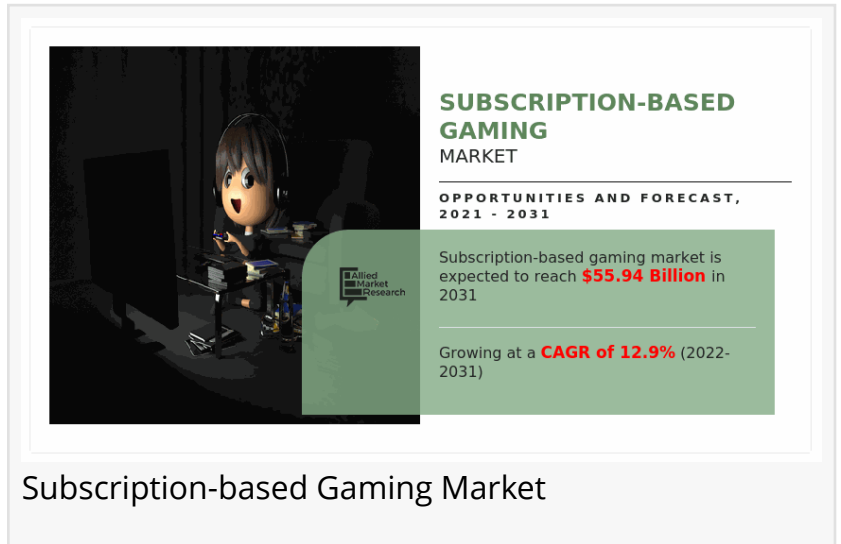


Subscription-based Gaming Market Size & Share Surpass \$55.94 billion, Evolving at a CAGR 12.9% - 2031

Inclusion of technologies in gaming sectors such as artificial intelligence (AI), augmented reality (AR) and 5G, the emergence of unlimited data plans

WILMINGTON, NEW CASTLE, DE, UNITED STATES, November 27, 2024 /EINPresswire.com/ -- The global [Subscription-based Gaming Market](#) was valued at \$17.16 billion in 2021, and is projected to reach \$55.94 billion by 2031, growing at a CAGR of 12.9% from 2022 to 2031. The Subscription-based Gaming Market 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. 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.



Subscription-based Gaming Market

Request a sample report (PDF) (0000 00000 0000000000 00 0000 - 270 000000) 00:
<https://www.alliedmarketresearch.com/request-sample/A16641>

On the basis of device type, the smartphone segment dominated the market in 2021, and is expected to maintain its dominance during the Subscription-based Gaming Market Forecast period. Mobile gaming has recently overtaken console and PC gaming as the most popular game format worldwide. One of the few factors for the growth of mobile games is their availability. Almost everyone has a smartphone loaded with games. Also, increase in demand for mobile games is driven by various technological advancements and improvements such as AR, VR, cloud gaming and 5G. In addition, large companies that develop games for console and PC also publish their games in the mobile version, due to the mobile game market.

A subscription-based model is one of the revenue models that has become increasingly popular

The current estimation of 2030 is projected to be higher than pre-COVID-19 estimates. The COVID-19 impact has prompted every company and business to shift their business operations toward a remote work environment. Moreover, due to strict guidelines issued by government authorities, people were forced to be in-house. This led to more leisure time available for each individual and gave rise to wide adoption of subscription games to spend quality time. The COVID-19 had a positive impact on the subscription-based gaming market.

□□□ □□□□□□□□ □□ □□□ □□□□□

By device type, in 2021 the smartphone segment dominated the subscription-based gaming market size.

Depending on game type, the action segment generated the highest revenue in 2021 of [subscription-based gaming market share](#). However, adventure segment is expected to exhibit significant growth during the forecast period.

Region wise, the subscription-based gaming industry was dominated by Asia-Pacific region in 2021.

□□□□□□□ □□□□□□ □□□□□□: <https://www.alliedmarketresearch.com/purchase-enquiry/A16641>

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.

□□□□□ □□□□□□□□ □□□□□□□□:

Sensor Data Analytics Market - <https://www.alliedmarketresearch.com/sensor-data-analytics-market>

eDiscovery Market - <https://www.alliedmarketresearch.com/ediscovery-market>

Convergent Billing Market - <https://www.alliedmarketresearch.com/convergent-billing-market-A53442>

David Correa
Allied Market Research
+1 800-792-5285

[email us here](#)

Visit us on social media:

[Facebook](#)

[X](#)

This press release can be viewed online at: <https://www.einpresswire.com/article/764160243>

EIN Presswire's priority is source transparency. We do not allow opaque clients, and our editors try to be careful about weeding out false and misleading content. As a user, if you see something we have missed, please do bring it to our attention. Your help is welcome. EIN Presswire, Everyone's Internet News Presswire™, tries to define some of the boundaries that are reasonable in today's world. Please see our Editorial Guidelines for more information.

© 1995-2024 Newsmatics Inc. All Right Reserved.