

Global PC Games Subscription Services Supply, Demand and Key Producers, 2023-2029

<https://marketpublishers.com/r/G35921F91547EN.html>

Date: August 2023

Pages: 118

Price: US\$ 4,480.00 (Single User License)

ID: G35921F91547EN

Abstracts

The global PC Games Subscription Services market size is expected to reach \$ 2586.7 million by 2029, rising at a market growth of 7.7% CAGR during the forecast period (2023-2029).

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.

This report studies the global PC Games Subscription Services demand, key companies, and key regions.

This report is a detailed and comprehensive analysis of the world market for PC Games Subscription Services, and provides market size (US\$ million) and Year-over-Year (YoY) growth, considering 2022 as the base year. This report explores demand trends and competition, as well as details the characteristics of PC Games Subscription Services that contribute to its increasing demand across many markets.

Highlights and key features of the study

Global PC Games Subscription Services total market, 2018-2029, (USD Million)

Global PC Games Subscription Services total market by region & country, CAGR, 2018-2029, (USD Million)

U.S. VS China: PC Games Subscription Services total market, key domestic companies and share, (USD Million)

Global PC Games Subscription Services revenue by player and market share 2018-2023, (USD Million)

Global PC Games Subscription Services total market by Type, CAGR, 2018-2029, (USD Million)

Global PC Games Subscription Services total market by Application, CAGR, 2018-2029, (USD Million).

This reports profiles major players in the global PC Games Subscription Services 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 Xbox PC Game Pass, Apple Arcade, Utomik, Prime Gaming, EA Play, Paramount Games, Ubisoft, Boomerang and Stadia Pro, etc.

This report also provides key insights about market drivers, restraints, opportunities, new product launches or approvals, COVID-19 and Russia-Ukraine War Influence.

Stakeholders would have ease in decision-making through various strategy matrices used in analyzing the World PC Games Subscription Services 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 2018-2029 by year with 2022 as the base year, 2023 as the estimate year, and 2024-2029 as the forecast year.

Global PC Games Subscription Services Market, By Region:

United States

China

Europe

Japan

South Korea

ASEAN

India

Rest of World

Global PC Games Subscription Services Market, Segmentation by Type

Indie Game Subscription Services

Retro Game Subscription Services

Others

Global PC Games Subscription Services Market, Segmentation by Application

Physical Game Store

Online Game Store

Companies Profiled:

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

Key Questions Answered

1. How big is the global PC Games Subscription Services market?
2. What is the demand of the global PC Games Subscription Services market?
3. What is the year over year growth of the global PC Games Subscription Services market?
4. What is the total value of the global PC Games Subscription Services market?
5. Who are the major players in the global PC Games Subscription Services market?
6. What are the growth factors driving the market demand?

Contents

1 SUPPLY SUMMARY

- 1.1 PC Games Subscription Services Introduction
- 1.2 World PC Games Subscription Services Market Size & Forecast (2018 & 2022 & 2029)
- 1.3 World PC Games Subscription Services Total Market by Region (by Headquarter Location)
 - 1.3.1 World PC Games Subscription Services Market Size by Region (2018-2029), (by Headquarter Location)
 - 1.3.2 United States PC Games Subscription Services Market Size (2018-2029)
 - 1.3.3 China PC Games Subscription Services Market Size (2018-2029)
 - 1.3.4 Europe PC Games Subscription Services Market Size (2018-2029)
 - 1.3.5 Japan PC Games Subscription Services Market Size (2018-2029)
 - 1.3.6 South Korea PC Games Subscription Services Market Size (2018-2029)
 - 1.3.7 ASEAN PC Games Subscription Services Market Size (2018-2029)
 - 1.3.8 India PC Games Subscription Services Market Size (2018-2029)
- 1.4 Market Drivers, Restraints and Trends
 - 1.4.1 PC Games Subscription Services Market Drivers
 - 1.4.2 Factors Affecting Demand
 - 1.4.3 PC Games Subscription Services Major Market Trends
- 1.5 Influence of COVID-19 and Russia-Ukraine War
 - 1.5.1 Influence of COVID-19
 - 1.5.2 Influence of Russia-Ukraine War

