

# Global Game Subscription Service Market Growth (Status and Outlook) 2022-2028

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## Abstracts

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

The global market for Game Subscription Service is estimated to increase from US\$ million in 2021 to reach US\$ million by 2028, exhibiting a CAGR of % during 2022-2028. Keeping in mind the uncertainties of COVID-19 and Russia-Ukraine War, we are continuously tracking and evaluating the direct as well as the indirect influence of the pandemic on different end use sectors. These insights are included in the report as a major market contributor.

The APAC Game Subscription Service market is expected at value of US\$ million in 2022 and grow at approximately % CAGR during 2022 and 2028.

The United States Game Subscription Service market is expected at value of US\$ million in 2022 and grow at approximately % CAGR during 2022 and 2028.

The Europe Game Subscription Service market is expected at value of US\$ million in 2022 and grow at approximately % CAGR during 2022 and 2028.

The China Game Subscription Service market is expected at value of US\$ million in 2022 and grow at approximately % CAGR during 2022 and 2028.

Global key Game Subscription Service players cover Xbox, PlayStation, Nintendo, Nvidia and Apple Arcade, etc. In terms of revenue, the global largest two companies occupy a share nearly % in 2021.

## Report Coverage

This latest report provides a deep insight into the global Game Subscription Service market covering all its essential aspects. This ranges from a macro overview of the market to micro details of the market size, competitive landscape, development trend, niche market, key market drivers and challenges, value chain analysis, etc.

This report aims to provide a comprehensive picture of the global Game Subscription Service market, with both quantitative and qualitative data, to help readers understand how the Game Subscription Service market scenario changed across the globe during the pandemic and Russia-Ukraine War.

The base year considered for analyses is 2021, while the market estimates and forecasts are given from 2022 to 2028. The market estimates are provided in terms of revenue in USD millions.

#### Market Segmentation:

The study segments the Game Subscription Service market and forecasts the market size by Type (PC Games, Mobile Game and Console Game), by Application (Child and Adult.), and region (APAC, Americas, Europe, and Middle East & Africa).

#### Segmentation by type

PC Games

Mobile Game

Console Game

#### Segmentation by application

Child

Adult

#### Segmentation 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

### Major companies covered

Xbox

PlayStation

Nintendo

Nvidia

Apple Arcade

Ubisoft+

Humble Choice

EA Games

Unleashd

Utomik

Amazon Prime

UnboxBoardom

Covenant

Chapter Introduction

Chapter 1: Scope of Game Subscription Service, Research Methodology, etc.

Chapter 2: Executive Summary, global Game Subscription Service market size and CAGR, Game Subscription Service market size by region, by type, by application, historical data from 2017 to 2022, and forecast to 2028.

Chapter 3: Game Subscription Service revenue, global market share, and industry ranking by company, 2017-2022

Chapter 4: Global Game Subscription Service revenue by region and by country. Country specific data and market value analysis for the U.S., Canada, Europe, China, Japan, South Korea, Southeast Asia, India, Latin America and Middle East & Africa.

Chapter 5, 6, 7, 8: Americas, APAC, Europe, Middle East & Africa, revenue segment by country, by type, and application.

Chapter 9: Analysis of the current market trends, market forecast, opportunities and economic trends that are affecting the future marketplace

Chapter 10: Manufacturing cost structure analysis

Chapter 11: Sales channel, distributors, and customers

Chapter 12: Global Game Subscription Service market size forecast by region, by country, by type, and application

Chapter 13: Comprehensive company profiles of the leading players, including Xbox, PlayStation, Nintendo, Nvidia, Apple Arcade, Ubisoft+, Humble Choice, EA Games and Unleashd, etc.

