

# **Gaming As A Service Market Size, Share & Trends Analysis Report By Platform, By Game Type (Action, Adventure, Role-Playing, Simulation), By Revenue Model (Subscription, In-Game Purchases), By End Use, By Region, And Segment Forecasts, 2025 - 2030**

<https://marketpublishers.com/r/GC51335C7EACEN.html>

Date: May 2025

Pages: 140

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

ID: GC51335C7EACEN

## **Abstracts**

This report can be delivered to the clients within 3 Business Days

### **Gaming As A Service Market Size & Trends**

The global gaming as a service market size was estimated at USD 4.91 billion in 2024 and is expected to expand at a CAGR of 24.9% from 2025 to 2030. The rise of cloud gaming is a key driver in gaming as a service (GaaS) market, reshaping how games are accessed and played.

Advances in cloud infrastructure now enable seamless streaming of graphically intense games, removing the need for high-end hardware and broadening access to a larger audience. Platforms like Google Stadia and NVIDIA GeForce Now are leading this shift by offering instant game access across a range of devices with a stable internet connection.

This growing accessibility and reduced entry barriers accelerate market expansion by enabling players to enjoy AAA games on mobile phones, tablets, and smart TVs. Key drivers such as improvements in internet speed, the rollout of 5G, and advances in edge computing are enhancing streaming quality and minimizing latency. As a result, cloud gaming is becoming a central component of gaming as a service model, offering a consistent, high-quality experience regardless of hardware limitations.

The shift towards free-to-play games, supported by in-game microtransactions, is among the most popular market trends. Many developers are choosing this revenue model to attract a wide audience without the barrier of entry costs. Microtransactions, such as cosmetic items or character skins, are a steady source of income, enabling developers to update games regularly. The success of free-to-play titles like Apex Legends and Call of Duty: Warzone proves this model can create sustainable revenue. Gaming as a service industry continues to embrace microtransactions, driving innovation in in-game purchases and virtual economies.

Esports are becoming an essential part of the market, with exponential growth in tournaments, live streams, and organized competitions. Game developers are incorporating esports elements directly into their games, enhancing the competitive aspect and creating opportunities for professional play. Platforms like Twitch and YouTube Gaming are becoming the go-to spaces for watching esports, amplifying the visibility and reach of games. This integration also benefits developers, as it helps extend their games' lifecycle through sustained community engagement. The continued growth of esports within the GaaS ecosystem demonstrates the increasing professionalization and commercialization of competitive gaming.

Live service games, which are constantly updated with new content and events, are a prominent trend in the market. Titles like Fortnite and Destiny 2 have embraced this model, offering ongoing updates, seasonal events, and new features that keep players engaged for extended periods. This trend has led to games becoming more like ongoing services rather than one-time purchases, with developers using player feedback to refine the experience. As a result, live service games have become highly profitable by maintaining active player bases and regularly introducing new monetization strategies. Gaming as a service industry is evolving to prioritize long-term player engagement over short-term sales.

Gaming as a service industry in Asia Pacific is experiencing a surge in mobile gaming, driven by the high penetration of smartphones and the increasing availability of affordable mobile data plans. Countries like China, Japan, and South Korea lead the way with a massive gaming audience, and mobile-first game development is at the forefront of innovation. China has witnessed the rise of mobile games such as PUBG Mobile and Honor of Kings, contributing significantly to the region's gaming revenue. This trend has led to local developers focusing on creating mobile-optimized experiences that cater to regional tastes. As the gaming as a service industry continues to expand, Asia Pacific is poised to be a dominant force, thanks to its mobile gaming leadership and tech-savvy demographic.

Sony has also made significant strides in the gaming-as-a-service industry through its PlayStation Now and PlayStation Plus services. PlayStation Now allows gamers to stream and download a wide range of PlayStation games, making it a competitive player in the cloud gaming space. Sony's PlayStation Plus service, which offers monthly game downloads and exclusive discounts, further enhances the company's subscription-based model. With a large and loyal user base, Sony has been integrating more cloud-based features into its ecosystem, providing an all-in-one gaming service. The growth of PlayStation's subscription services and the upcoming launch of its new PlayStation Plus tiers further solidify Sony's role as a key player in the evolving gaming-as-a-service industry.