2 DEMAND SUMMARY

- 2.1 World PC Games Subscription Services Consumption Value (2018-2029)
- 2.2 World PC Games Subscription Services Consumption Value by Region
 - 2.2.1 World PC Games Subscription Services Consumption Value by Region (2018-2023)
 - 2.2.2 World PC Games Subscription Services Consumption Value Forecast by Region (2024-2029)
- 2.3 United States PC Games Subscription Services Consumption Value (2018-2029)
- 2.4 China PC Games Subscription Services Consumption Value (2018-2029)
- 2.5 Europe PC Games Subscription Services Consumption Value (2018-2029)
- 2.6 Japan PC Games Subscription Services Consumption Value (2018-2029)
- 2.7 South Korea PC Games Subscription Services Consumption Value (2018-2029)

2.8 ASEAN PC Games Subscription Services Consumption Value (2018-2029)

2.9 India PC Games Subscription Services Consumption Value (2018-2029)

3 WORLD PC GAMES SUBSCRIPTION SERVICES COMPANIES COMPETITIVE ANALYSIS

3.1 World PC Games Subscription Services Revenue by Player (2018-2023)

3.2 Industry Rank and Concentration Rate (CR)

3.2.1 Global PC Games Subscription Services Industry Rank of Major Players

3.2.2 Global Concentration Ratios (CR4) for PC Games Subscription Services in 2022

3.2.3 Global Concentration Ratios (CR8) for PC Games Subscription Services in 2022

3.3 PC Games Subscription Services Company Evaluation Quadrant

3.4 PC Games Subscription Services Market: Overall Company Footprint Analysis

3.4.1 PC Games Subscription Services Market: Region Footprint

3.4.2 PC Games Subscription Services Market: Company Product Type Footprint

3.4.3 PC Games Subscription Services Market: Company Product Application

Footprint

3.5 Competitive Environment

3.5.1 Historical Structure of the Industry

3.5.2 Barriers of Market Entry

3.5.3 Factors of Competition

3.6 Mergers, Acquisitions Activity

4 UNITED STATES VS CHINA VS REST OF THE WORLD (BY HEADQUARTER LOCATION)

4.1 United States VS China: PC Games Subscription Services Revenue Comparison (by Headquarter Location)

4.1.1 United States VS China: PC Games Subscription Services Market Size Comparison (2018 & 2022 & 2029) (by Headquarter Location)

4.1.2 United States VS China: PC Games Subscription Services Revenue Market Share Comparison (2018 & 2022 & 2029)

4.2 United States Based Companies VS China Based Companies: PC Games Subscription Services Consumption Value Comparison

4.2.1 United States VS China: PC Games Subscription Services Consumption Value Comparison (2018 & 2022 & 2029)

4.2.2 United States VS China: PC Games Subscription Services Consumption Value Market Share Comparison (2018 & 2022 & 2029)

