

Subscription-based Gaming Market Overviews: Expected to Reach USD 55.94 Billion in 2031

COVID-19 had a positive impact on the subscription-based gaming market.

PORTLAND, PORTLAND, OR, UNITED STATE, March 21, 2023 /EINPresswire.com/ -- The driving forces behind the growth of the global subscription-based gaming market include technological advancements in gaming sectors such as artificial intelligence (AI), augmented reality (AR) and 5G, the emergence of unlimited data plans, the increase in the use of

SUBSCRIPTION-BASED **GAMING** OPPORTUNITIES AND FORECAST, 2021 - 2031 Subscription-based gaming market is expected to reach \$55.94 Billion in Growing at a CAGR of 12.9% (2022-Subscription-based Gaming Market

smartphones and the rise in internet penetration.

However, increases in the price of services offered by key vendors to gain more profit hinder the market growth. Conversely, the emergence of cloud gaming and the increase in the number of SMEs in the gaming sector is anticipated to create lucrative opportunities for growth in the industry.

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According to the report published by Allied Market Research, the global subscription-based gaming market was estimated at \$17.16 billion in 2021 and is predicted to amass \$55.94 billion by 2031, registering a CAGR of 12.9% from 2022 to 2031. The report offers an in-depth analysis of the top investment pockets, top winning strategies, drivers & opportunities, market size & estimations, competitive scenario, and wavering market trends.

Covid-19 scenario -

• The Covid-19 outbreak had a positive impact on the subscription-based gaming market as strict laws implemented by government authorities led people to stay at their homes, allowing them more time to spend on leisure activities such as gaming.

• This availability of more leisure time gave way to wide adoption of subscription games.

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Based on game type, the action segment contributed to more than one-fourth of the total market revenue in 2021 and is expected to lead the trail by 2031. The adventure segment, however, would grow at the fastest CAGR of 15.9% from 2022 to 2031.

Based on geography, Asia-Pacific held the major share in 2021, capturing over two-fifths of the global subscription-based gaming industry, and is likely to show prominent growth during the forecast period. Nevertheless, the market across LAMEA would grow at the fastest CAGR of 14.5% throughout 2031. The other two regions discussed in the report include Europe and North America.

Based on device type, the smartphone segment accounted for of nearly two-fifths of the total market in 2021 and is likely to rule the roost throughout the forecast period, 2022-2031. The same segment would exhibit the fastest CAGR of 13.7% throughout the forecast period.

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The key market players analyzed in the global subscription-based gaming market report include Amazon Luna, Blacknut, Google LLC, Microsoft Corporation, NVIDIA Corporation, Shadow, Sony Group Corporation, Tencent, Ubitus K.K., and Vortex. These market players have incorporated several strategies including partnership, expansion, collaboration, joint ventures, and others to brace their stand in the industry.

Key Benefits For Stakeholders

- This report provides a quantitative analysis of the market segments, current trends, estimations, and dynamics of the subscription-based gaming market analysis from 2021 to 2031 to identify the prevailing subscription-based gaming market opportunities.
- The market research is offered along with information related to key drivers, restraints, and opportunities.
- Porter's five forces analysis highlights the potency of buyers and suppliers to enable stakeholders to make profit-oriented business decisions and strengthen their supplier-buyer network.
- In-depth analysis of the subscription-based gaming market segmentation assists to determine

the prevailing market opportunities.

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Lastly, this report provides market intelligence most comprehensively. The report structure has been kept such that it offers maximum business value. It provides critical insights into the market dynamics and will enable strategic decision-making for the existing market players as well as those willing to enter the market.

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Allied Market Research (AMR) is a full-service market research and business-consulting wing of Allied Analytics LLP based in Portland, Oregon. Allied Market Research provides global enterprises as well as medium and small businesses with unmatched quality of "Market Research Reports" and "Business Intelligence Solutions." AMR has a targeted view to provide business insights and consulting to assist its clients in making strategic business decisions and achieving sustainable growth in their respective market domains.

Pawan Kumar, the CEO of Allied Market Research, is leading the organization toward providing high-quality data and insights. We are in professional corporate relations with various companies. This helps us dig out market data that helps us generate accurate research data tables and confirm utmost accuracy in our market forecasting. Every data company in the domain is concerned. Our secondary data procurement methodology includes deep presented in the reports published by us is extracted through primary interviews with top officials from leading online and offline research and discussion with knowledgeable professionals and analysts in the industry.

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