

Statistical Bulletin

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Driven by the rise of digital leisure trends, the Game Software Industry sales surged by nearly 50% from 2020 to 2025.

1. In recent years, the rise of the stay-at-home economy and digital leisure trends have driven rapid growth in both online and mobile gaming sectors, leading to a flourishing game software industry¹. Between 2020 and 2025, the total number of enterprises in the Game Software Industry remained stable, fluctuating between 1,114 and 1,149. Among them, the number of enterprises in Computer and Video Game Software Publishing and Games Programming Activities saw more significant fluctuations. The Games Programming Activities sector, which accounts for 60% of the industry, experienced a year-over-year decline due to factors such as market competition and talent acquisition pressures. By 2025, there were 642 enterprises, a 12.3% decrease compared to 2020. Conversely, driven by digital platforms lowering the barriers to entry, the number of enterprises in Computer and Video Game Software Publishing has grown consecutively for several years, surpassing 200 by 2025, marking a 77.1% increase from 2020. The Game Software Trading sector remained relatively stable. In terms of sale, the overall Game Software Industry expanded from under NT\$50 billion in 2020 to NT\$71 billion in 2025, an increase of nearly 50%. The Computer and Video Game Software Publishing sector saw the most significant growth, doubling its sale (increasing by 101.7%) in 2025 compared to 2020. Meanwhile, due to higher R&D thresholds and rising costs, the Games Programming Activities sector is shifting toward scale-based competition, with its sale growing by only 9.0% over the five-year period.

Overview of the Number of Enterprises and Sales in the Game Software Industry

Unit: unit; NT\$ 100 million

Year		2020	2021	2022	2023	2024	2025	Growth Rate from 2020(%)
Units	Game Software Industry	1,131	1,114	1,133	1,147	1,124	1,149	1.6
	Computer and Video Game Software Publishing	118	126	138	162	185	209	77.1
	Games Programming Activities	732	707	699	674	635	642	-12.3
	Game Software Trading	281	281	296	311	304	298	6.0
Sales	Game Software Industry	477	541	593	592	627	710	48.7
	Computer and Video Game Software Publishing	186	233	251	254	314	376	101.7
	Games Programming Activities	245	245	254	249	248	267	9.0
	Game Software Trading	46	63	88	89	64	68	45.5

1 This article corresponds to the scope defined in the Standard Industrial Classification of Taxation (9th revision): Computer and Video Game Software Publishing refers to subclass 5820-11 "Computer and Video Game Software Publishing"; Games Programming Activities refers to subclass 6201-11 "Games Programming Activities"; and Game Software Trading refer to subclass 4583-11 "Wholesale of Video Game Consoles with Built-In Game Software", 4641-13 "Wholesale of Video Game Consoles and Software Packages", 4763-11 "Retail Sale of Video Game Consoles with Built-In Game Software in Specialized Stores", and 4831-13 "Retail Sale of Video Game Consoles and Software Packages in Specialized Stores". Together, they make up the Game Software Industry.

2. The Game Software Industry exhibits significant regional concentration due to factors such as talent availability, market access, capital, and industry clustering effects. In 2025, the top three municipalities for the number of the Computer and Video Game Software Publishing and Game Software Trading enterprises were Taipei City, Taichung City, and New Taipei City. In terms of sale, New Taipei City topped the list for the Computer and Video Game Software Publishing, accounting for nearly 60% due to the presence of large-scale publishers, followed by Taipei City at 38.9%. For the Game Software Trading sector, Taipei City accounted for 64.0% of the total sale, as headquarters, distribution channels, and import agencies are primarily concentrated there. In the Game Programming Activities sector, Taipei City and New Taipei City ranked as the top two in both the number of enterprises and sale, collectively accounting for 70% of the national total. Hsinchu City ranked third in game programming sale, contributing 10.4%, driven by the larger average scale of its local operators.

2025 Share of Enterprises and Sales in the Game Software Industry by City/County

Unit: %

Rank		Computer and Video Game Software Publishing		Games Programming Activities		Game Software Trading	
		Units	Sales	Units	Sales	Units	Sales
1	County/City	Taipei City	New Taipei City	Taipei City	Taipei City	Taipei City	Taipei City
	Proportion	43.1	57.8	43	47.9	23.2	64
2	County/City	Taichung City	Taipei City	New Taipei City	New Taipei City	Taichung City	New Taipei City
	Proportion	21.1	38.9	14.8	23.3	17.1	17.8
3	County/City	New Taipei City	Taichung City	Taichung City	Hsinchu City	New Taipei City	Taichung City
	Proportion	12.4	2.5	14.3	10.4	16.4	3.7

Data Source : Department of Statistics, Ministry of Finance "Business Units and Sales".

Note : Due to rounding, the sum of individual items in the tables may differ slightly from the total.