

Global PC Games Subscription Services Market 2023 by Company, Regions, Type and Application, Forecast to 2029

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Abstracts

According to our (Global Info Research) latest study, the global PC Games Subscription Services market size was valued at USD 1543.4 million in 2022 and is forecast to a readjusted size of USD 2586.7 million by 2029 with a CAGR of 7.7% during review period.

PC games subscription services have a promising future in the gaming industry. These services offer users access to a wide variety of games for a monthly fee, providing a cost-effective and convenient way to play games.

One of the main advantages of PC games subscription services is the extensive game library they offer. Users can access a vast collection of games from different genres, including both popular and indie titles. This allows gamers to explore new games and genres without having to make individual purchases, saving them money in the long run.

Additionally, these services often provide access to new releases and exclusive content, giving subscribers early access to highly anticipated games. This can be a major draw for gamers who want to stay up to date with the latest releases without having to purchase each game individually.

Another benefit of PC games subscription services is the convenience they offer. Users can access their game library from any device with an internet connection, allowing them to play games on their PC, laptop, or even mobile devices. This flexibility makes it easier for gamers to play their favorite games wherever and whenever they want.

The Global Info Research report includes an overview of the development of the PC Games Subscription Services industry chain, the market status of Physical Game Store (Indie Game Subscription Services, Retro Game Subscription Services), Online Game Store (Indie Game Subscription Services, Retro Game Subscription Services), and key enterprises in developed and developing market, and analysed the cutting-edge technology, patent, hot applications and market trends of PC Games Subscription Services.

Regionally, the report analyzes the PC Games Subscription Services markets in key regions. North America and Europe are experiencing steady growth, driven by government initiatives and increasing consumer awareness. Asia-Pacific, particularly China, leads the global PC Games Subscription Services market, with robust domestic demand, supportive policies, and a strong manufacturing base.

Key Features:

The report presents comprehensive understanding of the PC Games Subscription Services market. It provides a holistic view of the industry, as well as detailed insights into individual components and stakeholders. The report analysis market dynamics, trends, challenges, and opportunities within the PC Games Subscription Services industry.

The report involves analyzing the market at a macro level:

Market Sizing and Segmentation: Report collect data on the overall market size, including the revenue generated, and market share of different by Type (e.g., Indie Game Subscription Services, Retro Game Subscription Services).

Industry Analysis: Report analyse the broader industry trends, such as government policies and regulations, technological advancements, consumer preferences, and market dynamics. This analysis helps in understanding the key drivers and challenges influencing the PC Games Subscription Services market.

Regional Analysis: The report involves examining the PC Games Subscription Services market at a regional or national level. Report analyses regional factors such as government incentives, infrastructure development, economic conditions, and consumer behaviour to identify variations and opportunities within different markets.

Market Projections: Report covers the gathered data and analysis to make future

projections and forecasts for the PC Games Subscription Services market. This may include estimating market growth rates, predicting market demand, and identifying emerging trends.

The report also involves a more granular approach to PC Games Subscription Services:

Company Analysis: Report covers individual PC Games Subscription Services players, suppliers, and other relevant industry players. This analysis includes studying their financial performance, market positioning, product portfolios, partnerships, and strategies.

Consumer Analysis: Report covers data on consumer behaviour, preferences, and attitudes towards PC Games Subscription Services. This may involve surveys, interviews, and analysis of consumer reviews and feedback from different by Application (Physical Game Store, Online Game Store).

Technology Analysis: Report covers specific technologies relevant to PC Games Subscription Services. It assesses the current state, advancements, and potential future developments in PC Games Subscription Services areas.

Competitive Landscape: By analyzing individual companies, suppliers, and consumers, the report presents insights into the competitive landscape of the PC Games Subscription Services market. This analysis helps understand market share, competitive advantages, and potential areas for differentiation among industry players.

Market Validation: The report involves validating findings and projections through primary research, such as surveys, interviews, and focus groups.

Market Segmentation

PC Games Subscription Services market is split by Type and by Application. For the period 2018-2029, the growth among segments provides accurate calculations and forecasts for consumption value by Type, and by Application in terms of value.

Market segment by Type

Indie Game Subscription Services

Retro Game Subscription Services

Others

Market segment by Application

Physical Game Store

Online Game Store

Market segment by players, this report covers

Xbox PC Game Pass

Apple Arcade

Utomik

Prime Gaming

EA Play

Paramount Games

Ubisoft

Boomerang

Stadia Pro

Humble Choice

Itch.io

Viveport

Oculus Quest Store

PS Now

Uplay

PlayStation Plus

Nintendo Switch Online

GeForce Now

Nvidia GeForce Now

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, Australia and Rest of Asia-Pacific)

South America (Brazil, Argentina and 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 PC Games Subscription Services product scope, market overview, market estimation caveats and base year.