4.3 United States Based PC Games Subscription Services Companies and Market

Share, 2018-2023

4.3.1 United States Based PC Games Subscription Services Companies,
Headquarters (States, Country)

4.3.2 United States Based Companies PC Games Subscription Services Revenue,
(2018-2023)

4.4 China Based Companies PC Games Subscription Services Revenue and Market
Share, 2018-2023

4.4.1 China Based PC Games Subscription Services Companies, Company
Headquarters (Province, Country)

4.4.2 China Based Companies PC Games Subscription Services Revenue,
(2018-2023)

4.5 Rest of World Based PC Games Subscription Services Companies and Market
Share, 2018-2023

4.5.1 Rest of World Based PC Games Subscription Services Companies,
Headquarters (States, Country)

4.5.2 Rest of World Based Companies PC Games Subscription Services Revenue,
(2018-2023)

5 MARKET ANALYSIS BY TYPE

5.1 World PC Games Subscription Services Market Size Overview by Type: 2018 VS
2022 VS 2029

5.2 Segment Introduction by Type

5.2.1 Indie Game Subscription Services

5.2.2 Retro Game Subscription Services

5.2.3 Others

5.3 Market Segment by Type

5.3.1 World PC Games Subscription Services Market Size by Type (2018-2023)

5.3.2 World PC Games Subscription Services Market Size by Type (2024-2029)

5.3.3 World PC Games Subscription Services Market Size Market Share by Type
(2018-2029)

6 MARKET ANALYSIS BY APPLICATION

6.1 World PC Games Subscription Services Market Size Overview by Application: 2018
VS 2022 VS 2029

6.2 Segment Introduction by Application

6.2.1 Physical Game Store

6.2.2 Online Game Store

6.3 Market Segment by Application

6.3.1 World PC Games Subscription Services Market Size by Application (2018-2023)

6.3.2 World PC Games Subscription Services Market Size by Application (2024-2029)

6.3.3 World PC Games Subscription Services Market Size by Application (2018-2029)

7 COMPANY PROFILES

7.1 Xbox PC Game Pass

7.1.1 Xbox PC Game Pass Details

7.1.2 Xbox PC Game Pass Major Business

7.1.3 Xbox PC Game Pass PC Games Subscription Services Product and Services

7.1.4 Xbox PC Game Pass PC Games Subscription Services Revenue, Gross Margin and Market Share (2018-2023)

7.1.5 Xbox PC Game Pass Recent Developments/Updates

7.1.6 Xbox PC Game Pass Competitive Strengths & Weaknesses

7.2 Apple Arcade

7.2.1 Apple Arcade Details

7.2.2 Apple Arcade Major Business

7.2.3 Apple Arcade PC Games Subscription Services Product and Services

7.2.4 Apple Arcade PC Games Subscription Services Revenue, Gross Margin and Market Share (2018-2023)

7.2.5 Apple Arcade Recent Developments/Updates

7.2.6 Apple Arcade Competitive Strengths & Weaknesses

7.3 Utomik

7.3.1 Utomik Details

7.3.2 Utomik Major Business

7.3.3 Utomik PC Games Subscription Services Product and Services

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

7.3.5 Utomik Recent Developments/Updates

7.3.6 Utomik Competitive Strengths & Weaknesses

7.4 Prime Gaming

7.4.1 Prime Gaming Details

7.4.2 Prime Gaming Major Business

7.4.3 Prime Gaming PC Games Subscription Services Product and Services

7.4.4 Prime Gaming PC Games Subscription Services Revenue, Gross Margin and Market Share (2018-2023)

7.4.5 Prime Gaming Recent Developments/Updates

7.4.6 Prime Gaming Competitive Strengths & Weaknesses

7.5 EA Play

7.5.1 EA Play Details

7.5.2 EA Play Major Business

7.5.3 EA Play PC Games Subscription Services Product and Services

7.5.4 EA Play PC Games Subscription Services Revenue, Gross Margin and Market Share (2018-2023)

7.5.5 EA Play Recent Developments/Updates

7.5.6 EA Play Competitive Strengths & Weaknesses

7.6 Paramount Games

7.6.1 Paramount Games Details

7.6.2 Paramount Games Major Business

7.6.3 Paramount Games PC Games Subscription Services Product and Services

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

7.6.5 Paramount Games Recent Developments/Updates

7.6.6 Paramount Games Competitive Strengths & Weaknesses

7.7 Ubisoft

7.7.1 Ubisoft Details

7.7.2 Ubisoft Major Business

7.7.3 Ubisoft PC Games Subscription Services Product and Services

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

7.7.5 Ubisoft Recent Developments/Updates

7.7.6 Ubisoft Competitive Strengths & Weaknesses

7.8 Boomerang

