

Game Streaming Market Size, Share & Trends Analysis Report By Solutions (Web-based, App-based), By Revenue Model, By Platform Solutions (PC, Console), By Region, And Segment Forecasts, 2024 - 2030

<https://marketpublishers.com/r/G7E9A49B0D23EN.html>

Date: May 2024

Pages: 150

Price: US\$ 4,950.00 (Single User License)

ID: G7E9A49B0D23EN

Abstracts

This report can be delivered to the clients within 5 Business Days

Game Streaming Market Growth & Trends

The global game streaming market size is expected to reach USD 21.20 billion by 2030, growing at a CAGR of 11.8% from 2024 to 2030, according to a new report by Grand View Research, Inc. The popularity of e-sports and live streaming platforms like Twitch, YouTube Gaming, and Facebook Gaming has significantly impacted the market. Professional gamers and content creators have amassed massive followings, creating opportunities for sponsorships, advertising, and monetization. Live streaming has also become a powerful marketing tool for game developers and publishers to connect with their audience, build hype around new releases, and foster community engagement. However, the oversaturation of content creators and the need for constant engagement can pose challenges for both streamers and viewers.

The advancement of cloud computing and high-speed internet has enabled web-based game streaming services. Platforms like Google Stadia, NVIDIA GeForce Now, and Amazon Luna leverage the cloud to stream high-quality games directly to web browsers, eliminating the need for powerful local hardware. This approach allows gamers to access their favorite titles from any compatible device with a web browser and an internet connection. The scalability and accessibility of the cloud have made this possible, opening up new avenues for gaming experiences. However, concerns around

latency, data usage, and internet reliability remain challenges for widespread adoption of cloud-based game streaming.

The subscription model provides game streaming platforms and game developers/publishers with a recurring revenue stream, offering greater predictability and financial stability. This steady income can be reinvested into ongoing development, support, and content updates, benefiting the entire gaming ecosystem. However, maintaining a high-quality service and delivering consistent value to subscribers is crucial to justifying the recurring cost and preventing churn. Platforms must strike a balance between monetization and providing a compelling user experience.

Game Streaming Market Report Highlights

The market has seen an influx of new players, leading to fierce competition among platforms and services. Major tech companies like Google, Microsoft, and Amazon have launched their own cloud gaming offerings. This increased competition is driving innovation and pushing platforms to offer better features and services to attract and retain users

Based on solutions, the web-based segment led the market and accounted for 60.9% of the global revenue in 2023. Web-based platforms are exploring ways to integrate with existing gaming ecosystems and platforms, such as consoles or PC gaming stores. This integration could allow users to access their existing game libraries or purchase new titles directly through the web-based service. Cross-platform compatibility and seamless integration are becoming increasingly important in the gaming industry

Based on platform solutions, the PC games segment accounted for the largest market revenue share in 2023. The growth of esports has significantly boosted the popularity of PC game streaming, as major tournaments and events are frequently streamed live. These competitive gaming streams attract large audiences and drive viewer engagement, as fans tune in to watch their favorite teams and players compete. Streaming platforms have invested in features and tools specifically designed to enhance the esports viewing experience

Game streaming platforms are increasingly offering bundled subscription packages that include access to multiple games, exclusive content, and additional perks like in-game currency or discounts on purchases. These bundles aim to enhance user experience and provide greater value for

subscribers, driving customer retention and loyalty

North America dominated the market and accounted for a 40.19% share in 2023. Regulatory challenges and legal considerations, particularly around issues like intellectual property rights, data privacy, and content moderation, are shaping the game streaming landscape in North America. Platforms are navigating these complexities by implementing robust compliance measures, engaging in industry dialogue, and adapting their business models to comply with evolving regulations, ensuring sustainable growth and mitigating potential risks

Contents

CHAPTER 1. METHODOLOGY AND SCOPE

- 1.1. Market Segmentation and Scope
- 1.2. Research Methodology
 - 1.2.1. Information Procurement
- 1.3. Information or Data Analysis
- 1.4. Methodology
- 1.5. Research Scope and Assumptions
- 1.6. Market Formulation & Validation
- 1.7. Country Based Segment Share Calculation
- 1.8. List of Data Sources

CHAPTER 2. EXECUTIVE SUMMARY

- 2.1. Market Outlook
- 2.2. Segment Outlook
- 2.3. Competitive Insights

CHAPTER 3. GAME STREAMING MARKET VARIABLES, TRENDS, & SCOPE

- 3.1. Market Lineage Outlook
- 3.2. Market Dynamics
 - 3.2.1. Market Driver Analysis
 - 3.2.2. Market Restraint Analysis
 - 3.2.3. Industry Challenge
- 3.3. Game Streaming Market Analysis Tools
 - 3.3.1. Industry Analysis - Porter's
 - 3.3.1.1. Bargaining power of the suppliers
 - 3.3.1.2. Bargaining power of the buyers
 - 3.3.1.3. Threats of substitution
 - 3.3.1.4. Threats from new entrants
 - 3.3.1.5. Competitive rivalry
 - 3.3.2. PESTEL Analysis
 - 3.3.2.1. Political landscape
 - 3.3.2.2. Economic and Social landscape
 - 3.3.2.3. Technological landscape