Chapter 2, to profile the top players of PC Games Subscription Services, with revenue, gross margin and global market share of PC Games Subscription Services from 2018 to 2023.

Chapter 3, the PC Games Subscription Services 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 application, with consumption value and growth rate by Type, application, from 2018 to 2029.

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 2018 to 2023. and PC Games Subscription Services market forecast, by regions, type and application, with consumption value, from 2024 to 2029.

Chapter 11, market dynamics, drivers, restraints, trends, Porters Five Forces analysis, and Influence of COVID-19 and Russia-Ukraine War

Chapter 12, the key raw materials and key suppliers, and industry chain of PC Games Subscription Services.

Chapter 13, to describe PC Games Subscription Services research findings and conclusion.

Contents

1 MARKET OVERVIEW

1.1 Product Overview and Scope of PC Games Subscription Services

1.2 Market Estimation Caveats and Base Year

1.3 Classification of PC Games Subscription Services by Type

1.3.1 Overview: Global PC Games Subscription Services Market Size by Type: 2018 Versus 2022 Versus 2029

1.3.2 Global PC Games Subscription Services Consumption Value Market Share by Type in 2022

1.3.3 Indie Game Subscription Services

1.3.4 Retro Game Subscription Services

1.3.5 Others

1.4 Global PC Games Subscription Services Market by Application

1.4.1 Overview: Global PC Games Subscription Services Market Size by Application: 2018 Versus 2022 Versus 2029

1.4.2 Physical Game Store

1.4.3 Online Game Store

1.5 Global PC Games Subscription Services Market Size & Forecast

1.6 Global PC Games Subscription Services Market Size and Forecast by Region

1.6.1 Global PC Games Subscription Services Market Size by Region: 2018 VS 2022 VS 2029

1.6.2 Global PC Games Subscription Services Market Size by Region, (2018-2029)

1.6.3 North America PC Games Subscription Services Market Size and Prospect (2018-2029)

1.6.4 Europe PC Games Subscription Services Market Size and Prospect (2018-2029)

1.6.5 Asia-Pacific PC Games Subscription Services Market Size and Prospect (2018-2029)

1.6.6 South America PC Games Subscription Services Market Size and Prospect (2018-2029)

1.6.7 Middle East and Africa PC Games Subscription Services Market Size and Prospect (2018-2029)

2 COMPANY PROFILES

2.1 Xbox PC Game Pass

2.1.1 Xbox PC Game Pass Details

2.1.2 Xbox PC Game Pass Major Business

- 2.1.3 Xbox PC Game Pass PC Games Subscription Services Product and Solutions
- 2.1.4 Xbox PC Game Pass PC Games Subscription Services Revenue, Gross Margin and Market Share (2018-2023)
- 2.1.5 Xbox PC Game Pass Recent Developments and Future Plans
- 2.2 Apple Arcade
 - 2.2.1 Apple Arcade Details
 - 2.2.2 Apple Arcade Major Business
 - 2.2.3 Apple Arcade PC Games Subscription Services Product and Solutions
 - 2.2.4 Apple Arcade PC Games Subscription Services Revenue, Gross Margin and Market Share (2018-2023)
 - 2.2.5 Apple Arcade Recent Developments and Future Plans
- 2.3 Utomik
 - 2.3.1 Utomik Details
 - 2.3.2 Utomik Major Business
 - 2.3.3 Utomik PC Games Subscription Services Product and Solutions
 - 2.3.4 Utomik PC Games Subscription Services Revenue, Gross Margin and Market Share (2018-2023)
 - 2.3.5 Utomik Recent Developments and Future Plans
- 2.4 Prime Gaming
 - 2.4.1 Prime Gaming Details
 - 2.4.2 Prime Gaming Major Business
 - 2.4.3 Prime Gaming PC Games Subscription Services Product and Solutions
 - 2.4.4 Prime Gaming PC Games Subscription Services Revenue, Gross Margin and Market Share (2018-2023)
 - 2.4.5 Prime Gaming Recent Developments and Future Plans
- 2.5 EA Play
 - 2.5.1 EA Play Details
 - 2.5.2 EA Play Major Business
 - 2.5.3 EA Play PC Games Subscription Services Product and Solutions
 - 2.5.4 EA Play PC Games Subscription Services Revenue, Gross Margin and Market Share (2018-2023)
 - 2.5.5 EA Play Recent Developments and Future Plans
- 2.6 Paramount Games
 - 2.6.1 Paramount Games Details
 - 2.6.2 Paramount Games Major Business
 - 2.6.3 Paramount Games PC Games Subscription Services Product and Solutions
 - 2.6.4 Paramount Games PC Games Subscription Services Revenue, Gross Margin and Market Share (2018-2023)
 - 2.6.5 Paramount Games Recent Developments and Future Plans

