

Online Gaming Market Size, Share & Trends Analysis Report By Genre (Action & Adventure, Multiplayer Online Battle Arena, Real-time strategy, Role-playing games, Shooter), By Device (Computers, Smartphones & Tablets, Gaming Consoles), By Region, And Segment Forecasts, 2025 - 2030

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Abstracts

The global online gaming market size was valued at USD 127,578.1 million in 2024 and is projected to reach USD 237,922.4 million by 2030, growing at a CAGR of 10.5% from 2025 to 2030. The industry is driven by the rapid expansion of high-speed internet connectivity and the widespread adoption of smartphones, which have made gaming more accessible and affordable for a diverse global audience.

Additionally, advances in technology, including the rollout of 5G networks, cloud gaming platforms, virtual reality (VR), and augmented reality (AR), are also transforming the user experience, enabling smoother gameplay, enhanced graphics, and interactive features, which are expected to drive the online gaming industry in the coming years.

Additionally, the growing adoption of mobile gaming, expanding digital infrastructure, and rising disposable incomes in emerging economies are the key factors accelerating online gaming industry growth. The widespread availability of affordable smartphones and the migration of popular titles such as PUBG, Fortnite, and Call of Duty to mobile platforms have democratized gaming access. Cloud gaming platforms such as NVIDIA GeForce Now and Xbox Cloud Gaming are also lowering entry barriers by removing the need for expensive consoles.

Additionally, the widespread availability of smartphones has significantly democratized

gaming, granting access to digital entertainment across diverse income groups and regions. Budget-friendly devices equipped with powerful processors now enable users to engage in sophisticated, high-quality gaming experiences previously limited to expensive consoles or PCs. This affordability has broadened the gamer demographic, attracting a wider audience ranging from casual to hardcore players, and facilitating online gaming industry expansion, particularly in emerging economies where smartphone penetration is rapidly increasing.

Global Online Gaming Market Report Segmentation

This report forecasts revenue growth at global, regional, and country levels and provides an analysis of the latest industry trends in each of the sub-segments from 2018 to 2030. For this study, Grand View Research has segmented the global online gaming market report based on genre, device, and region:

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

Action & Adventure

Multiplayer Online Battle Arena (MOBA)

Real-time strategy (RTS)

Role-playing games (RPG)

Shooter (FPS and TPS)

Simulation and Sports

Racing

Others

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

Computer (PC & Laptops)

Smartphone & Tablets

Gaming Consoles

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 (MEA)

UAE

Saudi Arabia

South Africa

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