Chapter 14: Research Findings and Conclusion

## Contents

### **1 SCOPE OF THE REPORT**

- 1.1 Market Introduction
- 1.2 Years Considered
- 1.3 Research Objectives
- 1.4 Market Research Methodology
- 1.5 Research Process and Data Source
- 1.6 Economic Indicators
- 1.7 Currency Considered

### **2 EXECUTIVE SUMMARY**

- 2.1 World Market Overview
  - 2.1.1 Global Game Subscription Service Market Size 2017-2028
  - 2.1.2 Game Subscription Service Market Size CAGR by Region 2017 VS 2022 VS 2028
- 2.2 Game Subscription Service Segment by Type
  - 2.2.1 PC Games
  - 2.2.2 Mobile Game
  - 2.2.3 Console Game
- 2.3 Game Subscription Service Market Size by Type
  - 2.3.1 Game Subscription Service Market Size CAGR by Type (2017 VS 2022 VS 2028)
  - 2.3.2 Global Game Subscription Service Market Size Market Share by Type (2017-2022)
- 2.4 Game Subscription Service Segment by Application
  - 2.4.1 Child
  - 2.4.2 Adult
- 2.5 Game Subscription Service Market Size by Application
  - 2.5.1 Game Subscription Service Market Size CAGR by Application (2017 VS 2022 VS 2028)
  - 2.5.2 Global Game Subscription Service Market Size Market Share by Application (2017-2022)

### **3 GAME SUBSCRIPTION SERVICE MARKET SIZE BY PLAYER**

- 3.1 Game Subscription Service Market Size Market Share by Players

- 3.1.1 Global Game Subscription Service Revenue by Players (2020-2022)
- 3.1.2 Global Game Subscription Service Revenue Market Share by Players (2020-2022)
- 3.2 Global Game Subscription Service Key Players Head office and Products Offered
- 3.3 Market Concentration Rate Analysis
  - 3.3.1 Competition Landscape Analysis
  - 3.3.2 Concentration Ratio (CR3, CR5 and CR10) & (2020-2022)
- 3.4 New Products and Potential Entrants
- 3.5 Mergers & Acquisitions, Expansion

## **4 GAME SUBSCRIPTION SERVICE BY REGIONS**

- 4.1 Game Subscription Service Market Size by Regions (2017-2022)
- 4.2 Americas Game Subscription Service Market Size Growth (2017-2022)
- 4.3 APAC Game Subscription Service Market Size Growth (2017-2022)
- 4.4 Europe Game Subscription Service Market Size Growth (2017-2022)
- 4.5 Middle East & Africa Game Subscription Service Market Size Growth (2017-2022)

## **5 AMERICAS**

- 5.1 Americas Game Subscription Service Market Size by Country (2017-2022)
- 5.2 Americas Game Subscription Service Market Size by Type (2017-2022)
- 5.3 Americas Game Subscription Service Market Size by Application (2017-2022)
- 5.4 United States
- 5.5 Canada
- 5.6 Mexico
- 5.7 Brazil

## **6 APAC**

- 6.1 APAC Game Subscription Service Market Size by Region (2017-2022)
- 6.2 APAC Game Subscription Service Market Size by Type (2017-2022)
- 6.3 APAC Game Subscription Service Market Size by Application (2017-2022)
- 6.4 China
- 6.5 Japan
- 6.6 Korea
- 6.7 Southeast Asia
- 6.8 India
- 6.9 Australia

## **7 EUROPE**

- 7.1 Europe Game Subscription Service by Country (2017-2022)
- 7.2 Europe Game Subscription Service Market Size by Type (2017-2022)
- 7.3 Europe Game Subscription Service Market Size by Application (2017-2022)
- 7.4 Germany
- 7.5 France
- 7.6 UK
- 7.7 Italy
- 7.8 Russia

## **8 MIDDLE EAST & AFRICA**

- 8.1 Middle East & Africa Game Subscription Service by Region (2017-2022)
- 8.2 Middle East & Africa Game Subscription Service Market Size by Type (2017-2022)
- 8.3 Middle East & Africa Game Subscription Service Market Size by Application (2017-2022)
- 8.4 Egypt
- 8.5 South Africa
- 8.6 Israel
- 8.7 Turkey
- 8.8 GCC Countries