CHAPTER 4. GAME STREAMING MARKET: SOLUTIONS ESTIMATES & TREND ANALYSIS

4.1. Segment Dashboard

4.2. Game Streaming market: Solutions Movement Analysis, 2022 & 2030 (USD Million)

4.3. Web based

4.3.1. Web based Market Revenue Estimates and Forecasts, 2017 - 2030 (USD Million)

4.4. App based

4.4.1. App based Market Revenue Estimates and Forecasts, 2017 - 2030 (USD Million)

CHAPTER 5. GAME STREAMING MARKET: REVENUE MODEL ESTIMATES & TREND ANALYSIS

5.1. Segment Dashboard

5.2. Game Streaming market: Revenue model Movement Analysis, 2022 & 2030 (USD Million)

5.3. Subscription

5.3.1. Subscription Game Streaming Market Revenue Estimates and Forecasts, 2017 - 2030 (USD Million)

5.4. Advertisement

5.4.1. Advertisement Game Streaming Market Revenue Estimates and Forecasts, 2017 - 2030 (USD Million)

5.5. Others

5.5.1. Others Game Streaming Market Revenue Estimates and Forecasts, 2017 - 2030 (USD Million)

CHAPTER 6. GAME STREAMING MARKET: PLATFORM SOLUTIONS ESTIMATES & TREND ANALYSIS

6.1. Segment Dashboard

6.2. Game Streaming market: Platform Solutions Movement Analysis, 2022 & 2030 (USD Million)

6.3. Mobile Games

6.3.1. Mobile Games Game Streaming Market Revenue Estimates and Forecasts, 2017 - 2030 (USD Million)

6.4. PC Games

6.4.1. PC Games Lake Market Revenue Estimates and Forecasts, 2017 - 2030 (USD Million)

Million)