## Global Gaming As A Service Market Report Segmentation

This report forecasts revenue growth at the regional and country levels and provides an analysis of the latest industry trends and opportunities in each of the sub-segments from 2018 to 2030. For this study, Grand View Research has segmented the global gaming as a service market report based on platform, game type, revenue model, end use, and region:

### Platform Outlook (Revenue, USD Million, 2018 - 2030)

PCs and Laptops

Smartphones and Tablets

Gaming Consoles

### Game Type Outlook (Revenue, USD Million, 2018 - 2030)

Action

Adventure

Role-Playing

Simulation

Strategy

Sports

Others

Revenue Model Outlook (Revenue, USD Million, 2018 - 2030)

Subscription

In-Game Purchases

Advertising

Others

End Use Outlook (Revenue, USD Million, 2018 - 2030)

Individual

Commercial

Regional Outlook (Revenue, USD Million, 2018 - 2030)

North America

U.S.

Canada

Mexico

Europe

Germany

UK

France

## Asia Pacific

China

Japan

India

South Korea

Australia

## Latin America

Brazil

## Middle East and Africa

Saudi Arabia

UAE

South Africa

## Companies Mentioned

Activision Blizzard

Bandai Namco Entertainment

Electronic Arts (EA)

Epic Games

Microsoft Corporation

Riot Games

Sony Interactive Entertainment

Square Enix

Take-Two Interactive

Tencent Games

Ubisoft

Valve Corporation

## Contents

### CHAPTER 1. METHODOLOGY AND SCOPE

- 1.1. Market Segmentation and Scope
- 1.2. Market Definitions
  - 1.2.1. Information analysis
  - 1.2.2. Market formulation & data visualization
  - 1.2.3. Data validation & publishing
- 1.3. Research Scope and Assumptions
  - 1.3.1. List of Data Sources

### CHAPTER 2. EXECUTIVE SUMMARY

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

### CHAPTER 3. GAMING AS A SERVICE MARKET VARIABLES, TRENDS, & SCOPE

- 3.1. Market Lineage Outlook
- 3.2. Market Value Chain Analysis
- 3.3. Market Dynamics
  - 3.3.1. Market Driver Analysis
  - 3.3.2. Market Restraint/Challenge Analysis
  - 3.3.3. Industry Opportunities
- 3.4. Gaming as a Service Market Analysis Tools
  - 3.4.1. Industry Analysis - Porter's
    - 3.4.1.1. Bargaining power of the suppliers
    - 3.4.1.2. Bargaining power of the buyers
    - 3.4.1.3. Threats of substitution
    - 3.4.1.4. Threats from new entrants
    - 3.4.1.5. Competitive rivalry
  - 3.4.2. PESTEL Analysis
    - 3.4.2.1. Political Landscape
    - 3.4.2.2. Economic Landscape
    - 3.4.2.3. Social Landscape
    - 3.4.2.4. Technological Landscape
    - 3.4.2.5. Environmental Landscape

- 3.4.2.6. Legal Landscape
- 3.5. Market Technology Trends

## **CHAPTER 4. GAMING AS A SERVICE MARKET: PLATFORM ESTIMATES & TREND ANALYSIS**

- 4.1. Segment Dashboard
- 4.2. Gaming as a Service Market: Platform Movement Analysis, 2024 & 2030 (USD Million)
- 4.3. PC and Laptops
  - 4.3.1. PC and Laptops Systems Market Revenue Estimates and Forecasts, 2018 - 2030 (USD Million)
- 4.4. Smartphones and Tablets
  - 4.4.1. Smartphones and Tablets Market Revenue Estimates and Forecasts, 2018 - 2030 (USD Million)
- 4.5. Gaming Consoles
  - 4.5.1. Gaming Consoles Market Revenue Estimates and Forecasts, 2018 - 2030 (USD Million)

