

Global Video Game Market to Reach USD 307.19 Billion in 2029, Growing at a CAGR of 6.3% (2025-2029)

Top Companies Leading the Global Video Game market such as Sony Group Corporation, Microsoft, Nintendo, Tencent, Activision Blizzard & Others

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/EINPresswire.com/ -- The global [video Game market](#) size stood at USD 188.73 billion in 2021. It is projected to grow from USD 199.74 billion in 2022 to USD 307.19 billion in 2029 at a CAGR of 6.3% over the forecast timeframe. The market is slated to expand significantly owing to growing popularity of competitive multiplayer Game. Asia-Pacific dominated the video game market with a market share of 52.8% in 2021.



Fortune Business Insights™ mentioned this in a report titled, "Video Game Market Size, Share, Growth, Industry Report and Forecast, 2025-2029."

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☐☐List of Key Players Present in the Market:

- Sony Group Corporation (Japan)
- Microsoft (U.S.)
- Nintendo (Japan)
- Tencent (China)
- Activision Blizzard (U.S.)
- Electronic arts (U.S.)
- Epic Game (U.S.)
- Take-two interactive (U.S.)
- Ubisoft (France)

- Bandai Namco Holdings Inc. (Japan)

□□Segments-

Easy Access to 5G Networks will Drive Market Growth

As per device, the market is divided into PC/laptop, smartphones, and consoles. Among these, the smartphones segment captured the largest video Game market share. Easy access to 5G networks and launch of smartphones with advanced features resulted in a surge in the number of gamers.

Tech Savvy Populace will Promote Market Growth

Based on age group, the market is split into generation X, generation Y, and generation Z.

Generation Z is tech savvy as they grew up in an era of technological advancements, availability of high-speed internet, and growing smart phone penetration.

Launch of Gaming Smartphones will Contribute to Market Elevation

According to platform type, the market is segmented into offline and online. The online segment dominated the market and is expected to grow in the coming years due to the launch of gaming smartphones with advanced features. Digitization in emerging countries such as India and China has driven the growth of online Game.

Geographically, the market is fragmented into North America, South America, Europe, Asia Pacific, and the Middle East & Africa.

□□Report Coverage-

The report explains drivers and challenges affecting market proliferation in the upcoming years. It includes an exhaustive analysis of the market by fragmenting it into segments and regions. Moreover, the report entails a company profiles section inclusive of strategic decisions undertaken by them recently. It also studies the impact of COVID-19 and enables investors to make informed decisions by providing accurate predictions regarding market conditions.

□□Tariff Impact Analysis for MICE Market:

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□□Drivers & Restraints-

Rising Consumer Inclination Toward Multiplayer Game to Fuel Market Growth

Gamers are more inclined toward competitive multiplayer mobile Game such as Call of Duty (COD) and Player Unknowns Battlegrounds (PUBG). The increasing popularity of Esports is another factor fueling the market. These video Game allow gamers to interact with fellow players, thus increasing engagement. These Game enable players to compete with others in real-time and create a sense of self-achievement, which further increases their popularity and boosts demand.

On the other hand, governments impose bans on some developers and Game to protect players against data breaches, exposure to violence, or cyber security threats, which will hinder the video Game market growth.

▯▯Regional Insights-

Asia Pacific to Lead Backed by Growing Smartphone and Internet Penetration

Asia Pacific held the largest market share in the recent past due to increasing internet and smartphone penetration in China and India. Furthermore, various leading players have their headquarters in China which also contributes to market expansion in this region. The availability of social media platforms has allowed gamers to socialize beyond Game which enhances the reach of video Game.

Meanwhile, North America is predicted to grow substantially in the coming years due to technological advancements and easy access to high-speed internet

▯▯Competitive Landscape-

Launch of Innovative Products to Promote Market Expansion

Industry leaders often make strategic decisions such as partnerships, collaborations, and mergers & acquisitions to enlarge profit margins and strengthen their foothold in the market. One such move is the launch of new products & technologies to meet ever-growing needs of consumers.

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▯▯Key Industry Developments-

October 2022: Samsung launched the Odyssey Ark, a new 55-inch curved gaming monitor. The new monitor is equipped with advanced features such as 4K resolution, a 165 Hz refresh rate, 1 ms of response time, Cockpit Mode, AMD FreeSync Premium Pro, and Ark Dial.

▯▯ Related Reports:

[Gaming Market](#) Size, Share, Overview, Demand, Report, 2032

[eSports Market](#) Share, Industry Size, Growth, Forecast, 2032

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