7.8.1 Boomerang Details

7.8.2 Boomerang Major Business

7.8.3 Boomerang PC Games Subscription Services Product and Services

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

7.8.5 Boomerang Recent Developments/Updates

7.8.6 Boomerang Competitive Strengths & Weaknesses

7.9 Stadia Pro

7.9.1 Stadia Pro Details

7.9.2 Stadia Pro Major Business

7.9.3 Stadia Pro PC Games Subscription Services Product and Services

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

7.9.5 Stadia Pro Recent Developments/Updates

- 7.9.6 Stadia Pro Competitive Strengths & Weaknesses
- 7.10 Humble Choice
 - 7.10.1 Humble Choice Details
 - 7.10.2 Humble Choice Major Business
 - 7.10.3 Humble Choice PC Games Subscription Services Product and Services
 - 7.10.4 Humble Choice PC Games Subscription Services Revenue, Gross Margin and Market Share (2018-2023)
 - 7.10.5 Humble Choice Recent Developments/Updates
 - 7.10.6 Humble Choice Competitive Strengths & Weaknesses
- 7.11 Itch.io
 - 7.11.1 Itch.io Details
 - 7.11.2 Itch.io Major Business
 - 7.11.3 Itch.io PC Games Subscription Services Product and Services
 - 7.11.4 Itch.io PC Games Subscription Services Revenue, Gross Margin and Market Share (2018-2023)
 - 7.11.5 Itch.io Recent Developments/Updates
 - 7.11.6 Itch.io Competitive Strengths & Weaknesses
- 7.12 Viveport
 - 7.12.1 Viveport Details
 - 7.12.2 Viveport Major Business
 - 7.12.3 Viveport PC Games Subscription Services Product and Services
 - 7.12.4 Viveport PC Games Subscription Services Revenue, Gross Margin and Market Share (2018-2023)
 - 7.12.5 Viveport Recent Developments/Updates
 - 7.12.6 Viveport Competitive Strengths & Weaknesses
- 7.13 Oculus Quest Store
 - 7.13.1 Oculus Quest Store Details
 - 7.13.2 Oculus Quest Store Major Business
 - 7.13.3 Oculus Quest Store PC Games Subscription Services Product and Services
 - 7.13.4 Oculus Quest Store PC Games Subscription Services Revenue, Gross Margin and Market Share (2018-2023)
 - 7.13.5 Oculus Quest Store Recent Developments/Updates
 - 7.13.6 Oculus Quest Store Competitive Strengths & Weaknesses
- 7.14 PS Now
 - 7.14.1 PS Now Details
 - 7.14.2 PS Now Major Business
 - 7.14.3 PS Now PC Games Subscription Services Product and Services
 - 7.14.4 PS Now PC Games Subscription Services Revenue, Gross Margin and Market Share (2018-2023)

- 7.14.5 PS Now Recent Developments/Updates
- 7.14.6 PS Now Competitive Strengths & Weaknesses
- 7.15 Uplay
 - 7.15.1 Uplay Details
 - 7.15.2 Uplay Major Business
 - 7.15.3 Uplay PC Games Subscription Services Product and Services
 - 7.15.4 Uplay PC Games Subscription Services Revenue, Gross Margin and Market Share (2018-2023)
 - 7.15.5 Uplay Recent Developments/Updates
 - 7.15.6 Uplay Competitive Strengths & Weaknesses
- 7.16 PlayStation Plus
 - 7.16.1 PlayStation Plus Details
 - 7.16.2 PlayStation Plus Major Business
 - 7.16.3 PlayStation Plus PC Games Subscription Services Product and Services
 - 7.16.4 PlayStation Plus PC Games Subscription Services Revenue, Gross Margin and Market Share (2018-2023)
 - 7.16.5 PlayStation Plus Recent Developments/Updates
 - 7.16.6 PlayStation Plus Competitive Strengths & Weaknesses
- 7.17 Nintendo Switch Online
 - 7.17.1 Nintendo Switch Online Details
 - 7.17.2 Nintendo Switch Online Major Business
 - 7.17.3 Nintendo Switch Online PC Games Subscription Services Product and Services
 - 7.17.4 Nintendo Switch Online PC Games Subscription Services Revenue, Gross Margin and Market Share (2018-2023)
 - 7.17.5 Nintendo Switch Online Recent Developments/Updates
 - 7.17.6 Nintendo Switch Online Competitive Strengths & Weaknesses
- 7.18 GeForce Now
 - 7.18.1 GeForce Now Details
 - 7.18.2 GeForce Now Major Business
 - 7.18.3 GeForce Now PC Games Subscription Services Product and Services
 - 7.18.4 GeForce Now PC Games Subscription Services Revenue, Gross Margin and Market Share (2018-2023)
 - 7.18.5 GeForce Now Recent Developments/Updates
 - 7.18.6 GeForce Now Competitive Strengths & Weaknesses
- 7.19 Nvidia GeForce Now
 - 7.19.1 Nvidia GeForce Now Details
 - 7.19.2 Nvidia GeForce Now Major Business
 - 7.19.3 Nvidia GeForce Now PC Games Subscription Services Product and Services
 - 7.19.4 Nvidia GeForce Now PC Games Subscription Services Revenue, Gross Margin

