

# Global Video Games Buy and Rent Service 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 Video Games Buy and Rent Service market size was valued at USD 1646.3 million in 2022 and is forecast to a readjusted size of USD 2592 million by 2029 with a CAGR of 6.7% during review period.

The video game buy and rent service industry has a promising future with the increasing popularity of gaming and the growing demand for convenient access to a wide range of games. The global gaming industry is experiencing significant growth, with more people engaging in gaming as a form of entertainment. This trend is expected to continue, creating a larger customer base for video game buy and rent services. The shift towards digital distribution of games has made it easier for buy and rent services to offer a wide selection of games without the need for physical copies. This allows for greater convenience and accessibility for customers. Video game buy and rent services provide a cost-effective alternative to purchasing games outright. This appeals to gamers who want to try out different games without committing to buying them at full price.

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

Regionally, the report analyzes the Video Games Buy and Rent Service 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 Video Games Buy and Rent Service market, with robust domestic demand, supportive policies, and a strong manufacturing base.

#### Key Features:

The report presents comprehensive understanding of the Video Games Buy and Rent Service 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 Video Games Buy and Rent Service 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., Online Rental Services, 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 Video Games Buy and Rent Service market.

**Regional Analysis:** The report involves examining the Video Games Buy and Rent Service 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 Video Games Buy and Rent Service market. This may include estimating market growth rates, predicting market demand, and identifying emerging trends.

The report also involves a more granular approach to Video Games Buy and Rent Service:

**Company Analysis:** Report covers individual Video Games Buy and Rent Service 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 Video Games Buy and Rent Service. 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 Video Games Buy and Rent Service. It assesses the current state, advancements, and potential future developments in Video Games Buy and Rent Service areas.

**Competitive Landscape:** By analyzing individual companies, suppliers, and consumers, the report presents insights into the competitive landscape of the Video Games Buy and Rent Service 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

Video Games Buy and Rent Service 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

Online Rental Services

Subscription Services

Others

### Market segment by Application

Physical Game Store

Online Game Store

Market segment by players, this report covers

gm2p

GameFly

Console Classix

FlexShopper

Reddit

Amazon Prime Gaming

EA Play

Boomerang

Google Play Pass

Rentle

Classic Arcade Game Rentals

Xbox Game Pass

PlayStation Now

Utomik

GeForce Now

Internet Archive

Netflix Games

Stadia Pro

Redbox

## Epic Games Store

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 Video Games Buy and Rent Service product scope, market overview, market estimation caveats and base year.

Chapter 2, to profile the top players of Video Games Buy and Rent Service, with revenue, gross margin and global market share of Video Games Buy and Rent Service from 2018 to 2023.

Chapter 3, the Video Games Buy and Rent Service 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 Video Games Buy and Rent Service 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 Video Games Buy and Rent Service.

Chapter 13, to describe Video Games Buy and Rent Service research findings and conclusion.

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