2.7 Ubisoft

2.7.1 Ubisoft Details

2.7.2 Ubisoft Major Business

2.7.3 Ubisoft PC Games Subscription Services Product and Solutions

2.7.4 Ubisoft PC Games Subscription Services Revenue, Gross Margin and Market Share (2018-2023)

2.7.5 Ubisoft Recent Developments and Future Plans

2.8 Boomerang

2.8.1 Boomerang Details

2.8.2 Boomerang Major Business

2.8.3 Boomerang PC Games Subscription Services Product and Solutions

2.8.4 Boomerang PC Games Subscription Services Revenue, Gross Margin and Market Share (2018-2023)

2.8.5 Boomerang Recent Developments and Future Plans

2.9 Stadia Pro

2.9.1 Stadia Pro Details

2.9.2 Stadia Pro Major Business

2.9.3 Stadia Pro PC Games Subscription Services Product and Solutions

2.9.4 Stadia Pro PC Games Subscription Services Revenue, Gross Margin and Market Share (2018-2023)

2.9.5 Stadia Pro Recent Developments and Future Plans

2.10 Humble Choice

2.10.1 Humble Choice Details

2.10.2 Humble Choice Major Business

2.10.3 Humble Choice PC Games Subscription Services Product and Solutions

2.10.4 Humble Choice PC Games Subscription Services Revenue, Gross Margin and Market Share (2018-2023)

2.10.5 Humble Choice Recent Developments and Future Plans

2.11 Itch.io

2.11.1 Itch.io Details

2.11.2 Itch.io Major Business

2.11.3 Itch.io PC Games Subscription Services Product and Solutions

2.11.4 Itch.io PC Games Subscription Services Revenue, Gross Margin and Market Share (2018-2023)

2.11.5 Itch.io Recent Developments and Future Plans

2.12 Viveport

2.12.1 Viveport Details

2.12.2 Viveport Major Business

2.12.3 Viveport PC Games Subscription Services Product and Solutions

2.12.4 Viveport PC Games Subscription Services Revenue, Gross Margin and Market Share (2018-2023)

2.12.5 Viveport Recent Developments and Future Plans

2.13 Oculus Quest Store

2.13.1 Oculus Quest Store Details

2.13.2 Oculus Quest Store Major Business

2.13.3 Oculus Quest Store PC Games Subscription Services Product and Solutions

2.13.4 Oculus Quest Store PC Games Subscription Services Revenue, Gross Margin and Market Share (2018-2023)

2.13.5 Oculus Quest Store Recent Developments and Future Plans

2.14 PS Now

2.14.1 PS Now Details

2.14.2 PS Now Major Business

2.14.3 PS Now PC Games Subscription Services Product and Solutions

2.14.4 PS Now PC Games Subscription Services Revenue, Gross Margin and Market Share (2018-2023)

2.14.5 PS Now Recent Developments and Future Plans

2.15 Uplay

2.15.1 Uplay Details

2.15.2 Uplay Major Business

2.15.3 Uplay PC Games Subscription Services Product and Solutions

2.15.4 Uplay PC Games Subscription Services Revenue, Gross Margin and Market Share (2018-2023)

2.15.5 Uplay Recent Developments and Future Plans

2.16 PlayStation Plus

2.16.1 PlayStation Plus Details

2.16.2 PlayStation Plus Major Business

2.16.3 PlayStation Plus PC Games Subscription Services Product and Solutions

2.16.4 PlayStation Plus PC Games Subscription Services Revenue, Gross Margin and Market Share (2018-2023)

2.16.5 PlayStation Plus Recent Developments and Future Plans

2.17 Nintendo Switch Online

2.17.1 Nintendo Switch Online Details

2.17.2 Nintendo Switch Online Major Business

2.17.3 Nintendo Switch Online PC Games Subscription Services Product and Solutions

2.17.4 Nintendo Switch Online PC Games Subscription Services Revenue, Gross Margin and Market Share (2018-2023)

2.17.5 Nintendo Switch Online Recent Developments and Future Plans

2.18 GeForce Now

2.18.1 GeForce Now Details

2.18.2 GeForce Now Major Business

2.18.3 GeForce Now PC Games Subscription Services Product and Solutions

2.18.4 GeForce Now PC Games Subscription Services Revenue, Gross Margin and Market Share (2018-2023)

2.18.5 GeForce Now Recent Developments and Future Plans

2.19 Nvidia GeForce Now

2.19.1 Nvidia GeForce Now Details

2.19.2 Nvidia GeForce Now Major Business

2.19.3 Nvidia GeForce Now PC Games Subscription Services Product and Solutions

2.19.4 Nvidia GeForce Now PC Games Subscription Services Revenue, Gross Margin and Market Share (2018-2023)

2.19.5 Nvidia GeForce Now Recent Developments and Future Plans

3 MARKET COMPETITION, BY PLAYERS

3.1 Global PC Games Subscription Services Revenue and Share by Players (2018-2023)

3.2 Market Share Analysis (2022)

3.2.1 Market Share of PC Games Subscription Services by Company Revenue

