

Global Subscription-based Gaming Market 2025 by Company, Regions, Type and Application, Forecast to 2031

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Abstracts

According to our (Global Info Research) latest study, the global Subscription-based Gaming market size was valued at US\$ million in 2024 and is forecast to a readjusted size of USD million by 2031 with a CAGR of %during review period.

This report is a detailed and comprehensive analysis for global Subscription-based Gaming 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 Subscription-based Gaming market size and forecasts, in consumption value (\$ Million), 2020-2031

Global Subscription-based Gaming market size and forecasts by region and country, in consumption value (\$ Million), 2020-2031

Global Subscription-based Gaming market size and forecasts, by Type and by Application, in consumption value (\$ Million), 2020-2031

Global Subscription-based Gaming market shares of main players, in revenue (\$ Million), 2020-2025

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 Subscription-based Gaming
- 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 Subscription-based Gaming 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 (Game Pass) (Microsoft Corporation), PlayStation Now (Sony Corporation), 7.1.3 Apple Arcade (Apple Inc.), Nintendo Switch Online (Nintendo Co. Ltd), EA Play (Electronic Arts Inc.), Google Play Pass (Google LLC), Humble Bundle Inc., GeForce Now (NVIDIA), Uplay Pass (Ubisoft), Amazon Luna (Amazon Inc.), etc.

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

Market segmentation

Subscription-based Gaming market is split by Type and by Application. For the period 2020-2031, 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

Local Gaming

Cloud Gaming

Market segment by Application

Console Gaming

PC-based Gaming

Mobile Gaming

Market segment by players, this report covers

Xbox (Game Pass) (Microsoft Corporation)

PlayStation Now (Sony Corporation)

7.1.3 Apple Arcade (Apple Inc.)

Nintendo Switch Online (Nintendo Co. Ltd)

EA Play (Electronic Arts Inc.)

Google Play Pass (Google LLC)

Humble Bundle Inc.

GeForce Now (NVIDIA)

Uplay Pass (Ubisoft)

Amazon Luna (Amazon Inc.)

Tencent? Holdings Ltd

Epic games Inc.

Prime Gaming (Amazon Inc.)

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 Subscription-based Gaming product scope, market overview, market estimation caveats and base year.

Chapter 2, to profile the top players of Subscription-based Gaming, with revenue, gross margin, and global market share of Subscription-based Gaming from 2020 to 2025.

Chapter 3, the Subscription-based Gaming 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 2020 to 2031

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 2020 to 2025. and Subscription-based Gaming market forecast, by regions, by Type and by Application, with consumption value, from 2026 to 2031.

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

Chapter 12, the key raw materials and key suppliers, and industry chain of Subscription-based Gaming.

Chapter 13, to describe Subscription-based Gaming research findings and conclusion.

Contents

1 MARKET OVERVIEW

1.1 Product Overview and Scope

1.2 Market Estimation Caveats and Base Year

1.3 Classification of Subscription-based Gaming by Type

1.3.1 Overview: Global Subscription-based Gaming Market Size by Type: 2020 Versus 2024 Versus 2031

1.3.2 Global Subscription-based Gaming Consumption Value Market Share by Type in 2024

1.3.3 Local Gaming

1.3.4 Cloud Gaming

1.4 Global Subscription-based Gaming Market by Application

1.4.1 Overview: Global Subscription-based Gaming Market Size by Application: 2020 Versus 2024 Versus 2031

1.4.2 Console Gaming

1.4.3 PC-based Gaming

1.4.4 Mobile Gaming

1.5 Global Subscription-based Gaming Market Size & Forecast

1.6 Global Subscription-based Gaming Market Size and Forecast by Region

1.6.1 Global Subscription-based Gaming Market Size by Region: 2020 VS 2024 VS 2031

1.6.2 Global Subscription-based Gaming Market Size by Region, (2020-2031)

1.6.3 North America Subscription-based Gaming Market Size and Prospect (2020-2031)

1.6.4 Europe Subscription-based Gaming Market Size and Prospect (2020-2031)

1.6.5 Asia-Pacific Subscription-based Gaming Market Size and Prospect (2020-2031)

1.6.6 South America Subscription-based Gaming Market Size and Prospect (2020-2031)

1.6.7 Middle East & Africa Subscription-based Gaming Market Size and Prospect (2020-2031)

2 COMPANY PROFILES

2.1 Xbox (Game Pass) (Microsoft Corporation)

2.1.1 Xbox (Game Pass) (Microsoft Corporation) Details

2.1.2 Xbox (Game Pass) (Microsoft Corporation) Major Business

2.1.3 Xbox (Game Pass) (Microsoft Corporation) Subscription-based Gaming Product

and Solutions

2.1.4 Xbox (Game Pass) (Microsoft Corporation) Subscription-based Gaming Revenue, Gross Margin and Market Share (2020-2025)