6.5. Console Games

6.5.1. Console Games Game Streaming Market Revenue Estimates and Forecasts, 2017 - 2030 (USD Million)

CHAPTER 7. GAME STREAMING MARKET: REGIONAL ESTIMATES & TREND ANALYSIS

7.1. Game Streaming Market Share, By Region, 2022 & 2030, USD Million

7.2. North America

7.2.1. North America Game Streaming Market Estimates and Forecasts, 2017 - 2030 (USD Million)

7.2.2. U.S.

7.2.2.1. U.S. Game Streaming Market Estimates and Forecasts, 2017 - 2030 (USD Million)

7.2.3. Canada

7.2.3.1. Canada Game Streaming Market Estimates and Forecasts, 2017 - 2030 (USD Million)

7.2.4. Mexico

7.2.4.1. Mexico Game Streaming Market Estimates and Forecasts, 2017 - 2030 (USD Million)

7.3. Europe

7.3.1. Europe Game Streaming Market Estimates and Forecasts, 2017 - 2030 (USD Million)

7.3.2. U.K.

7.3.2.1. U.K. Game Streaming Market Estimates and Forecasts, 2017 - 2030 (USD Million)

7.3.3. Germany

7.3.3.1. Germany Game Streaming Market Estimates and Forecasts, 2017 - 2030 (USD Million)

7.3.4. France

7.3.4.1. France Game Streaming Market Estimates and Forecasts, 2017 - 2030 (USD Million)

7.4. Asia Pacific

7.4.1. Asia Pacific Game Streaming Market Estimates and Forecasts, 2017 - 2030 (USD Million)

7.4.2. China

7.4.2.1. China Game Streaming Market Estimates and Forecasts, 2017 - 2030 (USD Million)

7.4.3. Japan

7.4.3.1. Japan Game Streaming Market Estimates and Forecasts, 2017 - 2030 (USD Million)

7.4.4. India

7.4.4.1. India Game Streaming Market Estimates and Forecasts, 2017 - 2030 (USD Million)

7.4.5. South Korea

7.4.5.1. South Korea Game Streaming Market Estimates and Forecasts, 2017 - 2030 (USD Million)

7.4.6. Australia

7.4.6.1. Australia Game Streaming Market Estimates and Forecasts, 2017 - 2030 (USD Million)

7.5. Latin America

7.5.1. Latin America Game Streaming Market Estimates and Forecasts, 2017 - 2030 (USD Million)

7.5.2. Brazil

7.5.2.1. Brazil Game Streaming Market Estimates and Forecasts, 2017 - 2030 (USD Million)

7.6. Middle East and Africa

7.6.1. Middle East and Africa Game Streaming Market Estimates and Forecasts, 2017 - 2030 (USD Million)

7.6.2. UAE

7.6.2.1. UAE Game Streaming Market Estimates and Forecasts, 2017 - 2030 (USD Million)

7.6.3. KSA

7.6.3.1. KSA Game Streaming Market Estimates and Forecasts, 2017 - 2030 (USD Million)

7.6.4. South Africa

7.6.4.1. South Africa Game Streaming Market Estimates and Forecasts, 2017 - 2030 (USD Million)

CHAPTER 8. COMPETITIVE LANDSCAPE

8.1. Company Categorization

8.2. Company Market Positioning

8.3. Participant's Overview

8.4. Financial Performance

8.5. Product Benchmarking

8.6. Company Heat Map Analysis

8.7. Strategy Mapping

8.8. Company Profiles/Listing

8.8.1. AfreecaTV Corp.

8.8.1.1. Company overview

8.8.1.2. Financial performance

8.8.1.3. Application benchmarking

8.8.1.4. Strategic initiatives

8.8.2. Alphabet Inc. (Youtube)

8.8.2.1. Company overview

8.8.2.2. Financial performance

8.8.2.3. Application benchmarking

8.8.2.4. Strategic initiatives

8.8.3. Amazon.com Inc.

8.8.3.1. Company overview

8.8.3.2. Financial performance

8.8.3.3. Application benchmarking

8.8.3.4. Strategic initiatives

8.8.4. Apple Inc.

8.8.4.1. Company overview

8.8.4.2. Financial performance

8.8.4.3. Application benchmarking

8.8.4.4. Strategic initiatives

8.8.5. Genvid Holdings Inc.

8.8.5.1. Company overview

8.8.5.2. Financial performance

8.8.5.3. Application benchmarking

8.8.5.4. Strategic initiatives

8.8.6. GosuGamers

8.8.6.1. Company overview

8.8.6.2. Financial performance

8.8.6.3. Application benchmarking

8.8.6.4. Strategic initiatives

8.8.7. Huya

8.8.7.1. Company overview

8.8.7.2. Financial performance

8.8.7.3. Application benchmarking

8.8.7.4. Strategic initiatives

8.8.8. Meta Platforms Inc.

8.8.8.1. Company overview

- 8.8.8.2. Financial performance
- 8.8.8.3. Application benchmarking
- 8.8.8.4. Strategic initiatives
- 8.8.9. NVIDIA Corp.
 - 8.8.9.1. Company overview
 - 8.8.9.2. Financial performance
 - 8.8.9.3. Application benchmarking
 - 8.8.9.4. Strategic initiatives
- 8.8.10. Parsec Cloud Inc.
 - 8.8.10.1. Company overview
 - 8.8.10.2. Financial performance
 - 8.8.10.3. Application benchmarking
 - 8.8.10.4. Strategic initiatives
- 8.8.11. Sony Group Corp.
 - 8.8.11.1. Company overview
 - 8.8.11.2. Financial performance
 - 8.8.11.3. Application benchmarking
 - 8.8.11.4. Strategic initiatives

List Of Tables

LIST OF TABLES

- Table 1 Global Game Streaming market by Solutions, 2017 - 2030 (USD Million)
- Table 2 Global Game Streaming market by Revenue Model, 2017 - 2030 (USD Million)
- Table 3 Global Game Streaming market by Platform Solution, 2017 - 2030 (USD Million)
- Table 4 Global Game Streaming market by region, 2017 - 2030 (USD Million)
- Table 5 North America Game Streaming market by country, 2017 - 2030 (USD Million)
- Table 6 Europe Game Streaming market by country, 2017 - 2030 (USD Million)
- Table 7 Asia Pacific Game Streaming market by country, 2017 - 2030 (USD Million)
- Table 8 Latin America Game Streaming market by country, 2017 - 2030 (USD Million)
- Table 9 MEA Game Streaming market by country, 2017 - 2030 (USD Million)
- Table 10 Key companies launching new products/services.
- Table 11 Key companies engaged in mergers & acquisition.
- Table 12 Key companies engaged in Research & development.
- Table 13 Key Companies engaged in expansion.