## **CHAPTER 5. GAMING AS A SERVICE MARKET: GAME TYPE ESTIMATES & TREND ANALYSIS**

- 5.1. Segment Dashboard
- 5.2. Gaming as a Service Market: Game Type Movement Analysis, 2024 & 2030 (USD Million)
- 5.3. Action
  - 5.3.1. Action Market Revenue Estimates and Forecasts, 2018 - 2030 (USD Million)
- 5.4. Adventure
  - 5.4.1. Adventure Market Revenue Estimates and Forecasts, 2018 - 2030 (USD Million)
- 5.5. Role-Playing
  - 5.5.1. Role-Playing Market Revenue Estimates and Forecasts, 2018 - 2030 (USD Million)
- 5.6. Simulation
  - 5.6.1. Simulation Market Revenue Estimates and Forecasts, 2018 - 2030 (USD Million)
- 5.7. Strategy
  - 5.7.1. Strategy Market Revenue Estimates and Forecasts, 2018 - 2030 (USD Million)
- 5.8. Sports
  - 5.8.1. Sports Market Revenue Estimates and Forecasts, 2018 - 2030 (USD Million)
- 5.9. Others

#### 5.9.1. Others Market Revenue Estimates and Forecasts, 2018 - 2030 (USD Million)

### **CHAPTER 6. GAMING AS A SERVICE MARKET: REVENUE MODEL ESTIMATES & TREND ANALYSIS**

#### 6.1. Segment Dashboard

#### 6.2. Gaming as a Service Market: Revenue Model Movement Analysis, 2024 & 2030 (USD Million)

#### 6.3. Subscription

##### 6.3.1. Subscription Market Revenue Estimates and Forecasts, 2018 - 2030 (USD Million)

#### 6.4. In-Game Purchases

##### 6.4.1. In-Game Purchases Market Revenue Estimates and Forecasts, 2018 - 2030 (USD Million)

#### 6.5. Advertising

##### 6.5.1. Advertising Market Revenue Estimates and Forecasts, 2018 - 2030 (USD Million)

#### 6.6. Others

##### 6.6.1. Others Market Revenue Estimates and Forecasts, 2018 - 2030 (USD Million)

### **CHAPTER 7. GAMING AS A SERVICE MARKET: END USE ESTIMATES & TREND ANALYSIS**

#### 7.1. Segment Dashboard

#### 7.2. Gaming as a Service Market: End Use Movement Analysis, 2024 & 2030 (USD Million)

#### 7.3. Individual

##### 7.3.1. Individual Market Revenue Estimates and Forecasts, 2018 - 2030 (USD Million)

#### 7.4. Commercial

##### 7.4.1. Commercial Market Revenue Estimates and Forecasts, 2018 - 2030 (USD Million)

### **CHAPTER 8. GAMING AS A SERVICE MARKET: REGIONAL ESTIMATES & TREND ANALYSIS**

#### 8.1. Gaming as a Service Market Share, By Region, 2024 & 2030 (USD Million)

#### 8.2. North America

##### 8.2.1. North America Gaming as a Service Market Estimates and Forecasts, 2018 - 2030 (USD Million)



## 8.2.2. U.S.

8.2.2.1. U.S. Gaming as a Service Market Estimates and Forecasts, 2018 - 2030  
(USD Million)

## 8.2.3. Canada

8.2.3.1. Canada Gaming as a Service Market Estimates and Forecasts, 2018 - 2030  
(USD Million)

## 8.2.4. Mexico

8.2.4.1. Mexico Gaming as a Service Market Estimates and Forecasts, 2018 - 2030  
(USD Million)

## 8.3. Europe

8.3.1. Europe Gaming as a Service Market Estimates and Forecasts, 2018 - 2030  
(USD Million)

## 8.3.2. UK

8.3.2.1. UK Gaming as a Service Market Estimates and Forecasts, 2018 - 2030 (USD Million)

## 8.3.3. Germany

8.3.3.1. Germany Gaming as a Service Market Estimates and Forecasts, 2018 - 2030  
(USD Million)

## 8.3.4. France

8.3.4.1. France Gaming as a Service Market Estimates and Forecasts, 2018 - 2030  
(USD Million)

## 8.4. Asia Pacific

8.4.1. Asia Pacific Gaming as a Service Market Estimates and Forecasts, 2018 - 2030  
(USD Million)