and Market Share (2018-2023)

7.19.5 Nvidia GeForce Now Recent Developments/Updates

7.19.6 Nvidia GeForce Now Competitive Strengths & Weaknesses

8 INDUSTRY CHAIN ANALYSIS

8.1 PC Games Subscription Services Industry Chain

8.2 PC Games Subscription Services Upstream Analysis

8.3 PC Games Subscription Services Midstream Analysis

8.4 PC Games Subscription Services Downstream Analysis

9 RESEARCH FINDINGS AND CONCLUSION

10 APPENDIX

10.1 Methodology

10.2 Research Process and Data Source

10.3 Disclaimer

List Of Tables

LIST OF TABLES

Table 1. World PC Games Subscription Services Revenue by Region (2018, 2022 and 2029) & (USD Million), (by Headquarter Location)

Table 2. World PC Games Subscription Services Revenue by Region (2018-2023) & (USD Million), (by Headquarter Location)

Table 3. World PC Games Subscription Services Revenue by Region (2024-2029) & (USD Million), (by Headquarter Location)

Table 4. World PC Games Subscription Services Revenue Market Share by Region (2018-2023), (by Headquarter Location)

Table 5. World PC Games Subscription Services Revenue Market Share by Region (2024-2029), (by Headquarter Location)

Table 6. Major Market Trends

Table 7. World PC Games Subscription Services Consumption Value Growth Rate Forecast by Region (2018 & 2022 & 2029) & (USD Million)

Table 8. World PC Games Subscription Services Consumption Value by Region (2018-2023) & (USD Million)

Table 9. World PC Games Subscription Services Consumption Value Forecast by Region (2024-2029) & (USD Million)

Table 10. World PC Games Subscription Services Revenue by Player (2018-2023) & (USD Million)

Table 11. Revenue Market Share of Key PC Games Subscription Services Players in 2022

Table 12. World PC Games Subscription Services Industry Rank of Major Player, Based on Revenue in 2022

Table 13. Global PC Games Subscription Services Company Evaluation Quadrant

Table 14. Head Office of Key PC Games Subscription Services Player

Table 15. PC Games Subscription Services Market: Company Product Type Footprint

Table 16. PC Games Subscription Services Market: Company Product Application Footprint

Table 17. PC Games Subscription Services Mergers & Acquisitions Activity

Table 18. United States VS China PC Games Subscription Services Market Size Comparison, (2018 & 2022 & 2029) & (USD Million)

Table 19. United States VS China PC Games Subscription Services Consumption Value Comparison, (2018 & 2022 & 2029) & (USD Million)

Table 20. United States Based PC Games Subscription Services Companies, Headquarters (States, Country)

Table 21. United States Based Companies PC Games Subscription Services Revenue, (2018-2023) & (USD Million)

Table 22. United States Based Companies PC Games Subscription Services Revenue Market Share (2018-2023)

