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Public edition

Iranian Game Streamers Data Profile

Autumn 1405 (2026)

Namafar
A clear view of culture

Iran Computer and Video Games Foundation

DIREC
Digital Games Research Center

What is this booklet?

This booklet is a readable summary of the Iranian Game Streamers Data Profile, a report that Namafar prepared from data on Aparat's gaming section. Aparat is Iran's main video platform. The report reviews every channel that streams games and makes gaming videos.

The main question is simple. It asks who streams games on Aparat, which games they stream and where the larger audiences gather. The data were collected up to 21 Aban 1405 (12 November 2026).

Prepared by Namafar in cooperation with the Iran Computer and Video Games Foundation (IRCG) and the Digital Games Research Center (DIREC)

Data to 21 Aban 1405 (12 November 2026) · Autumn 1405 (2026)

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At a glance

Eight key numbers

7,475
Game streamers
Active channels in Aparat's gaming section

32.3 million
Followers
Combined followers of these channels

12.8 billion
Views
Total views of these channels

512.1 thousand
Videos
Videos published to date

30%
Minecraft
Share of the most popular game among streamers

87%
Top one percent
Share of all views

277
Simultaneous live streams
At the busiest moment of the week

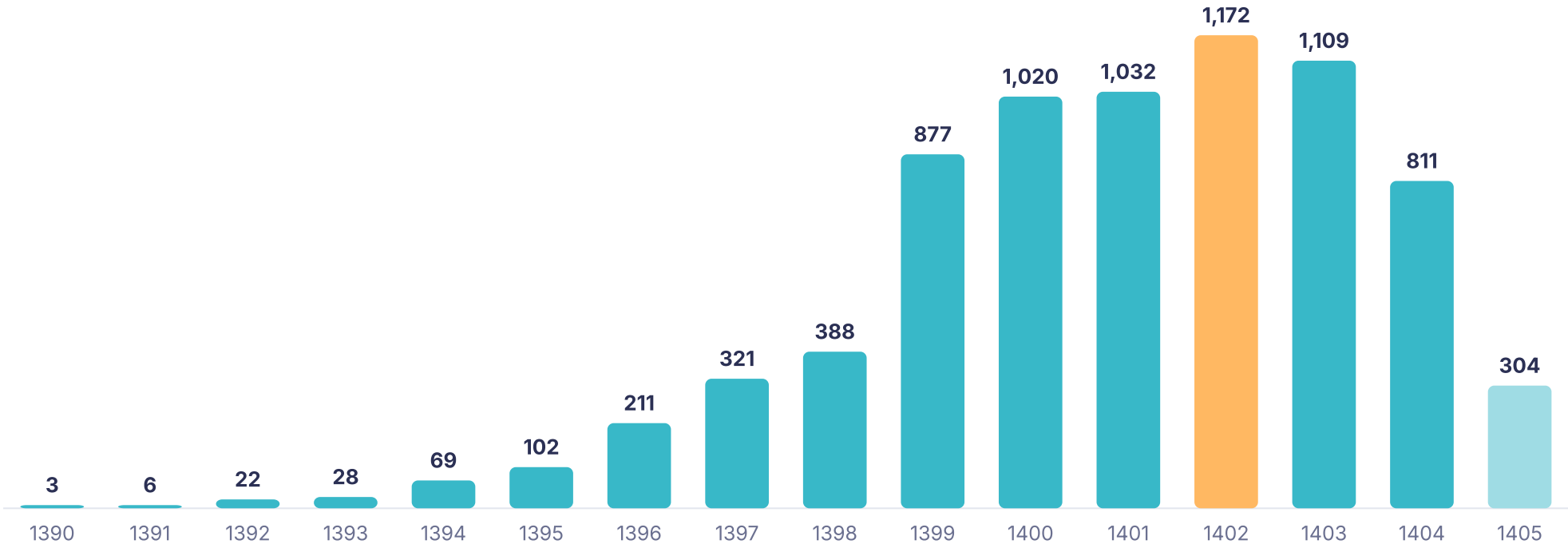
7×
Challenge video views
Compared with a plain gameplay video

Streamer arrivals

Most streamers arrived in the past few years

Each column shows how many streamers opened their Aparat channel in that year.

