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Global USB Game Living Capture Card Market Growth 2026-2032

https://marketpublishers.com/r/G544D4220285EN.html
Date: January 2026
Pages: 103
Price: US$ 3,660.00 (Single User License)
ID: G544D4220285EN

Abstracts

The global USB Game Living Capture Card market size is predicted to grow from US$ 151 million in 2025 to US$ 275 million in 2032; it is expected to grow at a CAGR of 9.2% from 2026 to 2032.

A USB game live capture card is a device designed to capture and stream high-quality video and audio from gaming consoles, PCs, or other media sources to a computer for live broadcasting, recording, or content creation. Typically connected via USB, these capture cards support various input resolutions (up to 4K or 1080p) and frame rates, allowing gamers and streamers to capture gameplay with minimal latency. The device works by encoding the video and audio signals into a digital format that can be processed and transmitted to streaming platforms like Twitch, YouTube, or Facebook Live. USB game live capture cards are popular among gamers, streamers, and content creators for their ease of use, portability, and ability to deliver smooth, high-quality streaming experiences without the need for complex setups.

United States market for USB Game Living Capture Card is estimated to increase from US$ million in 2025 to US$ million by 2032, at a CAGR of % from 2026 through 2032.

China market for USB Game Living Capture Card is estimated to increase from US$ million in 2025 to US$ million by 2032, at a CAGR of % from 2026 through 2032.

Europe market for USB Game Living Capture Card is estimated to increase from US$ million in 2025 to US$ million by 2032, at a CAGR of % from 2026 through 2032.

Global key USB Game Living Capture Card players cover Elgato (Corsair), AVerMedia, Blackmagic, Razer, EVGA, etc. In terms of revenue, the global two largest companies

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occupied for a share nearly % in 2025.

LP Information, Inc. (LPI) ' newest research report, the ?USB Game Living Capture Card Industry Forecast? looks at past sales and reviews total world USB Game Living Capture Card sales in 2025, providing a comprehensive analysis by region and market sector of projected USB Game Living Capture Card sales for 2026 through 2032. With USB Game Living Capture Card sales broken down by region, market sector and sub-sector, this report provides a detailed analysis in US$ millions of the world USB Game Living Capture Card industry.

This Insight Report provides a comprehensive analysis of the global USB Game Living Capture Card 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 USB Game Living Capture Card portfolios and capabilities, market entry strategies, market positions, and geographic footprints, to better understand these firms? unique position in an accelerating global USB Game Living Capture Card market.

This Insight Report evaluates the key market trends, drivers, and affecting factors shaping the global outlook for USB Game Living Capture Card 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 USB Game Living Capture Card.

This report presents a comprehensive overview, market shares, and growth opportunities of USB Game Living Capture Card market by product type, application, key manufacturers and key regions and countries.

Segmentation by Type:

1080P

4K

Others

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Segmentation by Application:

- Online Sales
- Offline Sales

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

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- 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 analysing the company's coverage, product portfolio, its market penetration.

- Elgato (Corsair)
- AVerMedia
- Blackmagic
- Razer
- EVGA
- UGREEN
- ezcap
- ACASIS

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Key Questions Addressed in this Report

What is the 10-year outlook for the global USB Game Living Capture Card market?

What factors are driving USB Game Living Capture Card market growth, globally and by region?

Which technologies are poised for the fastest growth by market and region?

How do USB Game Living Capture Card market opportunities vary by end market size?

How does USB Game Living Capture Card break out by Type, by Application?

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