3.2.2 Top 3 PC Games Subscription Services Players Market Share in 2022

3.2.3 Top 6 PC Games Subscription Services Players Market Share in 2022

3.3 PC Games Subscription Services Market: Overall Company Footprint Analysis

3.3.1 PC Games Subscription Services Market: Region Footprint

3.3.2 PC Games Subscription Services Market: Company Product Type Footprint

3.3.3 PC Games Subscription Services Market: Company Product Application Footprint

3.4 New Market Entrants and Barriers to Market Entry

3.5 Mergers, Acquisition, Agreements, and Collaborations

4 MARKET SIZE SEGMENT BY TYPE

4.1 Global PC Games Subscription Services Consumption Value and Market Share by Type (2018-2023)

4.2 Global PC Games Subscription Services Market Forecast by Type (2024-2029)

5 MARKET SIZE SEGMENT BY APPLICATION

5.1 Global PC Games Subscription Services Consumption Value Market Share by Application (2018-2023)

5.2 Global PC Games Subscription Services Market Forecast by Application (2024-2029)

6 NORTH AMERICA

6.1 North America PC Games Subscription Services Consumption Value by Type (2018-2029)

6.2 North America PC Games Subscription Services Consumption Value by Application (2018-2029)

6.3 North America PC Games Subscription Services Market Size by Country

6.3.1 North America PC Games Subscription Services Consumption Value by Country (2018-2029)

6.3.2 United States PC Games Subscription Services Market Size and Forecast (2018-2029)

6.3.3 Canada PC Games Subscription Services Market Size and Forecast (2018-2029)

6.3.4 Mexico PC Games Subscription Services Market Size and Forecast (2018-2029)

7 EUROPE

7.1 Europe PC Games Subscription Services Consumption Value by Type (2018-2029)

7.2 Europe PC Games Subscription Services Consumption Value by Application (2018-2029)

7.3 Europe PC Games Subscription Services Market Size by Country

7.3.1 Europe PC Games Subscription Services Consumption Value by Country (2018-2029)

7.3.2 Germany PC Games Subscription Services Market Size and Forecast (2018-2029)

7.3.3 France PC Games Subscription Services Market Size and Forecast (2018-2029)

7.3.4 United Kingdom PC Games Subscription Services Market Size and Forecast (2018-2029)

7.3.5 Russia PC Games Subscription Services Market Size and Forecast (2018-2029)

7.3.6 Italy PC Games Subscription Services Market Size and Forecast (2018-2029)

8 ASIA-PACIFIC

8.1 Asia-Pacific PC Games Subscription Services Consumption Value by Type

(2018-2029)

8.2 Asia-Pacific PC Games Subscription Services Consumption Value by Application
(2018-2029)

8.3 Asia-Pacific PC Games Subscription Services Market Size by Region

8.3.1 Asia-Pacific PC Games Subscription Services Consumption Value by Region
(2018-2029)

8.3.2 China PC Games Subscription Services Market Size and Forecast (2018-2029)

8.3.3 Japan PC Games Subscription Services Market Size and Forecast (2018-2029)

8.3.4 South Korea PC Games Subscription Services Market Size and Forecast
(2018-2029)

8.3.5 India PC Games Subscription Services Market Size and Forecast (2018-2029)

8.3.6 Southeast Asia PC Games Subscription Services Market Size and Forecast
(2018-2029)

8.3.7 Australia PC Games Subscription Services Market Size and Forecast
(2018-2029)

9 SOUTH AMERICA

9.1 South America PC Games Subscription Services Consumption Value by Type
(2018-2029)

9.2 South America PC Games Subscription Services Consumption Value by Application
(2018-2029)

9.3 South America PC Games Subscription Services Market Size by Country

9.3.1 South America PC Games Subscription Services Consumption Value by Country
(2018-2029)

9.3.2 Brazil PC Games Subscription Services Market Size and Forecast (2018-2029)

9.3.3 Argentina PC Games Subscription Services Market Size and Forecast
(2018-2029)

10 MIDDLE EAST & AFRICA

10.1 Middle East & Africa PC Games Subscription Services Consumption Value by
Type (2018-2029)

10.2 Middle East & Africa PC Games Subscription Services Consumption Value by
Application (2018-2029)

10.3 Middle East & Africa PC Games Subscription Services Market Size by Country

10.3.1 Middle East & Africa PC Games Subscription Services Consumption Value by
Country (2018-2029)

10.3.2 Turkey PC Games Subscription Services Market Size and Forecast

(2018-2029)