## **9 MARKET DRIVERS, CHALLENGES AND TRENDS**

- 9.1 Market Drivers & Growth Opportunities
- 9.2 Market Challenges & Risks
- 9.3 Industry Trends

## **10 GLOBAL GAME SUBSCRIPTION SERVICE MARKET FORECAST**

- 10.1 Global Game Subscription Service Forecast by Regions (2023-2028)
  - 10.1.1 Global Game Subscription Service Forecast by Regions (2023-2028)
  - 10.1.2 Americas Game Subscription Service Forecast
  - 10.1.3 APAC Game Subscription Service Forecast
  - 10.1.4 Europe Game Subscription Service Forecast
  - 10.1.5 Middle East & Africa Game Subscription Service Forecast
- 10.2 Americas Game Subscription Service Forecast by Country (2023-2028)



- 10.2.1 United States Game Subscription Service Market Forecast
- 10.2.2 Canada Game Subscription Service Market Forecast
- 10.2.3 Mexico Game Subscription Service Market Forecast
- 10.2.4 Brazil Game Subscription Service Market Forecast
- 10.3 APAC Game Subscription Service Forecast by Region (2023-2028)
  - 10.3.1 China Game Subscription Service Market Forecast
  - 10.3.2 Japan Game Subscription Service Market Forecast
  - 10.3.3 Korea Game Subscription Service Market Forecast
  - 10.3.4 Southeast Asia Game Subscription Service Market Forecast
  - 10.3.5 India Game Subscription Service Market Forecast
  - 10.3.6 Australia Game Subscription Service Market Forecast
- 10.4 Europe Game Subscription Service Forecast by Country (2023-2028)
  - 10.4.1 Germany Game Subscription Service Market Forecast
  - 10.4.2 France Game Subscription Service Market Forecast
  - 10.4.3 UK Game Subscription Service Market Forecast
  - 10.4.4 Italy Game Subscription Service Market Forecast
  - 10.4.5 Russia Game Subscription Service Market Forecast
- 10.5 Middle East & Africa Game Subscription Service Forecast by Region (2023-2028)
  - 10.5.1 Egypt Game Subscription Service Market Forecast
  - 10.5.2 South Africa Game Subscription Service Market Forecast
  - 10.5.3 Israel Game Subscription Service Market Forecast
  - 10.5.4 Turkey Game Subscription Service Market Forecast
  - 10.5.5 GCC Countries Game Subscription Service Market Forecast
- 10.6 Global Game Subscription Service Forecast by Type (2023-2028)
- 10.7 Global Game Subscription Service Forecast by Application (2023-2028)

## **11 KEY PLAYERS ANALYSIS**

### 11.1 Xbox

- 11.1.1 Xbox Company Information
- 11.1.2 Xbox Game Subscription Service Product Offered
- 11.1.3 Xbox Game Subscription Service Revenue, Gross Margin and Market Share (2020-2022)
- 11.1.4 Xbox Main Business Overview
- 11.1.5 Xbox Latest Developments

### 11.2 PlayStation

- 11.2.1 PlayStation Company Information
- 11.2.2 PlayStation Game Subscription Service Product Offered
- 11.2.3 PlayStation Game Subscription Service Revenue, Gross Margin and Market