2.1.5 Xbox (Game Pass) (Microsoft Corporation) Recent Developments and Future Plans

2.2 PlayStation Now (Sony Corporation)

2.2.1 PlayStation Now (Sony Corporation) Details

2.2.2 PlayStation Now (Sony Corporation) Major Business

2.2.3 PlayStation Now (Sony Corporation) Subscription-based Gaming Product and Solutions

2.2.4 PlayStation Now (Sony Corporation) Subscription-based Gaming Revenue, Gross Margin and Market Share (2020-2025)

2.2.5 PlayStation Now (Sony Corporation) Recent Developments and Future Plans

2.3 7.1.3 Apple Arcade (Apple Inc.)

2.3.1 7.1.3 Apple Arcade (Apple Inc.) Details

2.3.2 7.1.3 Apple Arcade (Apple Inc.) Major Business

2.3.3 7.1.3 Apple Arcade (Apple Inc.) Subscription-based Gaming Product and Solutions

2.3.4 7.1.3 Apple Arcade (Apple Inc.) Subscription-based Gaming Revenue, Gross Margin and Market Share (2020-2025)

2.3.5 7.1.3 Apple Arcade (Apple Inc.) Recent Developments and Future Plans

2.4 Nintendo Switch Online (Nintendo Co. Ltd)

2.4.1 Nintendo Switch Online (Nintendo Co. Ltd) Details

2.4.2 Nintendo Switch Online (Nintendo Co. Ltd) Major Business

2.4.3 Nintendo Switch Online (Nintendo Co. Ltd) Subscription-based Gaming Product and Solutions

2.4.4 Nintendo Switch Online (Nintendo Co. Ltd) Subscription-based Gaming Revenue, Gross Margin and Market Share (2020-2025)

