

# Global Game Authentication Supply, Demand and Key Producers, 2026-2032

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## Abstracts

The global Game Authentication market size is expected to reach \$ 4461 million by 2032, rising at a market growth of 9.3% CAGR during the forecast period (2026-2032).

Game identity verification is a set of technical mechanisms and processes for confirming the legitimacy and authenticity of a player's digital identity. Its core task is to generate a unique identifier (PlayerID) for each user while protecting player privacy and minimizing operational friction, and to establish cross-device, cross-platform identity persistence capabilities. This mechanism encompasses two basic paths: anonymous visitor mode and integration with external identity providers. Advanced forms include game real-name authentication systems, biometric verification, and KYC/AML checks in compliant gaming scenarios, aiming to balance security thresholds and user experience, and providing identity anchors for anti-cheating, minor protection, and payment security.

Under the triple pressures of generative AI-generated identity forgery, fragmented compliance in cross-border operations, and tightening regulations for minor protection, game identity verification is evolving from a 'login tool' to a 'default component of the game trust layer.' In the next three years, portable, verifiable, and anonymous game-specific digital IDs (such as PlaySafe ID) will emerge. After a single biometric verification, players can roam across games and platforms with their identity and reputation. Cheating bans and restrictions on underage users will be upgraded from account-level to identity-level. Meanwhile, liveness detection and optical character recognition (OCR) for identification documents will be deeply embedded in the millisecond-level onboarding process, enabling seamless compliance in the gaming and open markets. Zero-knowledge proof technology is expected to make it possible to 'prove adulthood' without revealing one's date of birth. The on-demand, flexible payment

model of Identity as a Service (iDaaS) will dominate the selection process for small and medium-sized studios, and the global game identity layer is expected to form several interoperable ecosystems, becoming a de facto pre-recorded protocol for the metaverse entrance.

This report studies the global Game Authentication demand, key companies, and key regions.

This report is a detailed and comprehensive analysis of the world market for Game Authentication, and provides market size (US\$ million) and Year-over-Year (YoY) growth, considering 2025 as the base year. This report explores demand trends and competition, as well as details the characteristics of Game Authentication that contribute to its increasing demand across many markets.

### **Highlights and key features of the study**

Global Game Authentication total market, 2021-2032, (USD Million)

Global Game Authentication total market by region & country, CAGR, 2021-2032, (USD Million)

U.S. VS China: Game Authentication total market, key domestic companies, and share, (USD Million)

Global Game Authentication revenue by player, revenue and market share 2021-2026, (USD Million)

Global Game Authentication total market by Type, CAGR, 2021-2032, (USD Million)

Global Game Authentication total market by Application, CAGR, 2021-2032, (USD Million)

This report profiles major players in the global Game Authentication market based on the following parameters - company overview, revenue, gross margin, product portfolio, geographical presence, and key developments. Key companies covered as a part of this study include Keyless, AuthenticID, authID, Veriff, AU10TIX, Incode, iDenfy, Onfido, Sumsb, Ondato, etc.

This report also provides key insights about market drivers, restraints, opportunities, new product launches or approvals.

Stakeholders would have ease in decision-making through various strategy matrices used in analyzing the world Game Authentication market

### **Detailed Segmentation:**

Each section contains quantitative market data including market by value (US\$ Millions), by player, by regions, by Type, and by Application. Data is given for the years 2021-2032 by year with 2025 as the base year, 2026 as the estimate year, and 2027-2032 as the forecast year.

#### Global Game Authentication Market, By Region:

United States

China

Europe

Japan

South Korea

ASEAN

India

Rest of World

#### Global Game Authentication Market, Segmentation by Type:

Software

Service

#### Global Game Authentication Market, Segmentation by Verification Strength:

Lightweight Verification

Real-name Authentication

Biometric Verification

Document-level KYC

Global Game Authentication Market, Segmentation by Technical Path:

Anonymous Authentication

External Identity Provider Verification

Custom Authentication

Global Game Authentication Market, Segmentation by Application:

Teenagers and Children

Adults

Companies Profiled:

Keyless

AuthenticID

authID

Veriff

AU10TIX

Incode

iDenfy

Onfido

Sumsub

Ondato

Jumio

Trulioo

Socure

Shufti Pro

Thales

Idnow

#### Key Questions Answered

1. How big is the global Game Authentication market?
2. What is the demand of the global Game Authentication market?
3. What is the year over year growth of the global Game Authentication market?
4. What is the total value of the global Game Authentication market?
5. Who are the Major Players in the global Game Authentication market?
6. What are the growth factors driving the market demand?

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