## Share (2020-2022)

11.2.4 PlayStation Main Business Overview

11.2.5 PlayStation Latest Developments

## 11.3 Nintendo

11.3.1 Nintendo Company Information

11.3.2 Nintendo Game Subscription Service Product Offered

11.3.3 Nintendo Game Subscription Service Revenue, Gross Margin and Market

## Share (2020-2022)

11.3.4 Nintendo Main Business Overview

11.3.5 Nintendo Latest Developments

## 11.4 Nvidia

11.4.1 Nvidia Company Information

11.4.2 Nvidia Game Subscription Service Product Offered

11.4.3 Nvidia Game Subscription Service Revenue, Gross Margin and Market Share

## (2020-2022)

11.4.4 Nvidia Main Business Overview

11.4.5 Nvidia Latest Developments

## 11.5 Apple Arcade

11.5.1 Apple Arcade Company Information

11.5.2 Apple Arcade Game Subscription Service Product Offered

11.5.3 Apple Arcade Game Subscription Service Revenue, Gross Margin and Market

## Share (2020-2022)

11.5.4 Apple Arcade Main Business Overview

11.5.5 Apple Arcade Latest Developments

## 11.6 Ubisoft+

11.6.1 Ubisoft+ Company Information

11.6.2 Ubisoft+ Game Subscription Service Product Offered

11.6.3 Ubisoft+ Game Subscription Service Revenue, Gross Margin and Market Share

## (2020-2022)

11.6.4 Ubisoft+ Main Business Overview

11.6.5 Ubisoft+ Latest Developments

## 11.7 Humble Choice

11.7.1 Humble Choice Company Information

11.7.2 Humble Choice Game Subscription Service Product Offered

11.7.3 Humble Choice Game Subscription Service Revenue, Gross Margin and Market

## Share (2020-2022)

11.7.4 Humble Choice Main Business Overview

11.7.5 Humble Choice Latest Developments

## 11.8 EA Games

- 11.8.1 EA Games Company Information
- 11.8.2 EA Games Game Subscription Service Product Offered
- 11.8.3 EA Games Game Subscription Service Revenue, Gross Margin and Market Share (2020-2022)
- 11.8.4 EA Games Main Business Overview
- 11.8.5 EA Games Latest Developments
- 11.9 Unleashd
  - 11.9.1 Unleashd Company Information
  - 11.9.2 Unleashd Game Subscription Service Product Offered
  - 11.9.3 Unleashd Game Subscription Service Revenue, Gross Margin and Market Share (2020-2022)
  - 11.9.4 Unleashd Main Business Overview
  - 11.9.5 Unleashd Latest Developments
- 11.10 Utomik
  - 11.10.1 Utomik Company Information
  - 11.10.2 Utomik Game Subscription Service Product Offered
  - 11.10.3 Utomik Game Subscription Service Revenue, Gross Margin and Market Share (2020-2022)
  - 11.10.4 Utomik Main Business Overview
  - 11.10.5 Utomik Latest Developments
- 11.11 Amazon Prime
  - 11.11.1 Amazon Prime Company Information
  - 11.11.2 Amazon Prime Game Subscription Service Product Offered
  - 11.11.3 Amazon Prime Game Subscription Service Revenue, Gross Margin and Market Share (2020-2022)
  - 11.11.4 Amazon Prime Main Business Overview
  - 11.11.5 Amazon Prime Latest Developments
- 11.12 UnboxBoardom
  - 11.12.1 UnboxBoardom Company Information
  - 11.12.2 UnboxBoardom Game Subscription Service Product Offered
  - 11.12.3 UnboxBoardom Game Subscription Service Revenue, Gross Margin and Market Share (2020-2022)
  - 11.12.4 UnboxBoardom Main Business Overview
  - 11.12.5 UnboxBoardom Latest Developments
- 11.13 Covenant
  - 11.13.1 Covenant Company Information
  - 11.13.2 Covenant Game Subscription Service Product Offered
  - 11.13.3 Covenant Game Subscription Service Revenue, Gross Margin and Market Share (2020-2022)

11.13.4 Covenant Main Business Overview

11.13.5 Covenant Latest Developments

## **12 RESEARCH FINDINGS AND CONCLUSION**

## List Of Tables

### LIST OF TABLES

Table 1. Game Subscription Service Market Size CAGR by Region (2017 VS 2022 VS 2028) & (\$ Millions)

Table 2. Major Players of PC Games

Table 3. Major Players of Mobile Game

Table 4. Major Players of Console Game

Table 5. Game Subscription Service Market Size CAGR by Type (2017 VS 2022 VS 2028) & (\$ Millions)