2.4.5 Nintendo Switch Online (Nintendo Co. Ltd) Recent Developments and Future Plans

2.5 EA Play (Electronic Arts Inc.)

2.5.1 EA Play (Electronic Arts Inc.) Details

2.5.2 EA Play (Electronic Arts Inc.) Major Business

2.5.3 EA Play (Electronic Arts Inc.) Subscription-based Gaming Product and Solutions

2.5.4 EA Play (Electronic Arts Inc.) Subscription-based Gaming Revenue, Gross Margin and Market Share (2020-2025)

2.5.5 EA Play (Electronic Arts Inc.) Recent Developments and Future Plans

2.6 Google Play Pass (Google LLC)

2.6.1 Google Play Pass (Google LLC) Details

- 2.6.2 Google Play Pass (Google LLC) Major Business
- 2.6.3 Google Play Pass (Google LLC) Subscription-based Gaming Product and Solutions
- 2.6.4 Google Play Pass (Google LLC) Subscription-based Gaming Revenue, Gross Margin and Market Share (2020-2025)
- 2.6.5 Google Play Pass (Google LLC) Recent Developments and Future Plans
- 2.7 Humble Bundle Inc.
 - 2.7.1 Humble Bundle Inc. Details
 - 2.7.2 Humble Bundle Inc. Major Business
 - 2.7.3 Humble Bundle Inc. Subscription-based Gaming Product and Solutions
 - 2.7.4 Humble Bundle Inc. Subscription-based Gaming Revenue, Gross Margin and Market Share (2020-2025)
 - 2.7.5 Humble Bundle Inc. Recent Developments and Future Plans
- 2.8 GeForce Now (NVIDIA)
 - 2.8.1 GeForce Now (NVIDIA) Details
 - 2.8.2 GeForce Now (NVIDIA) Major Business
 - 2.8.3 GeForce Now (NVIDIA) Subscription-based Gaming Product and Solutions
 - 2.8.4 GeForce Now (NVIDIA) Subscription-based Gaming Revenue, Gross Margin and Market Share (2020-2025)
 - 2.8.5 GeForce Now (NVIDIA) Recent Developments and Future Plans
- 2.9 Uplay Pass (Ubisoft)
 - 2.9.1 Uplay Pass (Ubisoft) Details
 - 2.9.2 Uplay Pass (Ubisoft) Major Business
 - 2.9.3 Uplay Pass (Ubisoft) Subscription-based Gaming Product and Solutions
 - 2.9.4 Uplay Pass (Ubisoft) Subscription-based Gaming Revenue, Gross Margin and Market Share (2020-2025)
 - 2.9.5 Uplay Pass (Ubisoft) Recent Developments and Future Plans
- 2.10 Amazon Luna (Amazon Inc.)
 - 2.10.1 Amazon Luna (Amazon Inc.) Details
 - 2.10.2 Amazon Luna (Amazon Inc.) Major Business
 - 2.10.3 Amazon Luna (Amazon Inc.) Subscription-based Gaming Product and Solutions
 - 2.10.4 Amazon Luna (Amazon Inc.) Subscription-based Gaming Revenue, Gross Margin and Market Share (2020-2025)
 - 2.10.5 Amazon Luna (Amazon Inc.) Recent Developments and Future Plans
- 2.11 Tencent? Holdings Ltd
 - 2.11.1 Tencent? Holdings Ltd Details
 - 2.11.2 Tencent? Holdings Ltd Major Business
 - 2.11.3 Tencent? Holdings Ltd Subscription-based Gaming Product and Solutions
 - 2.11.4 Tencent? Holdings Ltd Subscription-based Gaming Revenue, Gross Margin

and Market Share (2020-2025)

2.11.5 Tencent? Holdings Ltd Recent Developments and Future Plans

2.12 Epic games Inc.

2.12.1 Epic games Inc. Details

2.12.2 Epic games Inc. Major Business

2.12.3 Epic games Inc. Subscription-based Gaming Product and Solutions

2.12.4 Epic games Inc. Subscription-based Gaming Revenue, Gross Margin and Market Share (2020-2025)

2.12.5 Epic games Inc. Recent Developments and Future Plans

2.13 Prime Gaming (Amazon Inc.)

2.13.1 Prime Gaming (Amazon Inc.) Details

2.13.2 Prime Gaming (Amazon Inc.) Major Business

2.13.3 Prime Gaming (Amazon Inc.) Subscription-based Gaming Product and Solutions

2.13.4 Prime Gaming (Amazon Inc.) Subscription-based Gaming Revenue, Gross Margin and Market Share (2020-2025)

2.13.5 Prime Gaming (Amazon Inc.) Recent Developments and Future Plans

3 MARKET COMPETITION, BY PLAYERS

3.1 Global Subscription-based Gaming Revenue and Share by Players (2020-2025)

3.2 Market Share Analysis (2024)

3.2.1 Market Share of Subscription-based Gaming by Company Revenue

3.2.2 Top 3 Subscription-based Gaming Players Market Share in 2024

3.2.3 Top 6 Subscription-based Gaming Players Market Share in 2024

3.3 Subscription-based Gaming Market: Overall Company Footprint Analysis

3.3.1 Subscription-based Gaming Market: Region Footprint

3.3.2 Subscription-based Gaming Market: Company Product Type Footprint

3.3.3 Subscription-based Gaming 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 Subscription-based Gaming Consumption Value and Market Share by Type (2020-2025)