List Of Figures

LIST OF FIGURES

Fig. 1 Information procurement

Fig. 2 Primary research pattern

Fig. 3 Market research approaches

Fig. 4 Value chain-based sizing & forecasting

Fig. 5 Parent market analysis

Fig. 6 Game Streaming market snapshot

Fig. 7 Game Streaming market segment snapshot

Fig. 8 Game Streaming market competitive landscape snapshot

Fig. 9 Market research process

Fig. 10 Market driver relevance analysis (Current & future impact)

Fig. 11 Market restraint relevance analysis (Current & future impact)

Fig. 12 Game Streaming Market, Solutions outlook key takeaways (USD Million)

Fig. 13 Game Streaming Market: Solutions movement analysis 2022 & 2030 (USD Million)

Fig. 14 Web based Game Streaming market revenue estimates and forecasts, 2017 - 2030 (USD Million)

Fig. 15 App based Game Streaming market revenue estimates and forecasts, 2017 - 2030 (USD Million)

Fig. 16 Game Streaming Market: Revenue Model outlook key takeaways (USD Million)

Fig. 17 Game Streaming Market: Revenue Model movement analysis 2022 & 2030 (USD Million)

Fig. 18 Subscription Game Streaming market revenue estimates and forecasts, 2017 - 2030 (USD Million)

Fig. 19 Advertisement Game Streaming market revenue estimates and forecasts, 2017 - 2030 (USD Million)

Fig. 20 Others Game Streaming market revenue estimates and forecasts, 2017 - 2030 (USD Million)

Fig. 21 Game Streaming Market: Platform Solutions outlook key takeaways (USD Million)

Fig. 22 Game Streaming Market: Platform Solutions movement analysis 2022 & 2030 (USD Million)

Fig. 23 Mobile Games Game Streaming market revenue estimates and forecasts, 2017 - 2030 (USD Million)

Fig. 24 PC Games Game Streaming market revenue estimates and forecasts, 2017 -

2030 (USD Million)

Fig. 25 Console Games Game Streaming market revenue estimates and forecasts, 2017 - 2030 (USD Million)

Fig. 26 Regional marketplace: Key takeaways

Fig. 27 Game Streaming Market: Regional outlook, 2022 & 2030 (USD Million)

Fig. 28 North America Game Streaming market estimates and forecasts, 2017 - 2030 (USD Million)

Fig. 29 U.S. Game Streaming market estimates and forecasts, 2017 - 2030 (USD Million)

Fig. 30 Canada Game Streaming market estimates and forecasts, 2017 - 2030 (USD Million)

Fig. 31 Mexico Game Streaming market estimates and forecasts, 2017 - 2030 (USD Million)

Fig. 32 Europe Game Streaming market estimates and forecasts, 2017 - 2030 (USD Million)

Fig. 33 U.K. Game Streaming market estimates and forecasts, 2017 - 2030 (USD Million)

Fig. 34 Germany Game Streaming market estimates and forecasts, 2017 - 2030 (USD Million)

Fig. 35 France Game Streaming market estimates and forecasts, 2017 - 2030 (USD Million)

Fig. 36 Asia Pacific Game Streaming market estimates and forecasts, 2017 - 2030 (USD Million)

Fig. 37 Japan Game Streaming market estimates and forecasts, 2017 - 2030 (USD Million)

Fig. 38 China Game Streaming market estimates and forecasts, 2017 - 2030 (USD Million)

Fig. 39 India Game Streaming market estimates and forecasts, 2017 - 2030 (USD Million)

Fig. 40 South Korea Game Streaming market estimates and forecasts, 2017 - 2030 (USD Million)

Fig. 41 Australia Game Streaming market estimates and forecasts, 2017 - 2030 (USD Million)

Fig. 42 Latin America Game Streaming market estimates and forecasts, 2017 - 2030 (USD Million)

Fig. 43 Brazil Game Streaming market estimates and forecasts, 2017 - 2030 (USD Million)

Fig. 44 MEA Game Streaming market estimates and forecasts, 2017 - 2030 (USD Million)

Fig. 45 UAE Game Streaming market estimates and forecasts, 2017 - 2030 (USD Million)

Fig. 46 KSA Game Streaming market estimates and forecasts, 2017 - 2030 (USD Million)

Fig. 47 South Africa Game Streaming market estimates and forecasts, 2017 - 2030 (USD Million)

Fig. 48 Strategy framework

Fig. 49 Company Categorization

I would like to order

Product name: Game Streaming Market Size, Share & Trends Analysis Report By Solutions (Web-based, App-based), By Revenue Model, By Platform Solutions (PC, Console), By Region, And Segment Forecasts, 2024 - 2030

Product link: <https://marketpublishers.com/r/G7E9A49B0D23EN.html>

Price: US\$ 4,950.00 (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/G7E9A49B0D23EN.html>

To pay by Wire Transfer, please, fill in your contact details in the form below:

First name:
Last name:
Email:
Company:
Address:
City:
Zip code:
Country:
Tel:
Fax:
Your message:

****All fields are required**

Customer signature _____

Please, note that by ordering from marketpublishers.com you are agreeing to our Terms & Conditions at <https://marketpublishers.com/docs/terms.html>

To place an order via fax simply print this form, fill in the information below

and fax the completed form to +44 20 7900 3970