iGaming industry will reach $93 billion by 2023

Thursday 5 May, 2022

According to data provided by App Annie, consumer spending on mobile games reached $116 billion in 2021. iGaming solutions provider TCS expects the changing entertainment habits of consumers to be permanent in the post-pandemic period.

London - Mobile gaming spending surpassed $100 billion in 2020, breaking that record with $116 billion in 2021, according to App Annie. These records show that the mobile gaming industry maintained its momentum last year, which is gained with the pandemic.

“The pandemic has dramatically changed the way we look at mobile gaming,” said Adam Stevens, Senior Software Engineer at Top Casino Solutions (TCS). “According to research we conducted in the United Kingdom, almost 40% of those surveyed are looking forward to returning back to normal. The increase in mobile gaming spending in 2021 shows that gaming habits continue despite expectations of returning to normal life.”

“**Mobile gaming habits will be permanent”**

According to the survey conducted by Top Casino Solutions in the UK, the majority of respondents are keen to experience a range of in-person activities such as outdoor events and sports matches. “Even if the world returns to normal, mobile gaming will be permanent in the coming years,” Stevens said, “Because playing games has turned into a social activity during the pandemic. This proves that investing in emerging categories such as iGaming or online gambling remains important. As TCS, we serve as an information portal listing white-label, turnkey, self-service casino software solutions for B2C and B2B customers who want to take advantage of this permanent habit.”

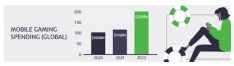
iGaming will get the biggest share of global gaming market by 2023

Emphasising that iGaming is one of the most affected industries by the mobile gaming revolution, Adam Stevens said, “Before mobile devices became widespread, iGaming solutions could only work when certain system requirements were met. Mobile gaming has removed these limits.”

Pointing out that the US Supreme Court made a historic decision to legalise sports betting, Adam Stevens said, “The improvements made in the regulations and improvements that I mentioned will be good for the iGaming industry. According to the Global Games Market Report, the global game market is expected to reach $200 billion in 2023, while the iGaming market is estimated to reach $93 billion in the same year. This proves why iGaming has caught the attention of investors and gamers in many countries. Also according to Statista, online gambling games were the second popular genre in the United States in 2021. As TCS, which compiles game providers, software and payment methods in the field of iGaming, we are trying to offer the most accurate solutions together to those who want to invest in this field.”

Contact: Adam Stevens - info@topcasinosolutions.com

Media:





Related Sectors:

Business & Finance :: Children & Teenagers :: Entertainment & Arts :: Leisure & Hobbies ::

Scan Me:

Company Contact:

B2Press

T. +31 30 799 6022
E. ugur@b2press.com
W. https://b2press.com

Additional Contact(s):
info@b2press.com

View Online

Additional Assets:

Newsroom: Visit our Newsroom for all the latest stories:
https://www.b2press.pressat.co.uk