4.2 Global Subscription-based Gaming Market Forecast by Type (2026-2031)

5 MARKET SIZE SEGMENT BY APPLICATION

5.1 Global Subscription-based Gaming Consumption Value Market Share by Application (2020-2025)

5.2 Global Subscription-based Gaming Market Forecast by Application (2026-2031)

6 NORTH AMERICA

6.1 North America Subscription-based Gaming Consumption Value by Type (2020-2031)

6.2 North America Subscription-based Gaming Market Size by Application (2020-2031)

6.3 North America Subscription-based Gaming Market Size by Country

6.3.1 North America Subscription-based Gaming Consumption Value by Country (2020-2031)

6.3.2 United States Subscription-based Gaming Market Size and Forecast (2020-2031)

6.3.3 Canada Subscription-based Gaming Market Size and Forecast (2020-2031)

6.3.4 Mexico Subscription-based Gaming Market Size and Forecast (2020-2031)

7 EUROPE

7.1 Europe Subscription-based Gaming Consumption Value by Type (2020-2031)

7.2 Europe Subscription-based Gaming Consumption Value by Application (2020-2031)

7.3 Europe Subscription-based Gaming Market Size by Country

7.3.1 Europe Subscription-based Gaming Consumption Value by Country (2020-2031)

7.3.2 Germany Subscription-based Gaming Market Size and Forecast (2020-2031)

7.3.3 France Subscription-based Gaming Market Size and Forecast (2020-2031)

7.3.4 United Kingdom Subscription-based Gaming Market Size and Forecast (2020-2031)

7.3.5 Russia Subscription-based Gaming Market Size and Forecast (2020-2031)

7.3.6 Italy Subscription-based Gaming Market Size and Forecast (2020-2031)

8 ASIA-PACIFIC

8.1 Asia-Pacific Subscription-based Gaming Consumption Value by Type (2020-2031)

8.2 Asia-Pacific Subscription-based Gaming Consumption Value by Application (2020-2031)

8.3 Asia-Pacific Subscription-based Gaming Market Size by Region

8.3.1 Asia-Pacific Subscription-based Gaming Consumption Value by Region (2020-2031)

- 8.3.2 China Subscription-based Gaming Market Size and Forecast (2020-2031)
- 8.3.3 Japan Subscription-based Gaming Market Size and Forecast (2020-2031)
- 8.3.4 South Korea Subscription-based Gaming Market Size and Forecast (2020-2031)
- 8.3.5 India Subscription-based Gaming Market Size and Forecast (2020-2031)
- 8.3.6 Southeast Asia Subscription-based Gaming Market Size and Forecast (2020-2031)
- 8.3.7 Australia Subscription-based Gaming Market Size and Forecast (2020-2031)

9 SOUTH AMERICA

- 9.1 South America Subscription-based Gaming Consumption Value by Type (2020-2031)
- 9.2 South America Subscription-based Gaming Consumption Value by Application (2020-2031)
- 9.3 South America Subscription-based Gaming Market Size by Country
 - 9.3.1 South America Subscription-based Gaming Consumption Value by Country (2020-2031)
 - 9.3.2 Brazil Subscription-based Gaming Market Size and Forecast (2020-2031)
 - 9.3.3 Argentina Subscription-based Gaming Market Size and Forecast (2020-2031)

10 MIDDLE EAST & AFRICA

- 10.1 Middle East & Africa Subscription-based Gaming Consumption Value by Type (2020-2031)
- 10.2 Middle East & Africa Subscription-based Gaming Consumption Value by Application (2020-2031)
- 10.3 Middle East & Africa Subscription-based Gaming Market Size by Country
 - 10.3.1 Middle East & Africa Subscription-based Gaming Consumption Value by Country (2020-2031)
 - 10.3.2 Turkey Subscription-based Gaming Market Size and Forecast (2020-2031)
 - 10.3.3 Saudi Arabia Subscription-based Gaming Market Size and Forecast (2020-2031)
 - 10.3.4 UAE Subscription-based Gaming Market Size and Forecast (2020-2031)

11 MARKET DYNAMICS

- 11.1 Subscription-based Gaming Market Drivers
- 11.2 Subscription-based Gaming Market Restraints
- 11.3 Subscription-based Gaming 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

12 INDUSTRY CHAIN ANALYSIS

12.1 Subscription-based Gaming Industry Chain

12.2 Subscription-based Gaming Upstream Analysis

12.3 Subscription-based Gaming Midstream Analysis

12.4 Subscription-based Gaming 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 Subscription-based Gaming Consumption Value by Type, (USD Million), 2020 & 2024 & 2031

Table 2. Global Subscription-based Gaming Consumption Value by Application, (USD Million), 2020 & 2024 & 2031

Table 3. Global Subscription-based Gaming Consumption Value by Region (2020-2025) & (USD Million)

Table 4. Global Subscription-based Gaming Consumption Value by Region (2026-2031) & (USD Million)

Table 5. Xbox (Game Pass) (Microsoft Corporation) Company Information, Head Office, and Major Competitors

Table 6. Xbox (Game Pass) (Microsoft Corporation) Major Business

Table 7. Xbox (Game Pass) (Microsoft Corporation) Subscription-based Gaming Product and Solutions