## 8.4.2. China

8.4.2.1. China Gaming as a Service Market Estimates and Forecasts, 2018 - 2030  
(USD Million)

## 8.4.3. Japan

8.4.3.1. Japan Gaming as a Service Market Estimates and Forecasts, 2018 - 2030  
(USD Million)

## 8.4.4. India

8.4.4.1. India Gaming as a Service Market Estimates and Forecasts, 2018 - 2030  
(USD Million)

## 8.4.5. South Korea

8.4.5.1. South Korea Gaming as a Service Market Estimates and Forecasts, 2018 - 2030 (USD Million)

## 8.4.6. Australia

8.4.6.1. Australia Gaming as a Service Market Estimates and Forecasts, 2018 - 2030  
(USD Million)

## 8.5. Latin America

8.5.1. Latin America Gaming as a Service Market Estimates and Forecasts, 2018 - 2030 (USD Million)

### 8.5.2. Brazil

8.5.2.1. Brazil Gaming as a Service Market Estimates and Forecasts, 2018 - 2030 (USD Million)

## 8.6. Middle East and Africa

8.6.1. Middle East and Africa Gaming as a Service Market Estimates and Forecasts, 2018 - 2030 (USD Million)

### 8.6.2. Saudi Arabia

8.6.2.1. Saudi Arabia Gaming as a Service Market Estimates and Forecasts, 2018 - 2030 (USD Million)

### 8.6.3. UAE

8.6.3.1. UAE Gaming as a Service Market Estimates and Forecasts, 2018 - 2030 (USD Million)

### 8.6.4. South Africa

8.6.4.1. South Africa Gaming as a Service Market Estimates and Forecasts, 2018 - 2030 (USD Million)

## **CHAPTER 9. COMPETITIVE LANDSCAPE**

### 9.1. Company Categorization

### 9.2. Company Market Positioning

### 9.3. Company Heat Map Analysis

### 9.4. Company Profiles/Listing

#### 9.4.1. Activision Blizzard

##### 9.4.1.1. Participant's Overview

##### 9.4.1.2. Financial Performance

##### 9.4.1.3. Product Benchmarking

##### 9.4.1.4. Strategic Initiatives

#### 9.4.2. Bandai Namco Entertainment

##### 9.4.2.1. Participant's Overview

##### 9.4.2.2. Financial Performance

##### 9.4.2.3. Product Benchmarking

##### 9.4.2.4. Strategic Initiatives

#### 9.4.3. Electronic Arts (EA)

##### 9.4.3.1. Participant's Overview

##### 9.4.3.2. Financial Performance

##### 9.4.3.3. Product Benchmarking

- 9.4.3.4. Strategic Initiatives
- 9.4.4. Epic Games
  - 9.4.4.1. Participant's Overview
  - 9.4.4.2. Financial Performance
  - 9.4.4.3. Product Benchmarking
  - 9.4.4.4. Strategic Initiatives
- 9.4.5. Microsoft Corporation
  - 9.4.5.1. Participant's Overview
  - 9.4.5.2. Financial Performance
  - 9.4.5.3. Product Benchmarking
  - 9.4.5.4. Strategic Initiatives
- 9.4.6. Riot Games
  - 9.4.6.1. Participant's Overview
  - 9.4.6.2. Financial Performance
  - 9.4.6.3. Product Benchmarking
  - 9.4.6.4. Strategic Initiatives
- 9.4.7. Sony Interactive Entertainment
  - 9.4.7.1. Participant's Overview
  - 9.4.7.2. Financial Performance
  - 9.4.7.3. Product Benchmarking
  - 9.4.7.4. Strategic Initiatives
- 9.4.8. Square Enix
  - 9.4.8.1. Participant's Overview
  - 9.4.8.2. Financial Performance
  - 9.4.8.3. Product Benchmarking
  - 9.4.8.4. Strategic Initiatives
- 9.4.9. Take-Two Interactive
  - 9.4.9.1. Participant's Overview
  - 9.4.9.2. Financial Performance
  - 9.4.9.3. Product Benchmarking
  - 9.4.9.4. Strategic Initiatives
- 9.4.10. Tencent Games
  - 9.4.10.1. Participant's Overview
  - 9.4.10.2. Financial Performance
  - 9.4.10.3. Product Benchmarking
  - 9.4.10.4. Strategic Initiatives
- 9.4.11. Ubisoft
  - 9.4.11.1. Participant's Overview
  - 9.4.11.2. Financial Performance