Table 6. Global Game Subscription Service Market Size by Type (2017-2022) & (\$ Millions)

Table 7. Global Game Subscription Service Market Size Market Share by Type (2017-2022)

Table 8. Game Subscription Service Market Size CAGR by Application (2017 VS 2022 VS 2028) & (\$ Millions)

Table 9. Global Game Subscription Service Market Size by Application (2017-2022) & (\$ Millions)

Table 10. Global Game Subscription Service Market Size Market Share by Application (2017-2022)

Table 11. Global Game Subscription Service Revenue by Players (2020-2022) & (\$ Millions)

Table 12. Global Game Subscription Service Revenue Market Share by Player (2020-2022)

Table 13. Game Subscription Service Key Players Head office and Products Offered

Table 14. Game Subscription Service Concentration Ratio (CR3, CR5 and CR10) & (2020-2022)

Table 15. New Products and Potential Entrants

Table 16. Mergers & Acquisitions, Expansion

Table 17. Global Game Subscription Service Market Size by Regions 2017-2022 & (\$ Millions)

Table 18. Global Game Subscription Service Market Size Market Share by Regions (2017-2022)

Table 19. Americas Game Subscription Service Market Size by Country (2017-2022) & (\$ Millions)

Table 20. Americas Game Subscription Service Market Size Market Share by Country (2017-2022)

Table 21. Americas Game Subscription Service Market Size by Type (2017-2022) & (\$

Millions)

Table 22. Americas Game Subscription Service Market Size Market Share by Type (2017-2022)

Table 23. Americas Game Subscription Service Market Size by Application (2017-2022) & (\$ Millions)

Table 24. Americas Game Subscription Service Market Size Market Share by Application (2017-2022)

Table 25. APAC Game Subscription Service Market Size by Region (2017-2022) & (\$ Millions)

Table 26. APAC Game Subscription Service Market Size Market Share by Region (2017-2022)

Table 27. APAC Game Subscription Service Market Size by Type (2017-2022) & (\$ Millions)

Table 28. APAC Game Subscription Service Market Size Market Share by Type (2017-2022)

Table 29. APAC Game Subscription Service Market Size by Application (2017-2022) & (\$ Millions)

Table 30. APAC Game Subscription Service Market Size Market Share by Application (2017-2022)

Table 31. Europe Game Subscription Service Market Size by Country (2017-2022) & (\$ Millions)

Table 32. Europe Game Subscription Service Market Size Market Share by Country (2017-2022)

Table 33. Europe Game Subscription Service Market Size by Type (2017-2022) & (\$ Millions)

Table 34. Europe Game Subscription Service Market Size Market Share by Type (2017-2022)

Table 35. Europe Game Subscription Service Market Size by Application (2017-2022) & (\$ Millions)

Table 36. Europe Game Subscription Service Market Size Market Share by Application (2017-2022)

Table 37. Middle East & Africa Game Subscription Service Market Size by Region (2017-2022) & (\$ Millions)

Table 38. Middle East & Africa Game Subscription Service Market Size Market Share by Region (2017-2022)

Table 39. Middle East & Africa Game Subscription Service Market Size by Type (2017-2022) & (\$ Millions)

Table 40. Middle East & Africa Game Subscription Service Market Size Market Share by Type (2017-2022)

Table 41. Middle East & Africa Game Subscription Service Market Size by Application (2017-2022) & (\$ Millions)

Table 42. Middle East & Africa Game Subscription Service Market Size Market Share by Application (2017-2022)

Table 43. Key Market Drivers & Growth Opportunities of Game Subscription Service

Table 44. Key Market Challenges & Risks of Game Subscription Service

Table 45. Key Industry Trends of Game Subscription Service

Table 46. Global Game Subscription Service Market Size Forecast by Regions (2023-2028) & (\$ Millions)

Table 47. Global Game Subscription Service Market Size Market Share Forecast by Regions (2023-2028)