The peak was 1402 (2023/24), with 1,172 new streamers in a single year. New arrivals have fallen since then.



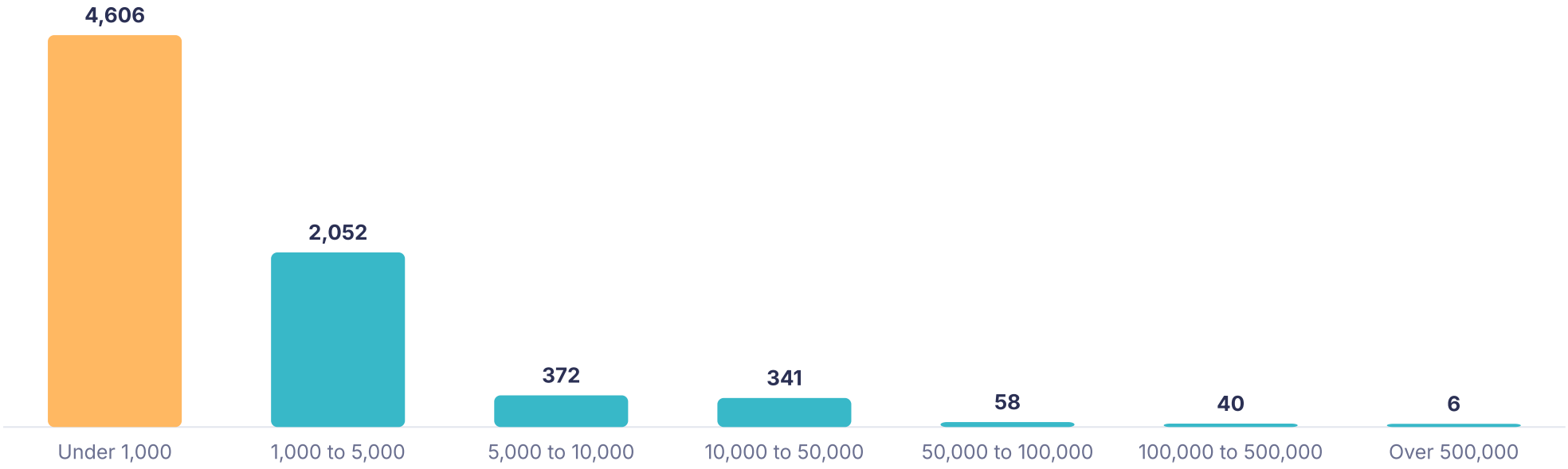
Years follow the Iranian calendar; 1402 began in March 2023. The 1405 column covers only the first seven months of the year.

Channel size

The typical streamer runs a small channel

62 percent of streamers have fewer than 1,000 followers, and the typical streamer has about 580 followers.

At the other end, only six streamers have more than half a million followers. The path to growth is narrow for most channels.



Number of streamers by number of followers.

Streamer types

Six types of game streamers on Aparat

Streamers are grouped into six types by audience size, number of videos and like rate. Each streamer belongs to one type only.

Most streamers fall into the two lower types. 62 percent are newcomers or low-activity channels and 32 percent are semi-professional. The stars number only 46, but each has hundreds of thousands of followers. Two small types, content factories and rising high-engagement channels, matter particularly for support and programming.

