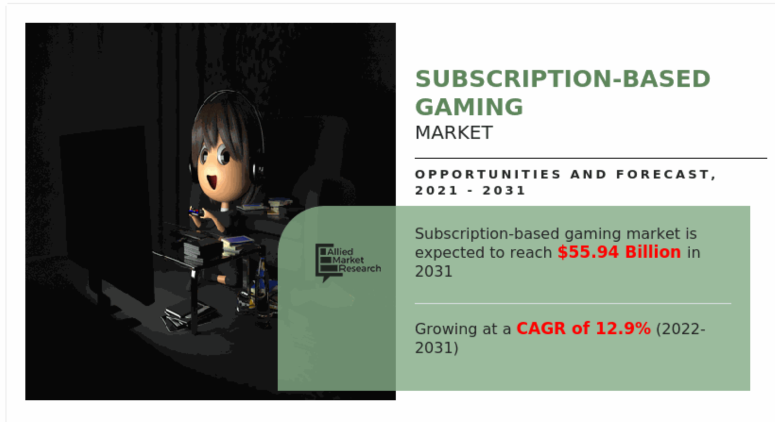
EINPRESSWIRE

By 2031, Subscription-based Gaming Market Predicted to Hit USD 55.94 Billion | Ubitus K.K., NVIDIA Corporation, Shadow

An increase in smartphones and internet penetration globally drives the Subscription-based Gaming Industry growth.



Subscription-based Gaming Market

PORTLAND, PORTLAND, OR, UNITED STATES, October 9, 2023 /EINPresswire.com/ -- A subscription-based model is one of the revenue models that has become increasingly popular for monetizing games, which sees users subscribe to join the games and pay a regular monthly fee to access the games and additional benefits. Subscription-based gaming services provide a consistent source of revenue and an engaged audience that operators can monetize through microtransactions and paid downloads. This reduces risk associated with regular release of top-performing premium games.

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, increase in use of smartphones and rise in internet penetration. However, increase in 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 are anticipated to create lucrative opportunities for growth in the industry.

Request Sample Report at: https://www.alliedmarketresearch.com/request-sample/17015

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.

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.

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.

For Report Customization: https://www.alliedmarketresearch.com/request-for-customization/17015

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.

Top Impacting Factors:

1. Content Access:

Subscription services offer gamers access to a vast library of games for a fixed monthly fee. This appeals to gamers who want a variety of titles without the need to purchase each game individually.

2. Cost Savings:

Subscribers can save money compared to buying games individually, especially if they play a lot of games. This makes subscription services an attractive option for budget-conscious gamers.

Buy Now & Get Exclusive Discount on this Report:
https://www.alliedmarketresearch.com/subscription-based-gaming-market/purchase-options

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.

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.

Inquiry Before Buying: https://www.alliedmarketresearch.com/purchase-enquiry/17015

Thanks for reading this article; you can also get individual chapter-wise sections or region-wise report versions like North America, Europe, or Asia.

If you have any special requirements, please let us know and we will offer you the report as per your requirements.

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.

Related Report:

1. Subscription Billing Management Market

About Us:

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 and is extracted through primary interviews with top officials from leading online and offline research and discussion with knowledgeable professionals and analysts in the industry.

Contact:
David Correa
5933 NE Wi

Toll-Free: 1-800-792-5285
UK: +44-845-528-1300n Sivers Drive
#205, Portland, OR 97220
United States
Hong Kong: +852-301-84916
India (Pune): +91-20-66346060
Fax: +1-855-550-5975
help@alliedmarketresearch.com
Web: https://www.alliedmarketresearch.com
Follow Us on: LinkedIn Twitter

Allied Market Research
Allied Market Research
+1 800-792-5285
email us here
Visit us on social media:
Facebook
Twitter
LinkedIn