Table 48. Global Game Subscription Service Market Size Forecast by Type (2023-2028) & (\$ Millions)

Table 49. Global Game Subscription Service Market Size Market Share Forecast by Type (2023-2028)

Table 50. Global Game Subscription Service Market Size Forecast by Application (2023-2028) & (\$ Millions)

Table 51. Global Game Subscription Service Market Size Market Share Forecast by Application (2023-2028)

Table 52. Xbox Details, Company Type, Game Subscription Service Area Served and Its Competitors

Table 53. Xbox Game Subscription Service Product Offered

Table 54. Xbox Game Subscription Service Revenue (\$ million), Gross Margin and Market Share (2020-2022)

Table 55. Xbox Main Business

Table 56. Xbox Latest Developments

Table 57. PlayStation Details, Company Type, Game Subscription Service Area Served and Its Competitors

Table 58. PlayStation Game Subscription Service Product Offered

Table 59. PlayStation Main Business

Table 60. PlayStation Game Subscription Service Revenue (\$ million), Gross Margin and Market Share (2020-2022)

Table 61. PlayStation Latest Developments

Table 62. Nintendo Details, Company Type, Game Subscription Service Area Served and Its Competitors

Table 63. Nintendo Game Subscription Service Product Offered

Table 64. Nintendo Main Business

Table 65. Nintendo Game Subscription Service Revenue (\$ million), Gross Margin and Market Share (2020-2022)

Table 66. Nintendo Latest Developments

Table 67. Nvidia Details, Company Type, Game Subscription Service Area Served and Its Competitors

Table 68. Nvidia Game Subscription Service Product Offered

Table 69. Nvidia Main Business

Table 70. Nvidia Game Subscription Service Revenue (\$ million), Gross Margin and Market Share (2020-2022)

Table 71. Nvidia Latest Developments

Table 72. Apple Arcade Details, Company Type, Game Subscription Service Area Served and Its Competitors

Table 73. Apple Arcade Game Subscription Service Product Offered

Table 74. Apple Arcade Main Business

Table 75. Apple Arcade Game Subscription Service Revenue (\$ million), Gross Margin and Market Share (2020-2022)

Table 76. Apple Arcade Latest Developments

Table 77. Ubisoft+ Details, Company Type, Game Subscription Service Area Served and Its Competitors

Table 78. Ubisoft+ Game Subscription Service Product Offered

Table 79. Ubisoft+ Main Business

Table 80. Ubisoft+ Game Subscription Service Revenue (\$ million), Gross Margin and Market Share (2020-2022)

Table 81. Ubisoft+ Latest Developments

Table 82. Humble Choice Details, Company Type, Game Subscription Service Area Served and Its Competitors

Table 83. Humble Choice Game Subscription Service Product Offered

Table 84. Humble Choice Main Business

Table 85. Humble Choice Game Subscription Service Revenue (\$ million), Gross Margin and Market Share (2020-2022)

Table 86. Humble Choice Latest Developments

Table 87. EA Games Details, Company Type, Game Subscription Service Area Served and Its Competitors

Table 88. EA Games Game Subscription Service Product Offered

Table 89. EA Games Main Business

Table 90. EA Games Game Subscription Service Revenue (\$ million), Gross Margin and Market Share (2020-2022)

Table 91. EA Games Latest Developments

Table 92. Unleashd Details, Company Type, Game Subscription Service Area Served and Its Competitors

Table 93. Unleashd Game Subscription Service Product Offered



Table 94. Unleashd Main Business

Table 95. Unleashd Game Subscription Service Revenue (\$ million), Gross Margin and Market Share (2020-2022)

Table 96. Unleashd Latest Developments

Table 97. Utomik Details, Company Type, Game Subscription Service Area Served and Its Competitors

Table 98. Utomik Game Subscription Service Product Offered

Table 99. Utomik Main Business

Table 100. Utomik Game Subscription Service Revenue (\$ million), Gross Margin and Market Share (2020-2022)