★ Star 0.6%

More than 100,000 followers

46 streamers

◆ Professional 4.4%

More than 10,000 followers

332 streamers

▤ Content factory 1.4%

More than 500 videos published

106 streamers

↗ Rising high-engagement 0.4%

Small channel with a high like rate

30 streamers

● Semi-professional 31.6%

1,000 to 10,000 followers

2,359 streamers

○ Newcomer or low-activity 61.6%

Fewer than 1,000 followers

4,602 streamers

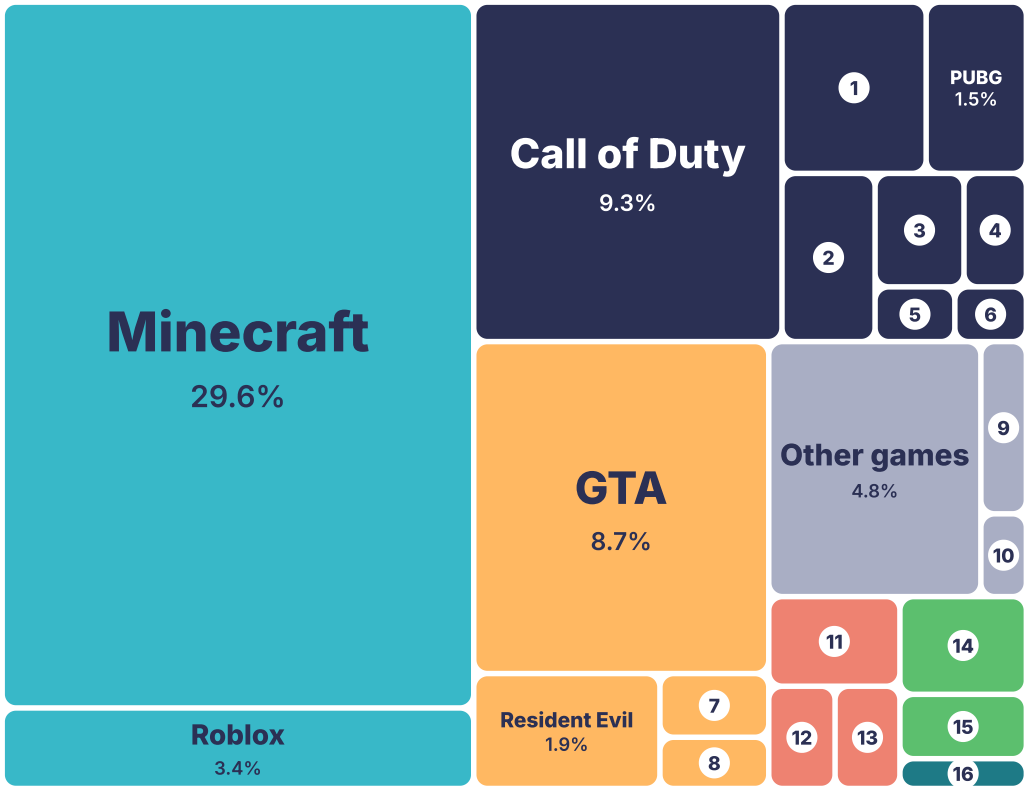
Games

Minecraft, Call of Duty and GTA lead

Each tile is a game, and its size shows how many streamers stream it. Colours show the genre.

Minecraft, with 2,209 streamers, has more than three times the second game. Call of Duty and GTA follow.

The game of 2,130 streamers could not be identified, and they are left out of this chart.



Share of all 7,475 streamers (the game of 2,130 is unknown)

Building and open world	2,461 streamers	32.9%
Shooting and combat	1,245 streamers	16.7%
Action and adventure	875 streamers	11.7%
Strategy and survival	167 streamers	2.2%
Sports	136 streamers	1.8%
Simulation	25 streamers	0.3%
Other	436 streamers	5.8%

