

# Global Games Developer and Publisher Insurance Market 2026 by Company, Regions, Type and Application, Forecast to 2032

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## Abstracts

According to our (Global Info Research) latest study, the global Games Developer and Publisher Insurance market size was valued at US\$ 2028 million in 2025 and is forecast to a readjusted size of US\$ 2621 million by 2032 with a CAGR of 3.7% during review period.

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 is a detailed and comprehensive analysis for global Games Developer and Publisher Insurance market. Both quantitative and qualitative analyses are presented by company, by region & country, by Type and by Application. As the market is constantly changing, this report explores the competition, supply and demand trends, as well as key factors that contribute to its changing demands across many markets. Company profiles and product examples of selected competitors, along with market share estimates of some of the selected leaders for the year 2025, are provided.

### **Key Features:**

Global Games Developer and Publisher Insurance market size and forecasts, in consumption value (\$ Million), 2021-2032

Global Games Developer and Publisher Insurance market size and forecasts by region and country, in consumption value (\$ Million), 2021-2032

Global Games Developer and Publisher Insurance market size and forecasts, by Type and by Application, in consumption value (\$ Million), 2021-2032

Global Games Developer and Publisher Insurance market shares of main players, in revenue (\$ Million), 2021-2026

### **The Primary Objectives in This Report Are:**

To determine the size of the total market opportunity of global and key countries

To assess the growth potential for Games Developer and Publisher Insurance

To forecast future growth in each product and end-use market

To assess competitive factors affecting the marketplace

This report profiles key 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.

### Market segmentation

Games Developer and Publisher Insurance market is split by Type and by Application. For the period 2021-2032, the growth among segments provides accurate calculations and forecasts for Consumption Value by Type and by Application. This analysis can help you expand your business by targeting qualified niche markets.

### Market segment by Type

Cyber Insurance

Technology E&O Insurance

Media Liability Insurance

Others

### Market segment by Aggregate Annual Indemnity Limit

Low-Limit Basic Grade

Medium-Limit Standard Grade

High-Limit Premium Grade

### Market segment by Application

Independent Game Developers

Mobile Game Studios

Game Publishing Companies

Others

Market segment by players, this report covers

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

Market segment by regions, regional analysis covers

North America (United States, Canada and Mexico)

Europe (Germany, France, UK, Russia, Italy and Rest of Europe)

Asia-Pacific (China, Japan, South Korea, India, Southeast Asia and Rest of Asia-Pacific)

South America (Brazil, Rest of South America)

Middle East & Africa (Turkey, Saudi Arabia, UAE, Rest of Middle East & Africa)

**The content of the study subjects, includes a total of 13 chapters:**

Chapter 1, to describe Games Developer and Publisher Insurance product scope, market overview, market estimation caveats and base year.

Chapter 2, to profile the top players of Games Developer and Publisher Insurance, with revenue, gross margin, and global market share of Games Developer and Publisher Insurance from 2021 to 2026.

Chapter 3, the Games Developer and Publisher Insurance competitive situation, revenue, and global market share of top players are analyzed emphatically by landscape contrast.

Chapter 4 and 5, to segment the market size by Type and by Application, with consumption value and growth rate by Type, by Application, from 2021 to 2032.

Chapter 6, 7, 8, 9, and 10, to break the market size data at the country level, with revenue and market share for key countries in the world, from 2021 to 2026. and Games Developer and Publisher Insurance market forecast, by regions, by Type and by Application, with consumption value, from 2027 to 2032.

Chapter 11, market dynamics, drivers, restraints, trends, Porters Five Forces analysis.

Chapter 12, the key raw materials and key suppliers, and industry chain of Games Developer and Publisher Insurance.

Chapter 13, to describe Games Developer and Publisher Insurance research findings and conclusion.

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