Table 8. Xbox (Game Pass) (Microsoft Corporation) Subscription-based Gaming Revenue (USD Million), Gross Margin and Market Share (2020-2025)

Table 9. Xbox (Game Pass) (Microsoft Corporation) Recent Developments and Future Plans

Table 10. PlayStation Now (Sony Corporation) Company Information, Head Office, and Major Competitors

Table 11. PlayStation Now (Sony Corporation) Major Business

Table 12. PlayStation Now (Sony Corporation) Subscription-based Gaming Product and Solutions

Table 13. PlayStation Now (Sony Corporation) Subscription-based Gaming Revenue (USD Million), Gross Margin and Market Share (2020-2025)

Table 14. PlayStation Now (Sony Corporation) Recent Developments and Future Plans

Table 15. 7.1.3 Apple Arcade (Apple Inc.) Company Information, Head Office, and Major Competitors

Table 16. 7.1.3 Apple Arcade (Apple Inc.) Major Business

Table 17. 7.1.3 Apple Arcade (Apple Inc.) Subscription-based Gaming Product and Solutions

Table 18. 7.1.3 Apple Arcade (Apple Inc.) Subscription-based Gaming Revenue (USD Million), Gross Margin and Market Share (2020-2025)

Table 19. Nintendo Switch Online (Nintendo Co. Ltd) Company Information, Head Office, and Major Competitors

Table 20. Nintendo Switch Online (Nintendo Co. Ltd) Major Business

Table 21. Nintendo Switch Online (Nintendo Co. Ltd) Subscription-based Gaming Product and Solutions

Table 22. Nintendo Switch Online (Nintendo Co. Ltd) Subscription-based Gaming Revenue (USD Million), Gross Margin and Market Share (2020-2025)

Table 23. Nintendo Switch Online (Nintendo Co. Ltd) Recent Developments and Future Plans

Table 24. EA Play (Electronic Arts Inc.) Company Information, Head Office, and Major Competitors

Table 25. EA Play (Electronic Arts Inc.) Major Business

Table 26. EA Play (Electronic Arts Inc.) Subscription-based Gaming Product and Solutions

Table 27. EA Play (Electronic Arts Inc.) Subscription-based Gaming Revenue (USD Million), Gross Margin and Market Share (2020-2025)

Table 28. EA Play (Electronic Arts Inc.) Recent Developments and Future Plans

Table 29. Google Play Pass (Google LLC) Company Information, Head Office, and Major Competitors

Table 30. Google Play Pass (Google LLC) Major Business

Table 31. Google Play Pass (Google LLC) Subscription-based Gaming Product and Solutions

Table 32. Google Play Pass (Google LLC) Subscription-based Gaming Revenue (USD Million), Gross Margin and Market Share (2020-2025)

Table 33. Google Play Pass (Google LLC) Recent Developments and Future Plans

Table 34. Humble Bundle Inc. Company Information, Head Office, and Major Competitors

Table 35. Humble Bundle Inc. Major Business

Table 36. Humble Bundle Inc. Subscription-based Gaming Product and Solutions

Table 37. Humble Bundle Inc. Subscription-based Gaming Revenue (USD Million), Gross Margin and Market Share (2020-2025)

Table 38. Humble Bundle Inc. Recent Developments and Future Plans

Table 39. GeForce Now (NVIDIA) Company Information, Head Office, and Major Competitors

Table 40. GeForce Now (NVIDIA) Major Business

Table 41. GeForce Now (NVIDIA) Subscription-based Gaming Product and Solutions

Table 42. GeForce Now (NVIDIA) Subscription-based Gaming Revenue (USD Million), Gross Margin and Market Share (2020-2025)

Table 43. GeForce Now (NVIDIA) Recent Developments and Future Plans

Table 44. Uplay Pass (Ubisoft) Company Information, Head Office, and Major Competitors

Table 45. Uplay Pass (Ubisoft) Major Business

Table 46. Uplay Pass (Ubisoft) Subscription-based Gaming Product and Solutions

Table 47. Uplay Pass (Ubisoft) Subscription-based Gaming Revenue (USD Million), Gross Margin and Market Share (2020-2025)

Table 48. Uplay Pass (Ubisoft) Recent Developments and Future Plans

Table 49. Amazon Luna (Amazon Inc.) Company Information, Head Office, and Major Competitors

Table 50. Amazon Luna (Amazon Inc.) Major Business

Table 51. Amazon Luna (Amazon Inc.) Subscription-based Gaming Product and Solutions