9.4.11.3. Product Benchmarking

9.4.11.4. Strategic Initiatives

9.4.12. Valve Corporation

9.4.12.1. Participant's Overview

9.4.12.2. Financial Performance

9.4.12.3. Product Benchmarking

9.4.12.4. Strategic Initiatives

## List Of Tables

### LIST OF TABLES

Table 1 Global Gaming as a Service Market Size Estimates & Forecasts 2018 - 2030 (USD Million)

Table 2 Global Gaming as a Service Market, By Region 2018 - 2030 (USD Million)

Table 3 Global Gaming as a Service Market, By Platform 2018 - 2030 (USD Million)

Table 4 Global Gaming as a Service Market, By Game Type 2018 - 2030 (USD Million)

Table 5 Global Gaming as a Service Market, By Revenue Model 2018 - 2030 (USD Million)

Table 6 Global Gaming as a Service Market, By End Use 2018 - 2030 (USD Million)

Table 7 Global Gaming as a Service Market, By Region 2018 - 2030 (USD Million)

Table 8 PCs and Laptops Gaming as a Service Market, By Region 2018 - 2030 (USD Million)

Table 9 Smartphones and Tablets Gaming as a Service Market, By Region 2018 - 2030 (USD Million)

Table 10 Gaming Consoles Gaming as a Service Market, By Region 2018 - 2030 (USD Million)

Table 11 Action Gaming as a Service Market, By Region 2018 - 2030 (USD Million)

Table 12 Adventure Gaming as a Service Market, By Region 2018 - 2030 (USD Million)

Table 13 Role-Playing Gaming as a Service Market, By Region 2018 - 2030 (USD Million)

Table 14 Simulation Gaming as a Service Market, By Region 2018 - 2030 (USD Million)

Table 15 Strategy Gaming as a Service Market, By Region 2018 - 2030 (USD Million)

Table 16 Sports Gaming as a Service Market, By Region 2018 - 2030 (USD Million)

Table 17 Others Gaming as a Service Market, By Region 2018 - 2030 (USD Million)

Table 18 Subscription Gaming as a Service Market, By Region 2018 - 2030 (USD Million)

Table 19 In-Game Purchases Gaming as a Service Market, By Region 2018 - 2030 (USD Million)

Table 20 Advertising Gaming as a Service Market, By Region 2018 - 2030 (USD Million)

Table 21 Others Gaming as a Service Market, By Region 2018 - 2030 (USD Million)

Table 22 Individual Gaming as a Service Market, By Region 2018 - 2030 (USD Million)

Table 23 Commercial Gaming as a Service Market, By Region 2018 - 2030 (USD Million)

Table 24 North America Gaming as a Service Market, By Platform 2018 - 2030 (USD Million)

Table 25 North America Gaming as a Service Market, By Game Type 2018 - 2030

(USD Million)

Table 26 North America Gaming as a Service Market, By Revenue Model 2018 - 2030

(USD Million)

Table 27 North America Gaming as a Service Market, By End Use 2018 - 2030 (USD Million)

Table 28 U.S. Gaming as a Service Market, By Platform 2018 - 2030 (USD Million)

Table 29 U.S. Gaming as a Service Market, By Game Type 2018 - 2030 (USD Million)

Table 30 U.S. Gaming as a Service Market, By Revenue Model 2018 - 2030 (USD Million)

Table 31 U.S. Gaming as a Service Market, By End Use 2018 - 2030 (USD Million)

Table 32 Canada Gaming as a Service Market, By Platform 2018 - 2030 (USD Million)

Table 33 Canada Gaming as a Service Market, By Game Type 2018 - 2030 (USD Million)

Table 34 Canada Gaming as a Service Market, By Revenue Model 2018 - 2030 (USD Million)

Table 35 Canada Gaming as a Service Market, By End Use 2018 - 2030 (USD Million)

Table 36 Mexico Gaming as a Service Market, By Platform 2018 - 2030 (USD Million)

Table 37 Mexico Gaming as a Service Market, By Game Type 2018 - 2030 (USD Million)

