

# Global Video Games Buy and Rent Service Supply, Demand and Key Producers, 2023-2029

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## Abstracts

The global Video Games Buy and Rent Service market size is expected to reach \$ 2592 million by 2029, rising at a market growth of 6.7% CAGR during the forecast period (2023-2029).

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.

This report studies the global Video Games Buy and Rent Service demand, key companies, and key regions.

This report is a detailed and comprehensive analysis of the world market for Video Games Buy and Rent Service, 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 Video Games Buy and Rent Service that contribute to its increasing demand across many markets.

Highlights and key features of the study

Global Video Games Buy and Rent Service total market, 2018-2029, (USD Million)

Global Video Games Buy and Rent Service total market by region & country, CAGR, 2018-2029, (USD Million)

U.S. VS China: Video Games Buy and Rent Service total market, key domestic companies and share, (USD Million)

Global Video Games Buy and Rent Service revenue by player and market share 2018-2023, (USD Million)

Global Video Games Buy and Rent Service total market by Type, CAGR, 2018-2029, (USD Million)

Global Video Games Buy and Rent Service total market by Application, CAGR, 2018-2029, (USD Million).

This reports profiles major players in the global Video Games Buy and Rent Service 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 gm2p, GameFly, Console Classix, FlexShopper, Reddit, Amazon Prime Gaming, EA Play, Boomerang and Google Play Pass, 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 Video Games Buy and Rent Service 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 Video Games Buy and Rent Service Market, By Region:

United States

China

Europe

Japan

South Korea

ASEAN

India

Rest of World

#### Global Video Games Buy and Rent Service Market, Segmentation by Type

Online Rental Services

Subscription Services

Others

#### Global Video Games Buy and Rent Service Market, Segmentation by Application

Physical Game Store

Online Game Store

#### Companies Profiled:

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

Key Questions Answered

1. How big is the global Video Games Buy and Rent Service market?
2. What is the demand of the global Video Games Buy and Rent Service market?
3. What is the year over year growth of the global Video Games Buy and Rent Service market?
4. What is the total value of the global Video Games Buy and Rent Service market?
5. Who are the major players in the global Video Games Buy and Rent Service market?
6. What are the growth factors driving the market demand?

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