Table 101. Utomik Latest Developments

Table 102. Amazon Prime Details, Company Type, Game Subscription Service Area Served and Its Competitors

Table 103. Amazon Prime Game Subscription Service Product Offered

Table 104. Amazon Prime Game Subscription Service Revenue (\$ million), Gross Margin and Market Share (2020-2022)

Table 105. Amazon Prime Main Business

Table 106. Amazon Prime Latest Developments

Table 107. UnboxBoardom Details, Company Type, Game Subscription Service Area Served and Its Competitors

Table 108. UnboxBoardom Game Subscription Service Product Offered

Table 109. UnboxBoardom Main Business

Table 110. UnboxBoardom Game Subscription Service Revenue (\$ million), Gross Margin and Market Share (2020-2022)

Table 111. UnboxBoardom Latest Developments

Table 112. Covenant Details, Company Type, Game Subscription Service Area Served and Its Competitors

Table 113. Covenant Game Subscription Service Product Offered

Table 114. Covenant Main Business

Table 115. Covenant Game Subscription Service Revenue (\$ million), Gross Margin and Market Share (2020-2022)

Table 116. Covenant Latest Developments

## List Of Figures

### LIST OF FIGURES

### LIST OF FIGURES

Figure 1. Game Subscription Service Report Years Considered

Figure 2. Research Objectives

Figure 3. Research Methodology

Figure 4. Research Process and Data Source

Figure 5. Global Game Subscription Service Market Size Growth Rate 2017-2028 (\$ Millions)

Figure 6. Global Game Subscription Service Market Size Market Share by Type in 2021

Figure 7. Game Subscription Service in Child

Figure 8. Global Game Subscription Service Market: Child (2017-2022) & (\$ Millions)

Figure 9. Game Subscription Service in Adult

Figure 10. Global Game Subscription Service Market: Adult (2017-2022) & (\$ Millions)

Figure 11. Global Game Subscription Service Market Size Market Share by Application in 2021

Figure 12. Global Game Subscription Service Revenue Market Share by Player in 2021

Figure 13. Global Game Subscription Service Market Size Market Share by Regions (2017-2022)

Figure 14. Americas Game Subscription Service Market Size 2017-2022 (\$ Millions)

Figure 15. APAC Game Subscription Service Market Size 2017-2022 (\$ Millions)

Figure 16. Europe Game Subscription Service Market Size 2017-2022 (\$ Millions)

Figure 17. Middle East & Africa Game Subscription Service Market Size 2017-2022 (\$ Millions)

Figure 18. Americas Game Subscription Service Value Market Share by Country in 2021

Figure 19. Americas Game Subscription Service Consumption Market Share by Type in 2021

Figure 20. Americas Game Subscription Service Market Size Market Share by Application in 2021

Figure 21. United States Game Subscription Service Market Size Growth 2017-2022 (\$ Millions)

Figure 22. Canada Game Subscription Service Market Size Growth 2017-2022 (\$ Millions)

Figure 23. Mexico Game Subscription Service Market Size Growth 2017-2022 (\$

Millions)

Figure 24. Brazil Game Subscription Service Market Size Growth 2017-2022 (\$ Millions)

Figure 25. APAC Game Subscription Service Market Size Market Share by Region in 2021

Figure 26. APAC Game Subscription Service Market Size Market Share by Application in 2021

Figure 27. China Game Subscription Service Market Size Growth 2017-2022 (\$ Millions)

Figure 28. Japan Game Subscription Service Market Size Growth 2017-2022 (\$ Millions)

Figure 29. Korea Game Subscription Service Market Size Growth 2017-2022 (\$ Millions)

Figure 30. Southeast Asia Game Subscription Service Market Size Growth 2017-2022 (\$ Millions)

Figure 31. India Game Subscription Service Market Size Growth 2017-2022 (\$ Millions)

Figure 32. Australia Game Subscription Service Market Size Growth 2017-2022 (\$ Millions)

