**Streaming Video Games Gaining On Consoles**

Consumers spent 57% more on streaming video games last year than in 2020, Ampere Analysis reports, and Microsoft and Sony supplied the leading platforms. Revenues in the segment climbed to $3.7 billion for North America and Europe.

***Media Play News 3.18.22***

[*https://www.mediaplaynews.com/analysis-video-game-streaming-a-fraction-of-the-market/*](https://www.mediaplaynews.com/analysis-video-game-streaming-a-fraction-of-the-market/)

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[*https://securitygladiators.com/wp-content/uploads/2018/01/streamers.jpg*](https://securitygladiators.com/wp-content/uploads/2018/01/streamers.jpg)