

Global Games Developer and Publisher Insurance Supply, Demand and Key Producers, 2026-2032

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Abstracts

The global Games Developer and Publisher Insurance market size is expected to reach \$ 2621 million by 2032, rising at a market growth of 3.7% CAGR during the forecast period (2026-2032).

Games Developer and Publisher Insurance is a specialized commercial insurance solution designed for video game studios, publishers, and related interactive entertainment businesses, typically combining multiple coverages such as cyber insurance, technology errors and omissions (E&O), media liability, intellectual property and content-related liability, general liability, property, and sometimes management liability. It is intended to protect companies against risks arising from game development, software failure, online services, data breaches, user claims, licensing disputes, content infringement allegations, and business interruption linked to digital operations and publishing activities.

The market for Games Developer and Publisher Insurance is being shaped by rising cyber exposure, live-service and always-online business models, growing use of licensed and user-generated content, and the broader expansion of the global games industry, all of which are increasing demand for bundled cyber, media, and tech liability protection; at the same time, insurers see opportunities in underwriting fast-growing digital entertainment companies and offering more tailored risk-prevention services, but the segment also faces challenges from ransomware severity, IP and content disputes, rapidly changing regulation around privacy and digital platforms, and the difficulty of pricing emerging risks tied to AI tools, cross-border publishing, and volatile game-launch performance.

This report studies the global Games Developer and Publisher Insurance demand, key

companies, and key regions.

This report is a detailed and comprehensive analysis of the world market for Games Developer and Publisher Insurance, 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 Games Developer and Publisher Insurance that contribute to its increasing demand across many markets.

Highlights and key features of the study

Global Games Developer and Publisher Insurance total market, 2021-2032, (USD Million)

Global Games Developer and Publisher Insurance total market by region & country, CAGR, 2021-2032, (USD Million)

U.S. VS China: Games Developer and Publisher Insurance total market, key domestic companies, and share, (USD Million)

Global Games Developer and Publisher Insurance revenue by player, revenue and market share 2021-2026, (USD Million)

Global Games Developer and Publisher Insurance total market by Type, CAGR, 2021-2032, (USD Million)

Global Games Developer and Publisher Insurance total market by Application, CAGR, 2021-2032, (USD Million)

This report profiles major players in the global Games Developer and Publisher Insurance 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 Performance Insurance, GG Insurance Services, Alan Boswell Group, PolicyBee, Whinney Insurance Brokers, HUB International, Business Insurance USA, Johnsonese Brokerage, Insure24, MFL Insurance Group, 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 Games Developer and Publisher Insurance 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 Games Developer and Publisher Insurance Market, By Region:

United States

China

Europe

Japan

South Korea

ASEAN

India

Rest of World

Global Games Developer and Publisher Insurance Market, Segmentation by Type:

Cyber Insurance

Technology E&O Insurance

Media Liability Insurance

Others

Global Games Developer and Publisher Insurance Market, Segmentation by Aggregate Annual Indemnity Limit:

Low-Limit Basic Grade

Medium-Limit Standard Grade

High-Limit Premium Grade

Global Games Developer and Publisher Insurance Market, Segmentation by Application:

Independent Game Developers

Mobile Game Studios

Game Publishing Companies

Others

Companies Profiled:

Performance Insurance

GG Insurance Services

Alan Boswell Group

PolicyBee

Whinney Insurance Brokers

HUB International

Business Insurance USA

Johnsonese Brokerage

Insure24

MFL Insurance Group

Angelic Insurance

Professional Saver Insurance

RhoneRisk

Macbeth

Lareau

Thunder Insurance

Marsh

Aon

Fullsteam Insurance

Lockton

Superscript

Markel

Galvaniize Insurance

Key Questions Answered

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

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