ID: VCB072C9CD36EN

Abstracts

Market Overview

According to DIResearch's in-depth investigation and research, the global Video Game Music market size will reach 1,724.05 Million USD in 2025 and is projected to reach 2,864.01 Million USD by 2032, with a CAGR of 7.52% (2025-2032). Notably, the China Video Game Music 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

Video game music refers to the audio content composed specifically for video games, including background music, sound effects, and other auditory elements. Video game music plays a crucial role in enhancing the gaming experience by setting the mood, evoking emotions, and providing auditory feedback to players as they interact with the game environment. Composers and sound designers create video game music to complement the game's storyline, atmosphere, and gameplay mechanics, often tailoring the music to match different game scenarios, levels, or events. Video game music encompasses a wide range of genres and styles, from orchestral scores and electronic soundtracks to ambient music and catchy chiptunes. With advancements in technology, video game music has evolved significantly over the years, becoming an integral part of the overall gaming experience and contributing to the immersive and interactive nature of modern video games.

The major global suppliers of Video Game Music include Dynamedion, Hexany Audio, Moonwalk Audio, Universalmusic, Somatone, Game Music Collective Oy, 7Sounds,

GL33k, Vanguard-Sound, The One Studio, Xiaoxu Music, 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 Video Game Music. Focus on analysing the market share, product portfolio, prices, sales, revenue and gross profit margin of global major suppliers, as well as the market status and trends of different product types and applications in the global Video Game Music 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 Video Game Music 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 Video Game Music 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 Suppliers of Video Game Music Include:

Dynamedion

Hexany Audio

Moonwalk Audio

Universalmusic

Somatone

Game Music Collective Oy

7Sounds

GL33k

Vanguard-Sound

The One Studio

Xiaoxu Music

Video Game Music Product Segment Include:

In-game Music

Out-of-game Music

Video Game Music Product Application Include:

Computer Games

Mobile Game

Console Game

Others

Chapter Scope

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