Table 52. Amazon Luna (Amazon Inc.) Subscription-based Gaming Revenue (USD Million), Gross Margin and Market Share (2020-2025)

Table 53. Amazon Luna (Amazon Inc.) Recent Developments and Future Plans

Table 54. Tencent? Holdings Ltd Company Information, Head Office, and Major Competitors

Table 55. Tencent? Holdings Ltd Major Business

Table 56. Tencent? Holdings Ltd Subscription-based Gaming Product and Solutions

Table 57. Tencent? Holdings Ltd Subscription-based Gaming Revenue (USD Million), Gross Margin and Market Share (2020-2025)

Table 58. Tencent? Holdings Ltd Recent Developments and Future Plans

Table 59. Epic games Inc. Company Information, Head Office, and Major Competitors

Table 60. Epic games Inc. Major Business

Table 61. Epic games Inc. Subscription-based Gaming Product and Solutions

Table 62. Epic games Inc. Subscription-based Gaming Revenue (USD Million), Gross Margin and Market Share (2020-2025)

Table 63. Epic games Inc. Recent Developments and Future Plans

Table 64. Prime Gaming (Amazon Inc.) Company Information, Head Office, and Major Competitors

Table 65. Prime Gaming (Amazon Inc.) Major Business

Table 66. Prime Gaming (Amazon Inc.) Subscription-based Gaming Product and Solutions

Table 67. Prime Gaming (Amazon Inc.) Subscription-based Gaming Revenue (USD Million), Gross Margin and Market Share (2020-2025)

Table 68. Prime Gaming (Amazon Inc.) Recent Developments and Future Plans

Table 69. Global Subscription-based Gaming Revenue (USD Million) by Players (2020-2025)

Table 70. Global Subscription-based Gaming Revenue Share by Players (2020-2025)

Table 71. Breakdown of Subscription-based Gaming by Company Type (Tier 1, Tier 2, and Tier 3)

Table 72. Market Position of Players in Subscription-based Gaming, (Tier 1, Tier 2, and

Tier 3), Based on Revenue in 2024

Table 73. Head Office of Key Subscription-based Gaming Players

Table 74. Subscription-based Gaming Market: Company Product Type Footprint

Table 75. Subscription-based Gaming Market: Company Product Application Footprint

Table 76. Subscription-based Gaming New Market Entrants and Barriers to Market Entry

Table 77. Subscription-based Gaming Mergers, Acquisition, Agreements, and Collaborations

Table 78. Global Subscription-based Gaming Consumption Value (USD Million) by Type (2020-2025)

Table 79. Global Subscription-based Gaming Consumption Value Share by Type (2020-2025)

Table 80. Global Subscription-based Gaming Consumption Value Forecast by Type (2026-2031)

Table 81. Global Subscription-based Gaming Consumption Value by Application (2020-2025)

Table 82. Global Subscription-based Gaming Consumption Value Forecast by Application (2026-2031)

Table 83. North America Subscription-based Gaming Consumption Value by Type (2020-2025) & (USD Million)

Table 84. North America Subscription-based Gaming Consumption Value by Type (2026-2031) & (USD Million)

Table 85. North America Subscription-based Gaming Consumption Value by Application (2020-2025) & (USD Million)

Table 86. North America Subscription-based Gaming Consumption Value by Application (2026-2031) & (USD Million)

Table 87. North America Subscription-based Gaming Consumption Value by Country (2020-2025) & (USD Million)

Table 88. North America Subscription-based Gaming Consumption Value by Country (2026-2031) & (USD Million)

Table 89. Europe Subscription-based Gaming Consumption Value by Type (2020-2025) & (USD Million)

Table 90. Europe Subscription-based Gaming Consumption Value by Type (2026-2031) & (USD Million)

Table 91. Europe Subscription-based Gaming Consumption Value by Application (2020-2025) & (USD Million)

Table 92. Europe Subscription-based Gaming Consumption Value by Application (2026-2031) & (USD Million)

Table 93. Europe Subscription-based Gaming Consumption Value by Country

(2020-2025) & (USD Million)

Table 94. Europe Subscription-based Gaming Consumption Value by Country

(2026-2031) & (USD Million)

Table 95. Asia-Pacific Subscription-based Gaming Consumption Value by Type

(2020-2025) & (USD Million)