Table 38 Mexico Gaming as a Service Market, By Revenue Model 2018 - 2030 (USD Million)

Table 39 Mexico Gaming as a Service Market, By End Use 2018 - 2030 (USD Million)

Table 40 Europe Gaming as a Service Market, By Platform 2018 - 2030 (USD Million)

Table 41 Europe Gaming as a Service Market, By Game Type 2018 - 2030 (USD Million)

Table 42 Europe Gaming as a Service Market, By Revenue Model 2018 - 2030 (USD Million)

Table 43 Europe Gaming as a Service Market, By End Use 2018 - 2030 (USD Million)

Table 44 Germany Gaming as a Service Market, By Platform 2018 - 2030 (USD Million)

Table 45 Germany Gaming as a Service Market, By Game Type 2018 - 2030 (USD Million)

Table 46 Germany Gaming as a Service Market, By Revenue Model 2018 - 2030 (USD Million)

Table 47 Germany Gaming as a Service Market, By End Use 2018 - 2030 (USD Million)

Table 48 UK Gaming as a Service Market, By Platform 2018 - 2030 (USD Million)

Table 49 UK Gaming as a Service Market, By Game Type 2018 - 2030 (USD Million)

Table 50 UK Gaming as a Service Market, By Revenue Model 2018 - 2030 (USD Million)

Table 51 UK Gaming as a Service Market, By End Use 2018 - 2030 (USD Million)

Table 52 France Gaming as a Service Market, By Platform 2018 - 2030 (USD Million)

Table 53 France Gaming as a Service Market, By Game Type 2018 - 2030 (USD Million)

Table 54 France Gaming as a Service Market, By Revenue Model 2018 - 2030 (USD Million)

Table 55 France Gaming as a Service Market, By End Use 2018 - 2030 (USD Million)

Table 56 Asia Pacific Gaming as a Service Market, By Platform 2018 - 2030 (USD Million)

Table 57 Asia Pacific Gaming as a Service Market, By Game Type 2018 - 2030 (USD Million)

Table 58 Asia Pacific Gaming as a Service Market, By Revenue Model 2018 - 2030 (USD Million)

Table 59 Asia Pacific Gaming as a Service Market, By End Use 2018 - 2030 (USD Million)

Table 60 China Gaming as a Service Market, By Platform 2018 - 2030 (USD Million)

Table 61 China Gaming as a Service Market, By Game Type 2018 - 2030 (USD Million)

Table 62 China Gaming as a Service Market, By Revenue Model 2018 - 2030 (USD Million)

Table 63 China Gaming as a Service Market, By End Use 2018 - 2030 (USD Million)

Table 64 Japan Gaming as a Service Market, By Platform 2018 - 2030 (USD Million)

Table 65 Japan Gaming as a Service Market, By Game Type 2018 - 2030 (USD Million)

Table 66 Japan Gaming as a Service Market, By Revenue Model 2018 - 2030 (USD Million)

Table 67 Japan Gaming as a Service Market, By End Use 2018 - 2030 (USD Million)

Table 68 India Gaming as a Service Market, By Platform 2018 - 2030 (USD Million)

Table 69 India Gaming as a Service Market, By Game Type 2018 - 2030 (USD Million)

Table 70 India Gaming as a Service Market, By Revenue Model 2018 - 2030 (USD Million)

Table 71 India Gaming as a Service Market, By End Use 2018 - 2030 (USD Million)

Table 72 South Korea Gaming as a Service Market, By Platform 2018 - 2030 (USD Million)

Table 73 South Korea Gaming as a Service Market, By Game Type 2018 - 2030 (USD Million)

Table 74 South Korea Gaming as a Service Market, By Revenue Model 2018 - 2030 (USD Million)

Table 75 South Korea Gaming as a Service Market, By End Use 2018 - 2030 (USD Million)

Table 76 Australia Gaming as a Service Market, By Platform 2018 - 2030 (USD Million)

Table 77 Australia Gaming as a Service Market, By Game Type 2018 - 2030 (USD Million)



Million)

Table 78 Australia Gaming as a Service Market, By Revenue Model 2018 - 2030 (USD Million)

