

Global Game as a Service (GaaS) Market Growth (Status and Outlook) 2023-2029

<https://marketpublishers.com/r/G91160D2B22FEN.html>

Date: February 2023

Pages: 113

Price: US\$ 3,660.00 (Single User License)

ID: G91160D2B22FEN

Abstracts

The report requires updating with new data and is sent in 48 hours after order is placed.

Games as a service (GaaS) is a relatively new monetization model for the video games industry, taking a page out of the software as a service (SaaS) playbook. GaaS aims to monetize video games through a continuing revenue model, which has increasingly involved a free-to-play launch followed by ongoing microtransactions or downloadable content (DLC).

LPI (LP Information)' newest research report, the "Game as a Service (GaaS) Industry Forecast" looks at past sales and reviews total world Game as a Service (GaaS) sales in 2022, providing a comprehensive analysis by region and market sector of projected Game as a Service (GaaS) sales for 2023 through 2029. With Game as a Service (GaaS) sales broken down by region, market sector and sub-sector, this report provides a detailed analysis in US\$ millions of the world Game as a Service (GaaS) industry.

This Insight Report provides a comprehensive analysis of the global Game as a Service (GaaS) landscape and highlights key trends related to product segmentation, company formation, revenue, and market share, latest development, and M&A activity. This report also analyzes the strategies of leading global companies with a focus on Game as a Service (GaaS) portfolios and capabilities, market entry strategies, market positions, and geographic footprints, to better understand these firms' unique position in an accelerating global Game as a Service (GaaS) market.

This Insight Report evaluates the key market trends, drivers, and affecting factors shaping the global outlook for Game as a Service (GaaS) and breaks down the forecast by type, by application, geography, and market size to highlight emerging pockets of

opportunity. With a transparent methodology based on hundreds of bottom-up qualitative and quantitative market inputs, this study forecast offers a highly nuanced view of the current state and future trajectory in the global Game as a Service (GaaS).

The global Game as a Service (GaaS) market size is projected to grow from US\$ million in 2022 to US\$ million in 2029; it is expected to grow at a CAGR of % from 2023 to 2029.

United States market for Game as a Service (GaaS) is estimated to increase from US\$ million in 2022 to US\$ million by 2029, at a CAGR of % from 2023 through 2029.

China market for Game as a Service (GaaS) is estimated to increase from US\$ million in 2022 to US\$ million by 2029, at a CAGR of % from 2023 through 2029.

Europe market for Game as a Service (GaaS) is estimated to increase from US\$ million in 2022 to US\$ million by 2029, at a CAGR of % from 2023 through 2029.

Global key Game as a Service (GaaS) players cover Sony, Nvidia, Microsoft, EA, Huawei, Favro AB, Alibaba Cloud, Tencent Cloud and China Mobile, etc. In terms of revenue, the global two largest companies occupied for a share nearly % in 2022.

This report presents a comprehensive overview, market shares, and growth opportunities of Game as a Service (GaaS) market by product type, application, key players and key regions and countries.

Market Segmentation:

Segmentation by type

PC

Mobile

Segmentation by application

Commercial

Personal

This report also splits the market by region:

Americas

United States

Canada

Mexico

Brazil

APAC

China

Japan

Korea

Southeast Asia

India

Australia

Europe

Germany

France

UK

Italy

Russia

Middle East & Africa

Egypt

South Africa

Israel

Turkey

GCC Countries

The below companies that are profiled have been selected based on inputs gathered from primary experts and analyzing the company's coverage, product portfolio, its market penetration.

Sony

Nvidia

Microsoft

EA

Huawei

Favro AB

Alibaba Cloud

Tencent Cloud

China Mobile

China Unicom

China Telecom

51ias

Shunwang Technology

Wanmei Game

Nenly

Egret

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