10.3.3 Saudi Arabia PC Games Subscription Services Market Size and Forecast

(2018-2029)

10.3.4 UAE PC Games Subscription Services Market Size and Forecast (2018-2029)

11 MARKET DYNAMICS

11.1 PC Games Subscription Services Market Drivers

11.2 PC Games Subscription Services Market Restraints

11.3 PC Games Subscription Services Trends Analysis

11.4 Porters Five Forces Analysis

11.4.1 Threat of New Entrants

11.4.2 Bargaining Power of Suppliers

11.4.3 Bargaining Power of Buyers

11.4.4 Threat of Substitutes

11.4.5 Competitive Rivalry

11.5 Influence of COVID-19 and Russia-Ukraine War

11.5.1 Influence of COVID-19

11.5.2 Influence of Russia-Ukraine War

12 INDUSTRY CHAIN ANALYSIS

12.1 PC Games Subscription Services Industry Chain

12.2 PC Games Subscription Services Upstream Analysis

12.3 PC Games Subscription Services Midstream Analysis

12.4 PC Games Subscription Services Downstream Analysis

13 RESEARCH FINDINGS AND CONCLUSION

14 APPENDIX

14.1 Methodology

14.2 Research Process and Data Source

14.3 Disclaimer

List Of Tables

LIST OF TABLES

Table 1. Global PC Games Subscription Services Consumption Value by Type, (USD Million), 2018 & 2022 & 2029

Table 2. Global PC Games Subscription Services Consumption Value by Application, (USD Million), 2018 & 2022 & 2029

Table 3. Global PC Games Subscription Services Consumption Value by Region (2018-2023) & (USD Million)

Table 4. Global PC Games Subscription Services Consumption Value by Region (2024-2029) & (USD Million)

Table 5. Xbox PC Game Pass Company Information, Head Office, and Major Competitors

Table 6. Xbox PC Game Pass Major Business

Table 7. Xbox PC Game Pass PC Games Subscription Services Product and Solutions

Table 8. Xbox PC Game Pass PC Games Subscription Services Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 9. Xbox PC Game Pass Recent Developments and Future Plans

Table 10. Apple Arcade Company Information, Head Office, and Major Competitors

Table 11. Apple Arcade Major Business

Table 12. Apple Arcade PC Games Subscription Services Product and Solutions

Table 13. Apple Arcade PC Games Subscription Services Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 14. Apple Arcade Recent Developments and Future Plans

Table 15. Utomik Company Information, Head Office, and Major Competitors

Table 16. Utomik Major Business

Table 17. Utomik PC Games Subscription Services Product and Solutions

Table 18. Utomik PC Games Subscription Services Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 19. Utomik Recent Developments and Future Plans

Table 20. Prime Gaming Company Information, Head Office, and Major Competitors

Table 21. Prime Gaming Major Business

Table 22. Prime Gaming PC Games Subscription Services Product and Solutions

Table 23. Prime Gaming PC Games Subscription Services Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 24. Prime Gaming Recent Developments and Future Plans

Table 25. EA Play Company Information, Head Office, and Major Competitors

Table 26. EA Play Major Business

Table 27. EA Play PC Games Subscription Services Product and Solutions

Table 28. EA Play PC Games Subscription Services Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 29. EA Play Recent Developments and Future Plans

Table 30. Paramount Games Company Information, Head Office, and Major Competitors

Table 31. Paramount Games Major Business

Table 32. Paramount Games PC Games Subscription Services Product and Solutions

Table 33. Paramount Games PC Games Subscription Services Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 34. Paramount Games Recent Developments and Future Plans

Table 35. Ubisoft Company Information, Head Office, and Major Competitors

Table 36. Ubisoft Major Business

Table 37. Ubisoft PC Games Subscription Services Product and Solutions

Table 38. Ubisoft PC Games Subscription Services Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 39. Ubisoft Recent Developments and Future Plans

Table 40. Boomerang Company Information, Head Office, and Major Competitors

Table 41. Boomerang Major Business

Table 42. Boomerang PC Games Subscription Services Product and Solutions

Table 43. Boomerang PC Games Subscription Services Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 44. Boomerang Recent Developments and Future Plans

Table 45. Stadia Pro Company Information, Head Office, and Major Competitors

Table 46. Stadia Pro Major Business

Table 47. Stadia Pro PC Games Subscription Services Product and Solutions

Table 48. Stadia Pro PC Games Subscription Services Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 49. Stadia Pro Recent Developments and Future Plans

Table 50. Humble Choice Company Information, Head Office, and Major Competitors

Table 51. Humble Choice Major Business

Table 52. Humble Choice PC Games Subscription Services Product and Solutions

Table 53. Humble Choice PC Games Subscription Services Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 54. Humble Choice Recent Developments and Future Plans