Table 23. China Based PC Games Subscription Services Companies, Headquarters (Province, Country)

Table 24. China Based Companies PC Games Subscription Services Revenue, (2018-2023) & (USD Million)

Table 25. China Based Companies PC Games Subscription Services Revenue Market Share (2018-2023)

Table 26. Rest of World Based PC Games Subscription Services Companies, Headquarters (States, Country)

Table 27. Rest of World Based Companies PC Games Subscription Services Revenue, (2018-2023) & (USD Million)

Table 28. Rest of World Based Companies PC Games Subscription Services Revenue Market Share (2018-2023)

Table 29. World PC Games Subscription Services Market Size by Type, (USD Million), 2018 & 2022 & 2029

Table 30. World PC Games Subscription Services Market Size by Type (2018-2023) & (USD Million)

Table 31. World PC Games Subscription Services Market Size by Type (2024-2029) & (USD Million)

Table 32. World PC Games Subscription Services Market Size by Application, (USD Million), 2018 & 2022 & 2029

Table 33. World PC Games Subscription Services Market Size by Application (2018-2023) & (USD Million)

Table 34. World PC Games Subscription Services Market Size by Application (2024-2029) & (USD Million)

Table 35. Xbox PC Game Pass Basic Information, Area Served and Competitors

Table 36. Xbox PC Game Pass Major Business

Table 37. Xbox PC Game Pass PC Games Subscription Services Product and Services

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

Table 39. Xbox PC Game Pass Recent Developments/Updates

Table 40. Xbox PC Game Pass Competitive Strengths & Weaknesses

Table 41. Apple Arcade Basic Information, Area Served and Competitors

Table 42. Apple Arcade Major Business

Table 43. Apple Arcade PC Games Subscription Services Product and Services

Table 44. Apple Arcade PC Games Subscription Services Revenue, Gross Margin and

Market Share (2018-2023) & (USD Million)

Table 45. Apple Arcade Recent Developments/Updates

Table 46. Apple Arcade Competitive Strengths & Weaknesses

Table 47. Utomik Basic Information, Area Served and Competitors

Table 48. Utomik Major Business

Table 49. Utomik PC Games Subscription Services Product and Services

Table 50. Utomik PC Games Subscription Services Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)

Table 51. Utomik Recent Developments/Updates

Table 52. Utomik Competitive Strengths & Weaknesses

Table 53. Prime Gaming Basic Information, Area Served and Competitors

Table 54. Prime Gaming Major Business

Table 55. Prime Gaming PC Games Subscription Services Product and Services

Table 56. Prime Gaming PC Games Subscription Services Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)

Table 57. Prime Gaming Recent Developments/Updates

Table 58. Prime Gaming Competitive Strengths & Weaknesses

Table 59. EA Play Basic Information, Area Served and Competitors

Table 60. EA Play Major Business

Table 61. EA Play PC Games Subscription Services Product and Services

Table 62. EA Play PC Games Subscription Services Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)

Table 63. EA Play Recent Developments/Updates

Table 64. EA Play Competitive Strengths & Weaknesses

Table 65. Paramount Games Basic Information, Area Served and Competitors

Table 66. Paramount Games Major Business

Table 67. Paramount Games PC Games Subscription Services Product and Services

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

Table 69. Paramount Games Recent Developments/Updates

Table 70. Paramount Games Competitive Strengths & Weaknesses

Table 71. Ubisoft Basic Information, Area Served and Competitors

Table 72. Ubisoft Major Business

Table 73. Ubisoft PC Games Subscription Services Product and Services

Table 74. Ubisoft PC Games Subscription Services Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)

Table 75. Ubisoft Recent Developments/Updates

Table 76. Ubisoft Competitive Strengths & Weaknesses

Table 77. Boomerang Basic Information, Area Served and Competitors

Table 78. Boomerang Major Business

Table 79. Boomerang PC Games Subscription Services Product and Services

Table 80. Boomerang PC Games Subscription Services Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)