Table 79 Australia Gaming as a Service Market, By End Use 2018 - 2030 (USD Million)

Table 80 Latin America Gaming as a Service Market, By Platform 2018 - 2030 (USD Million)

Table 81 Latin America Gaming as a Service Market, By Game Type 2018 - 2030 (USD Million)

Table 82 Latin America Gaming as a Service Market, By Revenue Model 2018 - 2030 (USD Million)

Table 83 Latin America Gaming as a Service Market, By End Use 2018 - 2030 (USD Million)

Table 84 Brazil Gaming as a Service Market, By Platform 2018 - 2030 (USD Million)

Table 85 Brazil Gaming as a Service Market, By Game Type 2018 - 2030 (USD Million)

Table 86 Brazil Gaming as a Service Market, By Revenue Model 2018 - 2030 (USD Million)

Table 87 Brazil Gaming as a Service Market, By End Use 2018 - 2030 (USD Million)

Table 88 Middle East and Africa Gaming as a Service Market, By Platform 2018 - 2030 (USD Million)

Table 89 Middle East and Africa Gaming as a Service Market, By Game Type 2018 - 2030 (USD Million)

Table 90 Middle East and Africa Gaming as a Service Market, By Revenue Model 2018 - 2030 (USD Million)

Table 91 Middle East and Africa Gaming as a Service Market, By End Use 2018 - 2030 (USD Million)

Table 92 Saudi Arabia Gaming as a Service Market, By Platform 2018 - 2030 (USD Million)

Table 93 Saudi Arabia Gaming as a Service Market, By Game Type 2018 - 2030 (USD Million)

Table 94 Saudi Arabia Gaming as a Service Market, By Revenue Model 2018 - 2030 (USD Million)

Table 95 Saudi Arabia Gaming as a Service Market, By End Use 2018 - 2030 (USD Million)

Table 96 UAE Gaming as a Service Market, By Platform 2018 - 2030 (USD Million)

Table 97 UAE Gaming as a Service Market, By Game Type 2018 - 2030 (USD Million)

Table 98 UAE Gaming as a Service Market, By Revenue Model 2018 - 2030 (USD Million)

Table 99 UAE Gaming as a Service Market, By End Use 2018 - 2030 (USD Million)

Table 100 South Africa Gaming as a Service Market, By Platform 2018 - 2030 (USD



Million)

Table 101 South Africa Gaming as a Service Market, By Game Type 2018 - 2030 (USD Million)

Table 102 South Africa Gaming as a Service Market, By Revenue Model 2018 - 2030 (USD Million)

Table 103 South Africa Gaming as a Service Market, By End Use 2018 - 2030 (USD Million)

## List Of Figures

### LIST OF FIGURES

- Fig. 1 Gaming as a Service Market segmentation
- Fig. 2 Information procurement
- Fig. 3 Data analysis models
- Fig. 4 Market formulation and validation
- Fig. 5 Data validating & publishing
- Fig. 6 Gaming as a Service Market snapshot
- Fig. 7 Gaming as a Service Market segment snapshot
- Fig. 8 Gaming as a Service 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 Gaming as a Service Market, By Platform, Key Takeaways
- Fig. 13 Gaming as a Service Market, By Platform, Market Share, 2024 & 2030
- Fig. 14 PCs and Laptops Market Estimates & Forecasts, 2018 - 2030 (USD Million)
- Fig. 15 Smartphones and Tablets Market Estimates & Forecasts, 2018 - 2030 (USD Million)
- Fig. 16 Gaming Consoles Market Estimates & Forecasts, 2018 - 2030 (USD Million)
- Fig. 17 Gaming as a Service Market, By Game Type, Key Takeaways
- Fig. 18 Gaming as a Service Market, By Game Type, Market Share, 2024 & 2030
- Fig. 19 Action Market Estimates & Forecasts, 2018 - 2030 (USD Million)
- Fig. 20 Adventure Market Estimates & Forecasts, 2018 - 2030 (USD Million)
- Fig. 21 Role-Playing Market Estimates & Forecasts, 2018 - 2030 (USD Million)
- Fig. 22 Simulation Market Estimates & Forecasts, 2018 - 2030 (USD Million)
- Fig. 23 Strategy Market Estimates & Forecasts, 2018 - 2030 (USD Million)
- Fig. 24 Sports Market Estimates & Forecasts, 2018 - 2030 (USD Million)
- Fig. 25 Others Market Estimates & Forecasts, 2018 - 2030 (USD Million)
- Fig. 26 Gaming as a Service Market, By Revenue Model, Key Takeaways
- Fig. 27 Gaming as a Service Market, By Revenue Model, Market Share, 2024 & 2030
- Fig. 28 Subscription Market Estimates & Forecasts, 2018 - 2030 (USD Million)
- Fig. 29 In-Game Purchases Market Estimates & Forecasts, 2018 - 2030 (USD Million)
- Fig. 30 Advertising Market Estimates & Forecasts, 2018 - 2030 (USD Million)
- Fig. 31 Others Market Estimates & Forecasts, 2018 - 2030 (USD Million)
- Fig. 32 Gaming as a Service Market, By End Use, Key Takeaways
- Fig. 33 Gaming as a Service Market, By End Use, Market Share, 2024 & 2030
- Fig. 34 Individual Market Estimates & Forecasts, 2018 - 2030 (USD Million)