Table 55. Itch.io Company Information, Head Office, and Major Competitors

Table 56. Itch.io Major Business

Table 57. Itch.io PC Games Subscription Services Product and Solutions

Table 58. Itch.io PC Games Subscription Services Revenue (USD Million), Gross

Margin and Market Share (2018-2023)

Table 59. Itch.io Recent Developments and Future Plans

Table 60. Viveport Company Information, Head Office, and Major Competitors

Table 61. Viveport Major Business

Table 62. Viveport PC Games Subscription Services Product and Solutions

Table 63. Viveport PC Games Subscription Services Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 64. Viveport Recent Developments and Future Plans

Table 65. Oculus Quest Store Company Information, Head Office, and Major Competitors

Table 66. Oculus Quest Store Major Business

Table 67. Oculus Quest Store PC Games Subscription Services Product and Solutions

Table 68. Oculus Quest Store PC Games Subscription Services Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 69. Oculus Quest Store Recent Developments and Future Plans

Table 70. PS Now Company Information, Head Office, and Major Competitors

Table 71. PS Now Major Business

Table 72. PS Now PC Games Subscription Services Product and Solutions

Table 73. PS Now PC Games Subscription Services Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 74. PS Now Recent Developments and Future Plans

Table 75. Uplay Company Information, Head Office, and Major Competitors

Table 76. Uplay Major Business

Table 77. Uplay PC Games Subscription Services Product and Solutions

Table 78. Uplay PC Games Subscription Services Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 79. Uplay Recent Developments and Future Plans

Table 80. PlayStation Plus Company Information, Head Office, and Major Competitors

Table 81. PlayStation Plus Major Business

Table 82. PlayStation Plus PC Games Subscription Services Product and Solutions

Table 83. PlayStation Plus PC Games Subscription Services Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 84. PlayStation Plus Recent Developments and Future Plans

Table 85. Nintendo Switch Online Company Information, Head Office, and Major Competitors

Table 86. Nintendo Switch Online Major Business

Table 87. Nintendo Switch Online PC Games Subscription Services Product and Solutions

Table 88. Nintendo Switch Online PC Games Subscription Services Revenue (USD

Million), Gross Margin and Market Share (2018-2023)

Table 89. Nintendo Switch Online Recent Developments and Future Plans

Table 90. GeForce Now Company Information, Head Office, and Major Competitors

Table 91. GeForce Now Major Business

Table 92. GeForce Now PC Games Subscription Services Product and Solutions

Table 93. GeForce Now PC Games Subscription Services Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 94. GeForce Now Recent Developments and Future Plans

Table 95. Nvidia GeForce Now Company Information, Head Office, and Major Competitors

Table 96. Nvidia GeForce Now Major Business

Table 97. Nvidia GeForce Now PC Games Subscription Services Product and Solutions

Table 98. Nvidia GeForce Now PC Games Subscription Services Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 99. Nvidia GeForce Now Recent Developments and Future Plans

Table 100. Global PC Games Subscription Services Revenue (USD Million) by Players (2018-2023)

Table 101. Global PC Games Subscription Services Revenue Share by Players (2018-2023)

Table 102. Breakdown of PC Games Subscription Services by Company Type (Tier 1, Tier 2, and Tier 3)

Table 103. Market Position of Players in PC Games Subscription Services, (Tier 1, Tier 2, and Tier 3), Based on Revenue in 2022

Table 104. Head Office of Key PC Games Subscription Services Players

Table 105. PC Games Subscription Services Market: Company Product Type Footprint

Table 106. PC Games Subscription Services Market: Company Product Application Footprint

Table 107. PC Games Subscription Services New Market Entrants and Barriers to Market Entry

Table 108. PC Games Subscription Services Mergers, Acquisition, Agreements, and Collaborations

Table 109. Global PC Games Subscription Services Consumption Value (USD Million) by Type (2018-2023)

Table 110. Global PC Games Subscription Services Consumption Value Share by Type (2018-2023)

Table 111. Global PC Games Subscription Services Consumption Value Forecast by Type (2024-2029)

Table 112. Global PC Games Subscription Services Consumption Value by Application (2018-2023)

Table 113. Global PC Games Subscription Services Consumption Value Forecast by Application (2024-2029)

Table 114. North America PC Games Subscription Services Consumption Value by Type (2018-2023) & (USD Million)

Table 115. North America PC Games Subscription Services Consumption Value by Type (2024-2029) & (USD Million)

Table 116. North America PC Games Subscription Services Consumption Value by Application (2018-2023) & (USD Million)

Table 117. North America PC Games Subscription Services Consumption Value by Application (2024-2029) & (USD Million)