Figure 33. Europe Game Subscription Service Market Size Market Share by Country in 2021

Figure 34. Europe Game Subscription Service Market Size Market Share by Type in 2021

Figure 35. Europe Game Subscription Service Market Size Market Share by Application in 2021

Figure 36. Germany Game Subscription Service Market Size Growth 2017-2022 (\$ Millions)

Figure 37. France Game Subscription Service Market Size Growth 2017-2022 (\$ Millions)

Figure 38. UK Game Subscription Service Market Size Growth 2017-2022 (\$ Millions)

Figure 39. Italy Game Subscription Service Market Size Growth 2017-2022 (\$ Millions)

Figure 40. Russia Game Subscription Service Market Size Growth 2017-2022 (\$ Millions)

Figure 41. Middle East & Africa Game Subscription Service Market Size Market Share by Region in 2021

Figure 42. Middle East & Africa Game Subscription Service Market Size Market Share by Type in 2021

Figure 43. Middle East & Africa Game Subscription Service Market Size Market Share by Application in 2021

Figure 44. Egypt Game Subscription Service Market Size Growth 2017-2022 (\$ Millions)

Figure 45. South Africa Game Subscription Service Market Size Growth 2017-2022 (\$

Millions)

Figure 46. Israel Game Subscription Service Market Size Growth 2017-2022 (\$ Millions)

Figure 47. Turkey Game Subscription Service Market Size Growth 2017-2022 (\$ Millions)

Figure 48. GCC Country Game Subscription Service Market Size Growth 2017-2022 (\$ Millions)

Figure 49. Americas Game Subscription Service Market Size 2023-2028 (\$ Millions)

Figure 50. APAC Game Subscription Service Market Size 2023-2028 (\$ Millions)

Figure 51. Europe Game Subscription Service Market Size 2023-2028 (\$ Millions)

Figure 52. Middle East & Africa Game Subscription Service Market Size 2023-2028 (\$ Millions)

Figure 53. United States Game Subscription Service Market Size 2023-2028 (\$ Millions)

Figure 54. Canada Game Subscription Service Market Size 2023-2028 (\$ Millions)

Figure 55. Mexico Game Subscription Service Market Size 2023-2028 (\$ Millions)

Figure 56. Brazil Game Subscription Service Market Size 2023-2028 (\$ Millions)

Figure 57. China Game Subscription Service Market Size 2023-2028 (\$ Millions)

Figure 58. Japan Game Subscription Service Market Size 2023-2028 (\$ Millions)

Figure 59. Korea Game Subscription Service Market Size 2023-2028 (\$ Millions)

Figure 60. Southeast Asia Game Subscription Service Market Size 2023-2028 (\$ Millions)

Figure 61. India Game Subscription Service Market Size 2023-2028 (\$ Millions)

Figure 62. Australia Game Subscription Service Market Size 2023-2028 (\$ Millions)

Figure 63. Germany Game Subscription Service Market Size 2023-2028 (\$ Millions)

Figure 64. France Game Subscription Service Market Size 2023-2028 (\$ Millions)

Figure 65. UK Game Subscription Service Market Size 2023-2028 (\$ Millions)

Figure 66. Italy Game Subscription Service Market Size 2023-2028 (\$ Millions)

Figure 67. Russia Game Subscription Service Market Size 2023-2028 (\$ Millions)

Figure 68. Spain Game Subscription Service Market Size 2023-2028 (\$ Millions)

Figure 69. Egypt Game Subscription Service Market Size 2023-2028 (\$ Millions)

Figure 70. South Africa Game Subscription Service Market Size 2023-2028 (\$ Millions)

Figure 71. Israel Game Subscription Service Market Size 2023-2028 (\$ Millions)

Figure 72. Turkey Game Subscription Service Market Size 2023-2028 (\$ Millions)

Figure 73. GCC Countries Game Subscription Service Market Size 2023-2028 (\$ Millions)

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