Fig. 35 Commercial Market Estimates & Forecasts, 2018 - 2030 (USD Million)

Fig. 36 Gaming as a Service Market Revenue, By Region, 2024 & 2030 (USD Million)

Fig. 37 North America Gaming as a Service Market Estimates & Forecast, 2018 - 2030 (USD Million)

Fig. 38 U.S. Gaming as a Service Market Estimates & Forecast, 2018 - 2030 (USD Million)

Fig. 39 Canada Gaming as a Service Market Estimates & Forecast, 2018 - 2030 (USD Million)

Fig. 40 Mexico Gaming as a Service Market Estimates & Forecast, 2018 - 2030 (USD Million)

Fig. 41 Europe Gaming as a Service Market Estimates & Forecast, 2018 - 2030 (USD Million)

Fig. 42 UK Gaming as a Service Market Estimates & Forecast, 2018 - 2030 (USD Million)

Fig. 43 Germany Gaming as a Service Market Estimates & Forecast, 2018 - 2030 (USD Million)

Fig. 44 France Gaming as a Service Market Estimates & Forecast, 2018 - 2030 (USD Million)

Fig. 45 Asia Pacific Gaming as a Service Market Estimates & Forecast, 2018 - 2030 (USD Million)

Fig. 46 China Gaming as a Service Market Estimates & Forecast, 2018 - 2030 (USD Million)

Fig. 47 Japan Gaming as a Service Market Estimates & Forecast, 2018 - 2030 (USD Million)

Fig. 48 India Gaming as a Service Market Estimates & Forecast, 2018 - 2030 (USD Million)

Fig. 49 South Korea Gaming as a Service Market Estimates & Forecast, 2018 - 2030 (USD Million)

Fig. 50 Australia Gaming as a Service Market Estimates & Forecast, 2018 - 2030 (USD Million)

Fig. 51 Latin America Gaming as a Service Market Estimates & Forecast, 2018 - 2030 (USD Million)

Fig. 52 Brazil Gaming as a Service Market Estimates & Forecast, 2018 - 2030 (USD Million)

Fig. 53 MEA Gaming as a Service Market Estimates & Forecast, 2018 - 2030 (USD Million)

Fig. 54 South Africa Gaming as a Service Market Estimates & Forecast, 2018 - 2030 (USD Million)

Fig. 55 UAE Gaming as a Service Market Estimates & Forecast, 2018 - 2030 (USD Million)

Million)

Fig. 56 Saudi Arabia Gaming as a Service Market Estimates & Forecast, 2018 - 2030  
(USD Million)

Fig. 57 Strategic Framework

## I would like to order

Product name: Gaming As A Service Market Size, Share & Trends Analysis Report By Platform, By Game Type (Action, Adventure, Role-Playing, Simulation), By Revenue Model (Subscription, In-Game Purchases), By End Use, By Region, And Segment Forecasts, 2025 - 2030

Product link: <https://marketpublishers.com/r/GC51335C7EACEN.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](mailto:info@marketpublishers.com)

## Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/GC51335C7EACEN.html>