

Global Digital PC Games Market Trends, Strategies, And Opportunities In The Digital PC Games Market 2021-2030

The Business Research Company's Digital PC Games Global Market Report 2021: COVID-19 Impact And Recovery To 2030

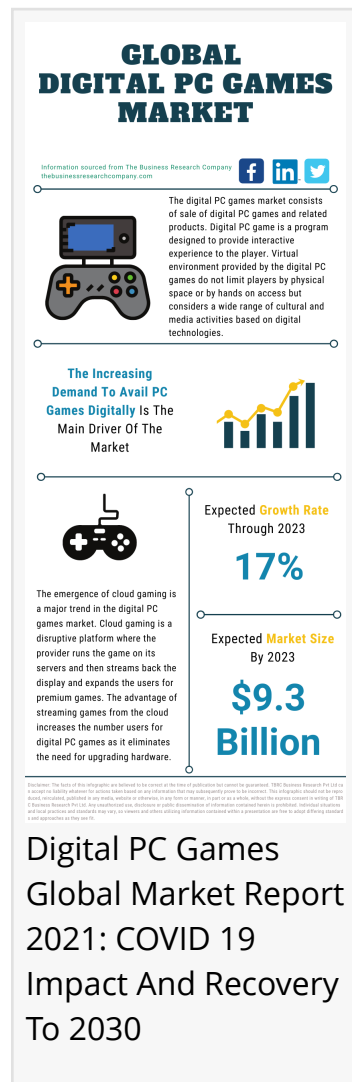
LONDON, GREATER LONDON, UK, August 19, 2021 /EINPresswire.com/ -- According to the new market research report '[Digital PC Games Global Market Report 2021: COVID-19 Impact And Recovery To 2030](#)' published by The Business Research Company, the digital PC games market is expected to grow from \$5 billion in 2020 to \$5.18 billion in 2021 at a compound annual growth rate (CAGR) of 3.6%. The growth is mainly due to the companies rearranging their operations and recovering from the COVID-19 impact, which had earlier led to restrictive containment measures involving social distancing, remote working, and the closure of commercial activities that resulted in operational challenges. The market is expected to reach \$7.64 billion in 2025 at a CAGR of 10%. The increasing demand for digital distribution will drive the digital PC games market.

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The digital PC games market consists of sale of digital PC games and related products. Digital PC game is a program designed to provide interactive experience to the player. Virtual environment provided by the digital PC games do not limit players by physical space or by hands on access but considers a wide range of cultural and media activities based on digital technologies. The digital PC games have integrated different features such as voice recognition, 3D gaming, GPS tracking and many more to provide players with real life experiences.

Trends In The Global Digital PC Games Market

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GLOBAL DIGITAL PC GAMES MARKET

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The Increasing Demand To Avail PC Games Digitally Is The Main Driver Of The Market

Expected Growth Rate Through 2023
17%

Expected Market Size By 2023
\$9.3 Billion

The emergence of cloud gaming is a major trend in the digital PC games market. Cloud gaming is a disruptive platform where the provider runs the game on its servers and then streams back the display and expands the users for premium games. The advantage of streaming games from the cloud increases the number users for digital PC games as it eliminates the need for upgrading hardware.

Digital PC Games Global Market Report 2021: COVID 19 Impact And Recovery To 2030

the cloud increases the number of users for digital PC games as it eliminates the need for upgrading hardware. For instance, in November 2019, Google has launched Stadia, a cloud gaming service capable of streaming video games in 4K resolution at 60 frames per second, in 14 different countries with 22 games during the launch.

Global Digital PC Games Market Segments:

The global digital PC games market is further segmented based on game subscription model, platform, audience and geography.

By Game Subscription Model: Premium, Freemium

By Platform: Windows, IOS, Others

By Audience: Social Gamer, Serious Gamers, Core Gamers

By Geography: The global digital PC games market is segmented into North America, South America, Asia-Pacific, Eastern Europe, Western Europe, Middle East and Africa.

Read More On The Report For The Global Digital PC Games Market At:

<https://www.thebusinessresearchcompany.com/report/digital-pc-games-global-market-report-2020-30-covid-19-implications-and-growth>

Digital PC Games Global Market Report 2021 is one of a series of new reports from The Business Research Company that provides digital PC games global market overviews, analyzes and forecasts market size and growth for the global digital PC games global market, digital PC games market share, digital PC games market players, digital PC games global market segments and geographies, digital PC games market's leading competitors' revenues, profiles and market shares. The digital PC games global market report identifies top countries and segments for opportunities and strategies based on market trends and leading competitors' approaches.

Read Digital PC Games Global Market Report 2021 from The Business Research Company for information on the following:

Data Segmentations: Market Size, Global, By Region And By Country; Historic And Forecast Size, And Growth Rates For The World, 7 Regions And 12 Countries

Digital PC Games Market Organizations Covered: Tencent Games, Ubisoft, King, Activision Blizzard, Zynga, GungHo Online, Microsoft Corporation, Sony Corporation, Nintendo, Electronic Arts.

Regions: Asia-Pacific, China, Western Europe, Eastern Europe, North America, USA, South America, Middle East and Africa.

Countries: Australia, Brazil, China, France, Germany, India, Indonesia, Japan, Russia, South Korea, UK, USA.

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