Table 118. North America PC Games Subscription Services Consumption Value by Country (2018-2023) & (USD Million)

Table 119. North America PC Games Subscription Services Consumption Value by Country (2024-2029) & (USD Million)

Table 120. Europe PC Games Subscription Services Consumption Value by Type (2018-2023) & (USD Million)

Table 121. Europe PC Games Subscription Services Consumption Value by Type (2024-2029) & (USD Million)

Table 122. Europe PC Games Subscription Services Consumption Value by Application (2018-2023) & (USD Million)

Table 123. Europe PC Games Subscription Services Consumption Value by Application (2024-2029) & (USD Million)

Table 124. Europe PC Games Subscription Services Consumption Value by Country (2018-2023) & (USD Million)

Table 125. Europe PC Games Subscription Services Consumption Value by Country (2024-2029) & (USD Million)

Table 126. Asia-Pacific PC Games Subscription Services Consumption Value by Type (2018-2023) & (USD Million)

Table 127. Asia-Pacific PC Games Subscription Services Consumption Value by Type (2024-2029) & (USD Million)

Table 128. Asia-Pacific PC Games Subscription Services Consumption Value by Application (2018-2023) & (USD Million)

Table 129. Asia-Pacific PC Games Subscription Services Consumption Value by Application (2024-2029) & (USD Million)

Table 130. Asia-Pacific PC Games Subscription Services Consumption Value by Region (2018-2023) & (USD Million)

Table 131. Asia-Pacific PC Games Subscription Services Consumption Value by Region (2024-2029) & (USD Million)

Table 132. South America PC Games Subscription Services Consumption Value by

Type (2018-2023) & (USD Million)

Table 133. South America PC Games Subscription Services Consumption Value by Type (2024-2029) & (USD Million)

Table 134. South America PC Games Subscription Services Consumption Value by Application (2018-2023) & (USD Million)

Table 135. South America PC Games Subscription Services Consumption Value by Application (2024-2029) & (USD Million)

Table 136. South America PC Games Subscription Services Consumption Value by Country (2018-2023) & (USD Million)

Table 137. South America PC Games Subscription Services Consumption Value by Country (2024-2029) & (USD Million)

Table 138. Middle East & Africa PC Games Subscription Services Consumption Value by Type (2018-2023) & (USD Million)

Table 139. Middle East & Africa PC Games Subscription Services Consumption Value by Type (2024-2029) & (USD Million)

Table 140. Middle East & Africa PC Games Subscription Services Consumption Value by Application (2018-2023) & (USD Million)

Table 141. Middle East & Africa PC Games Subscription Services Consumption Value by Application (2024-2029) & (USD Million)

Table 142. Middle East & Africa PC Games Subscription Services Consumption Value by Country (2018-2023) & (USD Million)

Table 143. Middle East & Africa PC Games Subscription Services Consumption Value by Country (2024-2029) & (USD Million)

Table 144. PC Games Subscription Services Raw Material

Table 145. Key Suppliers of PC Games Subscription Services Raw Materials

List Of Figures

LIST OF FIGURES

Figure 1. PC Games Subscription Services Picture

Figure 2. Global PC Games Subscription Services Consumption Value by Type, (USD Million), 2018 & 2022 & 2029

Figure 3. Global PC Games Subscription Services Consumption Value Market Share by Type in 2022

Figure 4. Indie Game Subscription Services

Figure 5. Retro Game Subscription Services

Figure 6. Others

Figure 7. Global PC Games Subscription Services Consumption Value by Type, (USD Million), 2018 & 2022 & 2029

Figure 8. PC Games Subscription Services Consumption Value Market Share by Application in 2022

Figure 9. Physical Game Store Picture

Figure 10. Online Game Store Picture

Figure 11. Global PC Games Subscription Services Consumption Value, (USD Million): 2018 & 2022 & 2029

Figure 12. Global PC Games Subscription Services Consumption Value and Forecast (2018-2029) & (USD Million)

Figure 13. Global Market PC Games Subscription Services Consumption Value (USD Million) Comparison by Region (2018 & 2022 & 2029)

Figure 14. Global PC Games Subscription Services Consumption Value Market Share by Region (2018-2029)

Figure 15. Global PC Games Subscription Services Consumption Value Market Share by Region in 2022

Figure 16. North America PC Games Subscription Services Consumption Value (2018-2029) & (USD Million)

Figure 17. Europe PC Games Subscription Services Consumption Value (2018-2029) & (USD Million)

Figure 18. Asia-Pacific PC Games Subscription Services Consumption Value (2018-2029) & (USD Million)

Figure 19. South America PC Games Subscription Services Consumption Value (2018-2029) & (USD Million)

Figure 20. Middle East and Africa PC Games Subscription Services Consumption Value (2018-2029) & (USD Million)