Table 96. Asia-Pacific Subscription-based Gaming Consumption Value by Type

(2026-2031) & (USD Million)

Table 97. Asia-Pacific Subscription-based Gaming Consumption Value by Application

(2020-2025) & (USD Million)

Table 98. Asia-Pacific Subscription-based Gaming Consumption Value by Application

(2026-2031) & (USD Million)

Table 99. Asia-Pacific Subscription-based Gaming Consumption Value by Region

(2020-2025) & (USD Million)

Table 100. Asia-Pacific Subscription-based Gaming Consumption Value by Region

(2026-2031) & (USD Million)

Table 101. South America Subscription-based Gaming Consumption Value by Type

(2020-2025) & (USD Million)

Table 102. South America Subscription-based Gaming Consumption Value by Type

(2026-2031) & (USD Million)

Table 103. South America Subscription-based Gaming Consumption Value by
Application (2020-2025) & (USD Million)

Table 104. South America Subscription-based Gaming Consumption Value by
Application (2026-2031) & (USD Million)

Table 105. South America Subscription-based Gaming Consumption Value by Country
(2020-2025) & (USD Million)

Table 106. South America Subscription-based Gaming Consumption Value by Country
(2026-2031) & (USD Million)

Table 107. Middle East & Africa Subscription-based Gaming Consumption Value by
Type (2020-2025) & (USD Million)

Table 108. Middle East & Africa Subscription-based Gaming Consumption Value by
Type (2026-2031) & (USD Million)

Table 109. Middle East & Africa Subscription-based Gaming Consumption Value by
Application (2020-2025) & (USD Million)

Table 110. Middle East & Africa Subscription-based Gaming Consumption Value by
Application (2026-2031) & (USD Million)

Table 111. Middle East & Africa Subscription-based Gaming Consumption Value by
Country (2020-2025) & (USD Million)

Table 112. Middle East & Africa Subscription-based Gaming Consumption Value by
Country (2026-2031) & (USD Million)

Table 113. Global Key Players of Subscription-based Gaming Upstream (Raw Materials)

Table 114. Global Subscription-based Gaming Typical Customers

List Of Figures

LIST OF FIGURES

Figure 1. Subscription-based Gaming Picture

Figure 2. Global Subscription-based Gaming Consumption Value by Type, (USD Million), 2020 & 2024 & 2031

Figure 3. Global Subscription-based Gaming Consumption Value Market Share by Type in 2024

Figure 4. Local Gaming

Figure 5. Cloud Gaming

Figure 6. Global Subscription-based Gaming Consumption Value by Application, (USD Million), 2020 & 2024 & 2031

Figure 7. Subscription-based Gaming Consumption Value Market Share by Application in 2024

Figure 8. Console Gaming Picture

Figure 9. PC-based Gaming Picture

Figure 10. Mobile Gaming Picture

Figure 11. Global Subscription-based Gaming Consumption Value, (USD Million): 2020 & 2024 & 2031

Figure 12. Global Subscription-based Gaming Consumption Value and Forecast (2020-2031) & (USD Million)

Figure 13. Global Market Subscription-based Gaming Consumption Value (USD Million) Comparison by Region (2020 VS 2024 VS 2031)

Figure 14. Global Subscription-based Gaming Consumption Value Market Share by Region (2020-2031)

Figure 15. Global Subscription-based Gaming Consumption Value Market Share by Region in 2024

Figure 16. North America Subscription-based Gaming Consumption Value (2020-2031) & (USD Million)

Figure 17. Europe Subscription-based Gaming Consumption Value (2020-2031) & (USD Million)

Figure 18. Asia-Pacific Subscription-based Gaming Consumption Value (2020-2031) & (USD Million)

Figure 19. South America Subscription-based Gaming Consumption Value (2020-2031) & (USD Million)

Figure 20. Middle East & Africa Subscription-based Gaming Consumption Value (2020-2031) & (USD Million)

Figure 21. Company Three Recent Developments and Future Plans

Figure 22. Global Subscription-based Gaming Revenue Share by Players in 2024

Figure 23. Subscription-based Gaming Market Share by Company Type (Tier 1, Tier 2, and Tier 3) in 2024