Table 81. Boomerang Recent Developments/Updates

Table 82. Boomerang Competitive Strengths & Weaknesses

Table 83. Stadia Pro Basic Information, Area Served and Competitors

Table 84. Stadia Pro Major Business

Table 85. Stadia Pro PC Games Subscription Services Product and Services

Table 86. Stadia Pro PC Games Subscription Services Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)

Table 87. Stadia Pro Recent Developments/Updates

Table 88. Stadia Pro Competitive Strengths & Weaknesses

Table 89. Humble Choice Basic Information, Area Served and Competitors

Table 90. Humble Choice Major Business

Table 91. Humble Choice PC Games Subscription Services Product and Services

Table 92. Humble Choice PC Games Subscription Services Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)

Table 93. Humble Choice Recent Developments/Updates

Table 94. Humble Choice Competitive Strengths & Weaknesses

Table 95. Itch.io Basic Information, Area Served and Competitors

Table 96. Itch.io Major Business

Table 97. Itch.io PC Games Subscription Services Product and Services

Table 98. Itch.io PC Games Subscription Services Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)

Table 99. Itch.io Recent Developments/Updates

Table 100. Itch.io Competitive Strengths & Weaknesses

Table 101. Viveport Basic Information, Area Served and Competitors

Table 102. Viveport Major Business

Table 103. Viveport PC Games Subscription Services Product and Services

Table 104. Viveport PC Games Subscription Services Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)

Table 105. Viveport Recent Developments/Updates

Table 106. Viveport Competitive Strengths & Weaknesses

Table 107. Oculus Quest Store Basic Information, Area Served and Competitors

Table 108. Oculus Quest Store Major Business

Table 109. Oculus Quest Store PC Games Subscription Services Product and Services

Table 110. Oculus Quest Store PC Games Subscription Services Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)

Table 111. Oculus Quest Store Recent Developments/Updates
Table 112. Oculus Quest Store Competitive Strengths & Weaknesses
Table 113. PS Now Basic Information, Area Served and Competitors
Table 114. PS Now Major Business
Table 115. PS Now PC Games Subscription Services Product and Services
Table 116. PS Now PC Games Subscription Services Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)
Table 117. PS Now Recent Developments/Updates
Table 118. PS Now Competitive Strengths & Weaknesses
Table 119. Uplay Basic Information, Area Served and Competitors
Table 120. Uplay Major Business
Table 121. Uplay PC Games Subscription Services Product and Services
Table 122. Uplay PC Games Subscription Services Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)
Table 123. Uplay Recent Developments/Updates
Table 124. Uplay Competitive Strengths & Weaknesses
Table 125. PlayStation Plus Basic Information, Area Served and Competitors
Table 126. PlayStation Plus Major Business
Table 127. PlayStation Plus PC Games Subscription Services Product and Services
Table 128. PlayStation Plus PC Games Subscription Services Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)
Table 129. PlayStation Plus Recent Developments/Updates
Table 130. PlayStation Plus Competitive Strengths & Weaknesses
Table 131. Nintendo Switch Online Basic Information, Area Served and Competitors
Table 132. Nintendo Switch Online Major Business
Table 133. Nintendo Switch Online PC Games Subscription Services Product and Services
Table 134. Nintendo Switch Online PC Games Subscription Services Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)
Table 135. Nintendo Switch Online Recent Developments/Updates
Table 136. Nintendo Switch Online Competitive Strengths & Weaknesses
Table 137. GeForce Now Basic Information, Area Served and Competitors
Table 138. GeForce Now Major Business
Table 139. GeForce Now PC Games Subscription Services Product and Services
Table 140. GeForce Now PC Games Subscription Services Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)
Table 141. GeForce Now Recent Developments/Updates
Table 142. Nvidia GeForce Now Basic Information, Area Served and Competitors
Table 143. Nvidia GeForce Now Major Business

Table 144. Nvidia GeForce Now PC Games Subscription Services Product and Services

Table 145. Nvidia GeForce Now PC Games Subscription Services Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)

