

Global Games Developer and Publisher Insurance Market Growth (Status and Outlook) 2026-2032

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Abstracts

The global Games Developer and Publisher Insurance market size is predicted to grow from US\$ 1928 million in 2025 to US\$ 2525 million in 2032; it is expected to grow at a CAGR of 3.9% from 2026 to 2032.

Games Developer and Publisher Insurance is a specialized commercial insurance solution designed for video game studios, publishers, and related interactive entertainment businesses, typically combining multiple coverages such as cyber insurance, technology errors and omissions (E&O), media liability, intellectual property and content-related liability, general liability, property, and sometimes management liability. It is intended to protect companies against risks arising from game development, software failure, online services, data breaches, user claims, licensing disputes, content infringement allegations, and business interruption linked to digital operations and publishing activities.

The market for Games Developer and Publisher Insurance is being shaped by rising cyber exposure, live-service and always-online business models, growing use of licensed and user-generated content, and the broader expansion of the global games industry, all of which are increasing demand for bundled cyber, media, and tech liability protection; at the same time, insurers see opportunities in underwriting fast-growing digital entertainment companies and offering more tailored risk-prevention services, but the segment also faces challenges from ransomware severity, IP and content disputes, rapidly changing regulation around privacy and digital platforms, and the difficulty of pricing emerging risks tied to AI tools, cross-border publishing, and volatile game-launch performance.

LPI (LP Information)' newest research report, the ?Games Developer and Publisher

Insurance Industry Forecast? looks at past sales and reviews total world Games Developer and Publisher Insurance sales in 2025, providing a comprehensive analysis by region and market sector of projected Games Developer and Publisher Insurance sales for 2026 through 2032. With Games Developer and Publisher Insurance sales broken down by region, market sector and sub-sector, this report provides a detailed analysis in US\$ millions of the world Games Developer and Publisher Insurance industry.

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

This Insight Report evaluates the key market trends, drivers, and affecting factors shaping the global outlook for Games Developer and Publisher Insurance 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 Games Developer and Publisher Insurance.

This report presents a comprehensive overview, market shares, and growth opportunities of Games Developer and Publisher Insurance market by product type, application, key players and key regions and countries.

Segmentation by Type:

Cyber Insurance

Technology E&O Insurance

Media Liability Insurance

Others

Segmentation by Aggregate Annual Indemnity Limit:

Low-Limit Basic Grade

Medium-Limit Standard Grade

High-Limit Premium Grade

Segmentation by Application:

Independent Game Developers

Mobile Game Studios

Game Publishing Companies

Others

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.

Performance Insurance

GG Insurance Services

Alan Boswell Group

PolicyBee

Whinney Insurance Brokers

HUB International

Business Insurance USA

Johnsonese Brokerage

Insure24

MFL Insurance Group

Angelic Insurance

Professional Saver Insurance

RhoneRisk

Macbeth

Lareau

Thunder Insurance

Marsh

Aon

Fullsteam Insurance

Lockton

Superscript

Market

Galvaniize Insurance

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