Figure 24. Market Share of Subscription-based Gaming by Player Revenue in 2024

Figure 25. Top 3 Subscription-based Gaming Players Market Share in 2024

Figure 26. Top 6 Subscription-based Gaming Players Market Share in 2024

Figure 27. Global Subscription-based Gaming Consumption Value Share by Type (2020-2025)

Figure 28. Global Subscription-based Gaming Market Share Forecast by Type (2026-2031)

Figure 29. Global Subscription-based Gaming Consumption Value Share by Application (2020-2025)

Figure 30. Global Subscription-based Gaming Market Share Forecast by Application (2026-2031)

Figure 31. North America Subscription-based Gaming Consumption Value Market Share by Type (2020-2031)

Figure 32. North America Subscription-based Gaming Consumption Value Market Share by Application (2020-2031)

Figure 33. North America Subscription-based Gaming Consumption Value Market Share by Country (2020-2031)

Figure 34. United States Subscription-based Gaming Consumption Value (2020-2031) & (USD Million)

Figure 35. Canada Subscription-based Gaming Consumption Value (2020-2031) & (USD Million)

Figure 36. Mexico Subscription-based Gaming Consumption Value (2020-2031) & (USD Million)

Figure 37. Europe Subscription-based Gaming Consumption Value Market Share by Type (2020-2031)

Figure 38. Europe Subscription-based Gaming Consumption Value Market Share by Application (2020-2031)

Figure 39. Europe Subscription-based Gaming Consumption Value Market Share by Country (2020-2031)

Figure 40. Germany Subscription-based Gaming Consumption Value (2020-2031) & (USD Million)

Figure 41. France Subscription-based Gaming Consumption Value (2020-2031) & (USD Million)

Figure 42. United Kingdom Subscription-based Gaming Consumption Value (2020-2031) & (USD Million)

Figure 43. Russia Subscription-based Gaming Consumption Value (2020-2031) & (USD Million)

Million)

Figure 44. Italy Subscription-based Gaming Consumption Value (2020-2031) & (USD Million)

Figure 45. Asia-Pacific Subscription-based Gaming Consumption Value Market Share by Type (2020-2031)

Figure 46. Asia-Pacific Subscription-based Gaming Consumption Value Market Share by Application (2020-2031)

Figure 47. Asia-Pacific Subscription-based Gaming Consumption Value Market Share by Region (2020-2031)

Figure 48. China Subscription-based Gaming Consumption Value (2020-2031) & (USD Million)

Figure 49. Japan Subscription-based Gaming Consumption Value (2020-2031) & (USD Million)

Figure 50. South Korea Subscription-based Gaming Consumption Value (2020-2031) & (USD Million)

Figure 51. India Subscription-based Gaming Consumption Value (2020-2031) & (USD Million)

Figure 52. Southeast Asia Subscription-based Gaming Consumption Value (2020-2031) & (USD Million)

Figure 53. Australia Subscription-based Gaming Consumption Value (2020-2031) & (USD Million)

Figure 54. South America Subscription-based Gaming Consumption Value Market Share by Type (2020-2031)

Figure 55. South America Subscription-based Gaming Consumption Value Market Share by Application (2020-2031)

Figure 56. South America Subscription-based Gaming Consumption Value Market Share by Country (2020-2031)

Figure 57. Brazil Subscription-based Gaming Consumption Value (2020-2031) & (USD Million)

Figure 58. Argentina Subscription-based Gaming Consumption Value (2020-2031) & (USD Million)

Figure 59. Middle East & Africa Subscription-based Gaming Consumption Value Market Share by Type (2020-2031)

Figure 60. Middle East & Africa Subscription-based Gaming Consumption Value Market Share by Application (2020-2031)

Figure 61. Middle East & Africa Subscription-based Gaming Consumption Value Market Share by Country (2020-2031)

Figure 62. Turkey Subscription-based Gaming Consumption Value (2020-2031) & (USD Million)

Figure 63. Saudi Arabia Subscription-based Gaming Consumption Value (2020-2031) & (USD Million)

Figure 64. UAE Subscription-based Gaming Consumption Value (2020-2031) & (USD Million)

Figure 65. Subscription-based Gaming Market Drivers

Figure 66. Subscription-based Gaming Market Restraints

Figure 67. Subscription-based Gaming Market Trends

Figure 68. Porters Five Forces Analysis

Figure 69. Subscription-based Gaming Industrial Chain

Figure 70. Methodology

Figure 71. Research Process and Data Source

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