Small tiles

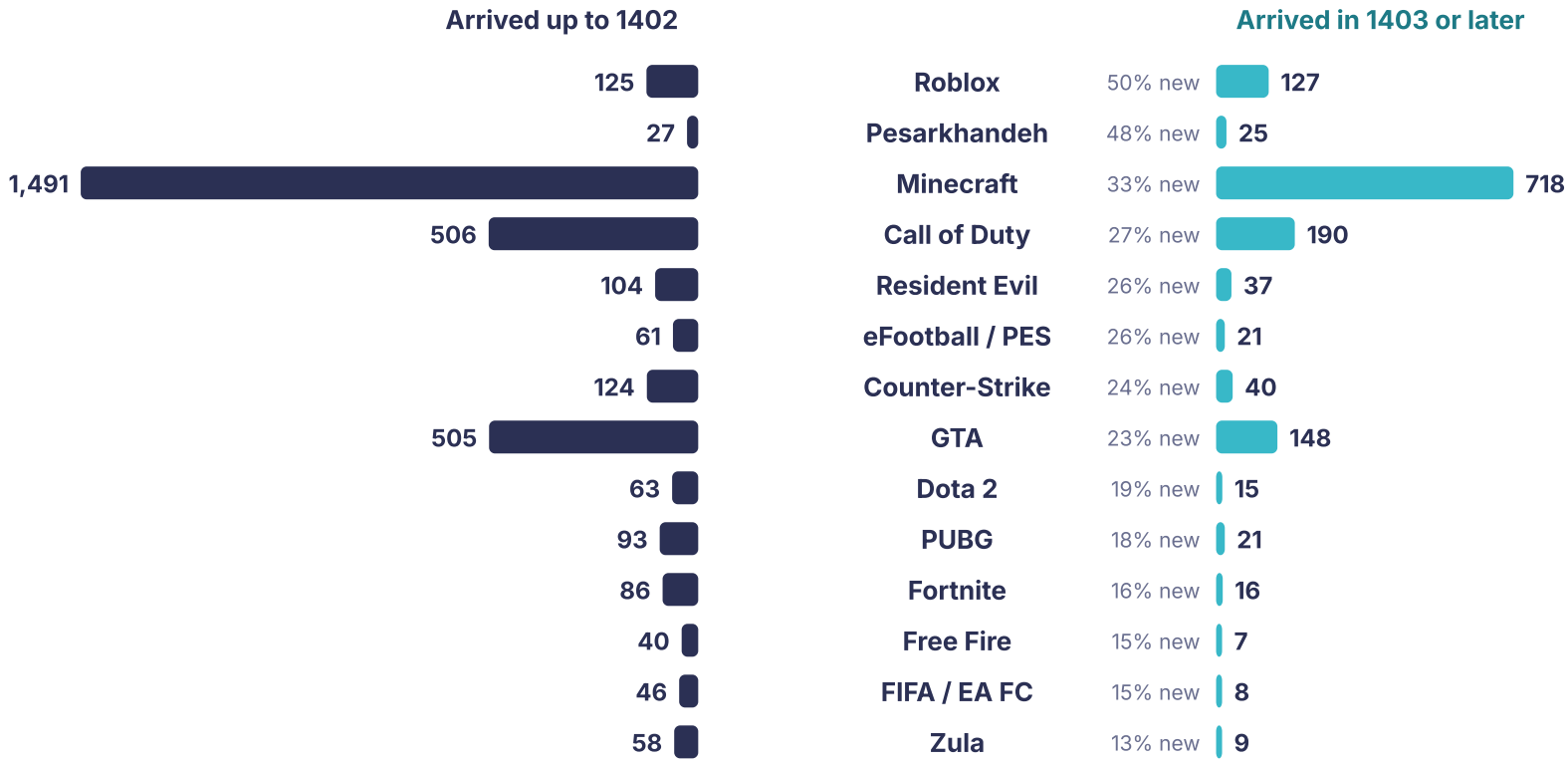
1	Counter-Strike	2.2%	2	Fortnite	1.4%
3	Zula	0.9%	4	Free Fire	0.6%
5	Rainbow Six	0.4%	6	Valorant	0.3%
7	Red Dead	0.6%	8	Elden Ring	0.5%
9	Pesarkhandeh	0.7%	10	Poppy Playtime	0.3%
11	Dota 2	1.0%	12	Rust	0.6%
13	OpenFront	0.6%	14	eFootball / PES	1.1%
15	FIFA / EA FC	0.7%	16	Euro Truck	0.3%

Growing games

Roblox draws new streamers fastest

The left side counts streamers who arrived up to 1402 (2023/24), and the right side those who arrived in 1403 (2024/25) or later.

