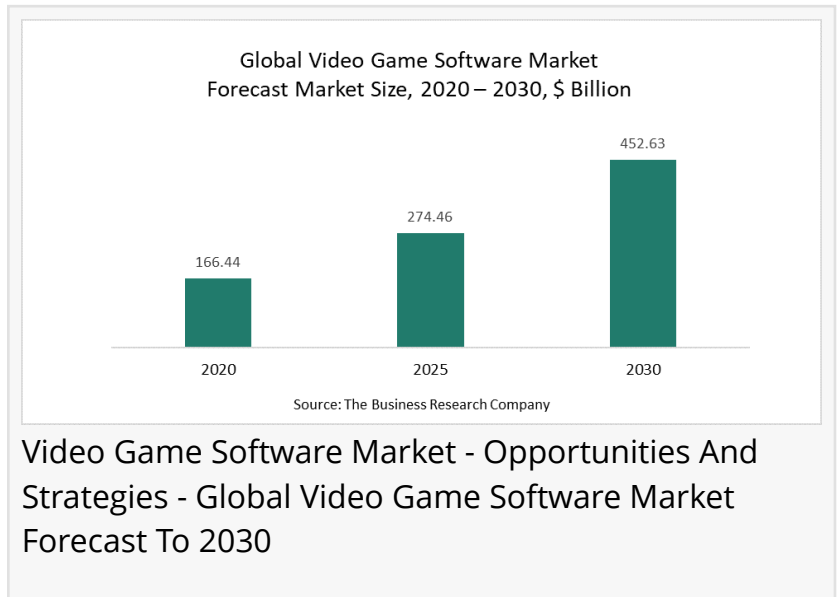


# How Is The Video Game Software Market Making Gaming More Flexible For Users?

*The Business Research Company's Video Game Software Market - Opportunities And Strategies - Global Video Game Software Market Forecast To 2030*

LONDON, GREATER LONDON, UK,  
December 15, 2021 /

EINPresswire.com/ -- Cross-platform publishing and play games are expected to drive the [video game software market](#) for video games in the forecast period. Companies in the PC games industry are launching cross-platform publishing and play games to make gaming more flexible for users. Cross-platform publishing gives players the ability to play the same video games on different platforms through progress retention. Similarly, cross-platform play is a characteristic of a video game that enables gamers to use different gaming platforms such as console, mobile and PC to play with each other simultaneously. In many cases, these cross-platform games are restricted within the respective publisher's platforms. For instance, some games in the RPGs series Monster Hunter are cross-platform games between Nintendo's platforms such as the 3DS, Wii U and the Switch. The increase in cross-platform gaming can be attributed to the development of scripting languages, software libraries and game engines allowing PC games companies to efficiently use platform-specific details of the users. For instance, Microsoft is expanding Xbox Live's cross-platforms from 400 million to over 2 billion to include iOS, Android and Switch in 2019. Flexibility offered by the cross-platform publishing and play games will drive the video game software market in the forecast period.



Video Game Software Market - Opportunities And Strategies - Global Video Game Software Market Forecast To 2030

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The global video game software market size reached a value of nearly \$166.44 billion in 2020 at a rate of -0.5%. The decline is mainly due to lockdown and social distancing norms imposed by various countries and economic slowdown across countries owing to the COVID-19 outbreak and the measures to contain it. The video game software market is expected to reach \$274.46 billion

in 2025 and \$452.63 billion in 2030.

Video game software developers are increasingly providing streaming video game services to take advantage of emerging 5G and cloud computing technologies. Several countries have already adopted 5G, which has greatly improved internet speed. This will increase the number of downloads and streaming of games. Streaming allows for continuously playing the latest version of the game, without having to update the game at all. Cloud computing and fast internet speeds will enable users to play games from any computer, and will also increase accessibility. For example, In August 2019, Hatch Premium launched its unlimited mobile cloud gaming on the 5G networks of Sprint, a telecommunications company based in the United States. It allows games to be streamed via the cloud to mobile devices. The games include Monument Valley, Beach Buggy Racing, and Angry Birds Go.

Read More On The Global Video Game Software Market Report:

<https://www.thebusinessresearchcompany.com/report/video-game-software-market>

Major players covered in the global video game software market are Tencent Holdings Ltd., Nintendo Co., Ltd., Sony Corporation, NetEase, Inc., Microsoft Corporation.

TBRC's global video game software market report is segmented by type into PC games, browser games, smart phone/tablet games, console games, by genre into action, adventure, role playing, simulation, strategy, sports, others.

Video Game Software Market - By Type (Browser Games, PC Games, Smart Phone/Tablet Games, Console Games), By Type Of Transaction (Physical, Online/ Microtransaction, Digital), By Type Of Genre (Action, Shooter, Adventure, Role Playing, Strategy, Fighting, Sports, Racing, Others), And By Region, Opportunities And Strategies - Global Video Game Software Market Forecast To 2030 is one of a series of new reports from The Business Research Company that provides video game software market overview, forecast video game software market size and growth for the whole market, video game software market segments, and geographies, video game software market trends, video game software market drivers, restraints, leading competitors' revenues, profiles, and market shares.

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