Figure 21. Global PC Games Subscription Services Revenue Share by Players in 2022

Figure 22. PC Games Subscription Services Market Share by Company Type (Tier 1, Tier 2 and Tier 3) in 2022

Figure 23. Global Top 3 Players PC Games Subscription Services Market Share in 2022

Figure 24. Global Top 6 Players PC Games Subscription Services Market Share in 2022

Figure 25. Global PC Games Subscription Services Consumption Value Share by Type (2018-2023)

Figure 26. Global PC Games Subscription Services Market Share Forecast by Type (2024-2029)

Figure 27. Global PC Games Subscription Services Consumption Value Share by Application (2018-2023)

Figure 28. Global PC Games Subscription Services Market Share Forecast by Application (2024-2029)

Figure 29. North America PC Games Subscription Services Consumption Value Market Share by Type (2018-2029)

Figure 30. North America PC Games Subscription Services Consumption Value Market Share by Application (2018-2029)

Figure 31. North America PC Games Subscription Services Consumption Value Market Share by Country (2018-2029)

Figure 32. United States PC Games Subscription Services Consumption Value (2018-2029) & (USD Million)

Figure 33. Canada PC Games Subscription Services Consumption Value (2018-2029) & (USD Million)

Figure 34. Mexico PC Games Subscription Services Consumption Value (2018-2029) & (USD Million)

Figure 35. Europe PC Games Subscription Services Consumption Value Market Share by Type (2018-2029)

Figure 36. Europe PC Games Subscription Services Consumption Value Market Share by Application (2018-2029)

Figure 37. Europe PC Games Subscription Services Consumption Value Market Share by Country (2018-2029)

Figure 38. Germany PC Games Subscription Services Consumption Value (2018-2029) & (USD Million)

Figure 39. France PC Games Subscription Services Consumption Value (2018-2029) & (USD Million)

Figure 40. United Kingdom PC Games Subscription Services Consumption Value (2018-2029) & (USD Million)

Figure 41. Russia PC Games Subscription Services Consumption Value (2018-2029) &

(USD Million)

Figure 42. Italy PC Games Subscription Services Consumption Value (2018-2029) & (USD Million)

Figure 43. Asia-Pacific PC Games Subscription Services Consumption Value Market Share by Type (2018-2029)

Figure 44. Asia-Pacific PC Games Subscription Services Consumption Value Market Share by Application (2018-2029)

Figure 45. Asia-Pacific PC Games Subscription Services Consumption Value Market Share by Region (2018-2029)

Figure 46. China PC Games Subscription Services Consumption Value (2018-2029) & (USD Million)

Figure 47. Japan PC Games Subscription Services Consumption Value (2018-2029) & (USD Million)

Figure 48. South Korea PC Games Subscription Services Consumption Value (2018-2029) & (USD Million)

Figure 49. India PC Games Subscription Services Consumption Value (2018-2029) & (USD Million)

Figure 50. Southeast Asia PC Games Subscription Services Consumption Value (2018-2029) & (USD Million)

Figure 51. Australia PC Games Subscription Services Consumption Value (2018-2029) & (USD Million)

Figure 52. South America PC Games Subscription Services Consumption Value Market Share by Type (2018-2029)

Figure 53. South America PC Games Subscription Services Consumption Value Market Share by Application (2018-2029)

Figure 54. South America PC Games Subscription Services Consumption Value Market Share by Country (2018-2029)

Figure 55. Brazil PC Games Subscription Services Consumption Value (2018-2029) & (USD Million)

Figure 56. Argentina PC Games Subscription Services Consumption Value (2018-2029) & (USD Million)

Figure 57. Middle East and Africa PC Games Subscription Services Consumption Value Market Share by Type (2018-2029)

Figure 58. Middle East and Africa PC Games Subscription Services Consumption Value Market Share by Application (2018-2029)

Figure 59. Middle East and Africa PC Games Subscription Services Consumption Value Market Share by Country (2018-2029)

Figure 60. Turkey PC Games Subscription Services Consumption Value (2018-2029) & (USD Million)

Figure 61. Saudi Arabia PC Games Subscription Services Consumption Value (2018-2029) & (USD Million)

Figure 62. UAE PC Games Subscription Services Consumption Value (2018-2029) & (USD Million)

Figure 63. PC Games Subscription Services Market Drivers

Figure 64. PC Games Subscription Services Market Restraints

Figure 65. PC Games Subscription Services Market Trends

Figure 66. Porters Five Forces Analysis

Figure 67. Manufacturing Cost Structure Analysis of PC Games Subscription Services in 2022

Figure 68. Manufacturing Process Analysis of PC Games Subscription Services

Figure 69. PC Games Subscription Services Industrial Chain

Figure 70. Methodology

Figure 71. Research Process and Data Source

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