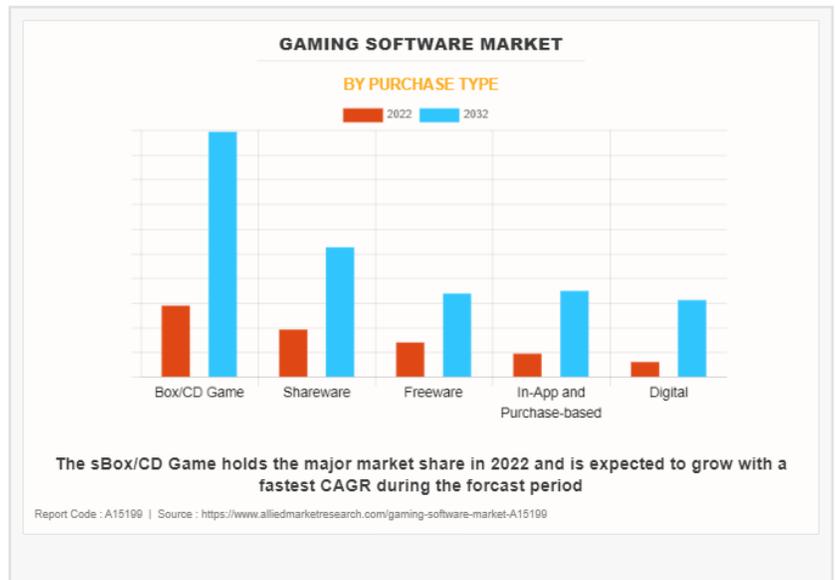


# Gaming Software Market Set for Rapid Growth During 2021 – 2030 | GAMELOFT, Nexon Co, Ltd., Sony Corporation

WILMINGTON, DE, UNITED STATES, June 14, 2024 /EINPresswire.com/ -- [Gaming Software Market](#) by Purchase Type (Box/CD Game, Shareware, Freeware, In-App and Purchase-based, Digital), by Type (PC Games, Browser Games, Console Games, Smart Phone/Tablet Games): Global Opportunity Analysis and Industry Forecast, 2023-2032".

According to the report, the global gaming software market generated \$127.1 billion in 2022, and is anticipated to generate \$301.5 billion by 2032, witnessing a CAGR of 9.3% from 2023 to 2032.



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The global gaming software industry is experiencing significant growth propelled by various factors. The commercialization of 5G technology stands out as a key driver, particularly impacting mobile gaming by enabling cloud gaming for mobile users and delivering console-level graphics. Moreover, a surge in the number of gamers and the rising popularity of immersive and competitive gaming on mobile devices contributes to the market's expansion. The increased adoption of cloud gamification and the enhancement of cross-platform gaming experiences present promising opportunities for market players. However, games often require access to social media, making stringent data privacy adherence imperative. The challenge of maintaining trust and operational efficiency in the face of these concerns presents a potential obstacle to sustained market growth during the forecast period.

## COVID-19 Scenario

The outbreak of the COVID-19 pandemic had a positive impact on the growth of the global gaming software market. As individuals spent more time at home, there was a remarkable surge

in the demand for gaming entertainment. This heightened engagement spanned across diverse gaming platforms, ranging from consoles and PCs to mobile devices, resulting in substantial revenue growth for the industry.

Moreover, online multiplayer games experienced a thriving period as people sought avenues for social interactions within virtual environments.

The pandemic, while presenting challenges to various sectors, became a catalyst for the gaming software market, showcasing its resilience and adaptability to evolving consumer needs during times of global uncertainty.

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In 2022, the North America region dominated the global gaming software market, holding a major share of 39.7%. The widespread use of mobile devices, including smartphones, and the availability of affordable data plans fueled the region's gaming software market. North America's dynamic and thriving gaming industry, enriched by a strong gaming heritage, robust e-sports events, and a massive player base, showcased the region's resilience and adaptability to evolving technology and consumer preferences.

Leading Players in the Gaming software Market:

Rockstar Games Inc.

Bethesda Softworks LLC.

Nintendo Co., Ltd.

GAMELOFT

Activision Blizzard, Inc.

Valve Corporation

Nexon Co, Ltd.

Electronic Arts Inc.

Nvidia Computer Game Company

Sony Corporation

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The report provides a detailed analysis of the key players of the global gaming software market. These players have adopted different strategies, such as new product launches, collaborations, expansion, joint ventures, agreements, and others to increase their market share and maintain their dominance in different regions. The report is valuable in highlighting business performance, operating segments, product portfolio, and strategic moves of market players to showcase the competitive scenario.

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