

Global Subscription-based Gaming Market Growth (Status and Outlook) 2023-2029

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Abstracts

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

This Insight Report provides a comprehensive analysis of the global Subscription-based Gaming 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 Subscription-based Gaming portfolios and capabilities, market entry strategies, market positions, and geographic footprints, to better understand these firms' unique position in an accelerating global Subscription-based Gaming market.

This Insight Report evaluates the key market trends, drivers, and affecting factors shaping the global outlook for Subscription-based Gaming 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 Subscription-based Gaming.

The global Subscription-based Gaming 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 Subscription-based Gaming 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 Subscription-based Gaming 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 Subscription-based Gaming is estimated to increase from US\$ million in 2022 to US\$ million by 2029, at a CAGR of % from 2023 through 2029.

Global key Subscription-based Gaming players cover Xbox (Game Pass) (Microsoft Corporation), PlayStation Now (Sony Corporation), 7.1.3 Apple Arcade (Apple Inc.), Nintendo Switch Online (Nintendo Co. Ltd), EA Play (Electronic Arts Inc.), Google Play Pass (Google LLC), Humble Bundle Inc., GeForce Now (NVIDIA) and Uplay Pass (Ubisoft), 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 Subscription-based Gaming market by product type, application, key players and key regions and countries.

Market Segmentation:

Segmentation by type

Local Gaming

Cloud Gaming

Segmentation by application

Console Gaming

PC-based Gaming

Mobile Gaming

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.

Xbox (Game Pass) (Microsoft Corporation)

PlayStation Now (Sony Corporation)

7.1.3 Apple Arcade (Apple Inc.)

Nintendo Switch Online (Nintendo Co. Ltd)

EA Play (Electronic Arts Inc.)

Google Play Pass (Google LLC)

Humble Bundle Inc.

GeForce Now (NVIDIA)

Uplay Pass (Ubisoft)

Amazon Luna (Amazon Inc.)

Tencent? Holdings Ltd

Epic games Inc.

Prime Gaming (Amazon Inc.)

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