Table 146. Global Key Players of PC Games Subscription Services Upstream (Raw Materials)

Table 147. PC Games Subscription Services Typical Customers

List Of Figures

LIST OF FIGURES

Figure 1. PC Games Subscription Services Picture

Figure 2. World PC Games Subscription Services Total Market Size: 2018 & 2022 & 2029, (USD Million)

Figure 3. World PC Games Subscription Services Total Market Size (2018-2029) & (USD Million)

Figure 4. World PC Games Subscription Services Revenue Market Share by Region (2018, 2022 and 2029) & (USD Million) , (by Headquarter Location)

Figure 5. World PC Games Subscription Services Revenue Market Share by Region (2018-2029), (by Headquarter Location)

Figure 6. United States Based Company PC Games Subscription Services Revenue (2018-2029) & (USD Million)

Figure 7. China Based Company PC Games Subscription Services Revenue (2018-2029) & (USD Million)

Figure 8. Europe Based Company PC Games Subscription Services Revenue (2018-2029) & (USD Million)

Figure 9. Japan Based Company PC Games Subscription Services Revenue (2018-2029) & (USD Million)

Figure 10. South Korea Based Company PC Games Subscription Services Revenue (2018-2029) & (USD Million)

Figure 11. ASEAN Based Company PC Games Subscription Services Revenue (2018-2029) & (USD Million)

Figure 12. India Based Company PC Games Subscription Services Revenue (2018-2029) & (USD Million)

Figure 13. PC Games Subscription Services Market Drivers

Figure 14. Factors Affecting Demand

Figure 15. World PC Games Subscription Services Consumption Value (2018-2029) & (USD Million)

Figure 16. World PC Games Subscription Services Consumption Value Market Share by Region (2018-2029)

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

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

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

Figure 20. Japan PC Games Subscription Services Consumption Value (2018-2029) & (USD Million)

Figure 21. South Korea PC Games Subscription Services Consumption Value (2018-2029) & (USD Million)

Figure 22. ASEAN PC Games Subscription Services Consumption Value (2018-2029) & (USD Million)

Figure 23. India PC Games Subscription Services Consumption Value (2018-2029) & (USD Million)

Figure 24. Producer Shipments of PC Games Subscription Services by Player Revenue (\$MM) and Market Share (%): 2022

Figure 25. Global Four-firm Concentration Ratios (CR4) for PC Games Subscription Services Markets in 2022

Figure 26. Global Four-firm Concentration Ratios (CR8) for PC Games Subscription Services Markets in 2022

Figure 27. United States VS China: PC Games Subscription Services Revenue Market Share Comparison (2018 & 2022 & 2029)

Figure 28. United States VS China: PC Games Subscription Services Consumption Value Market Share Comparison (2018 & 2022 & 2029)

Figure 29. World PC Games Subscription Services Market Size by Type, (USD Million), 2018 & 2022 & 2029

Figure 30. World PC Games Subscription Services Market Size Market Share by Type in 2022

Figure 31. Indie Game Subscription Services

Figure 32. Retro Game Subscription Services

Figure 33. Others

Figure 34. World PC Games Subscription Services Market Size Market Share by Type (2018-2029)

Figure 35. World PC Games Subscription Services Market Size by Application, (USD Million), 2018 & 2022 & 2029

Figure 36. World PC Games Subscription Services Market Size Market Share by Application in 2022

Figure 37. Physical Game Store

Figure 38. Online Game Store

Figure 39. PC Games Subscription Services Industrial Chain

Figure 40. Methodology

Figure 41. Research Process and Data Source

I would like to order

Product name: Global PC Games Subscription Services Supply, Demand and Key Producers, 2023-2029

Product link: <https://marketpublishers.com/r/G35921F91547EN.html>

Price: US\$ 4,480.00 (Single User License / Electronic Delivery)

If you want to order Corporate License or Hard Copy, please, contact our Customer Service:

info@marketpublishers.com

Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/G35921F91547EN.html>