About half of Roblox streamers (50 percent) are newcomers. The game is popular with teenagers and has more room to grow.

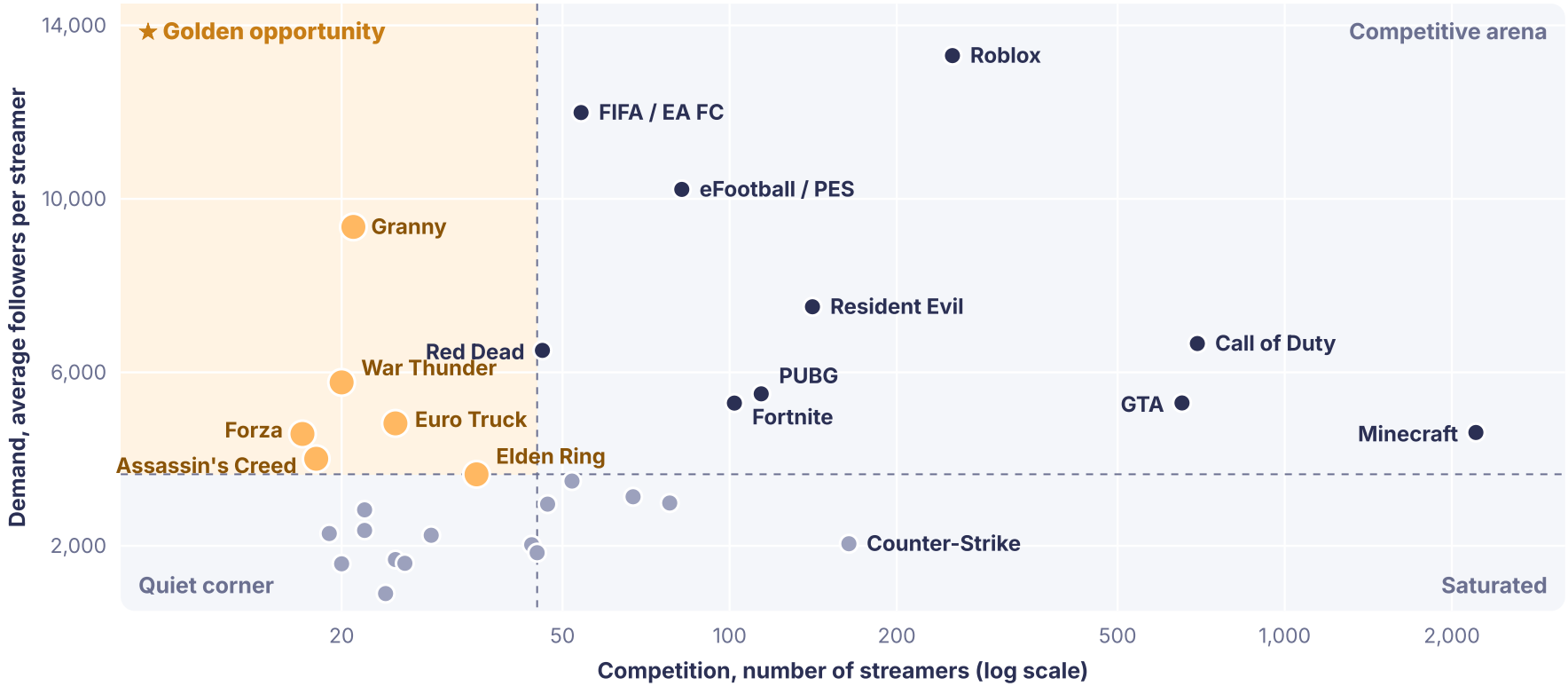


Opportunities

Games with large audiences and few rivals

The horizontal axis shows how many streamers stream a game (competition). The vertical axis shows how many followers each of its streamers has on average (demand).

The orange area at the top left marks the golden opportunity. It holds Granny, War Thunder, Euro Truck, Forza, Assassin's Creed and Elden Ring. These games have good audiences, and few streamers have taken them up so far.

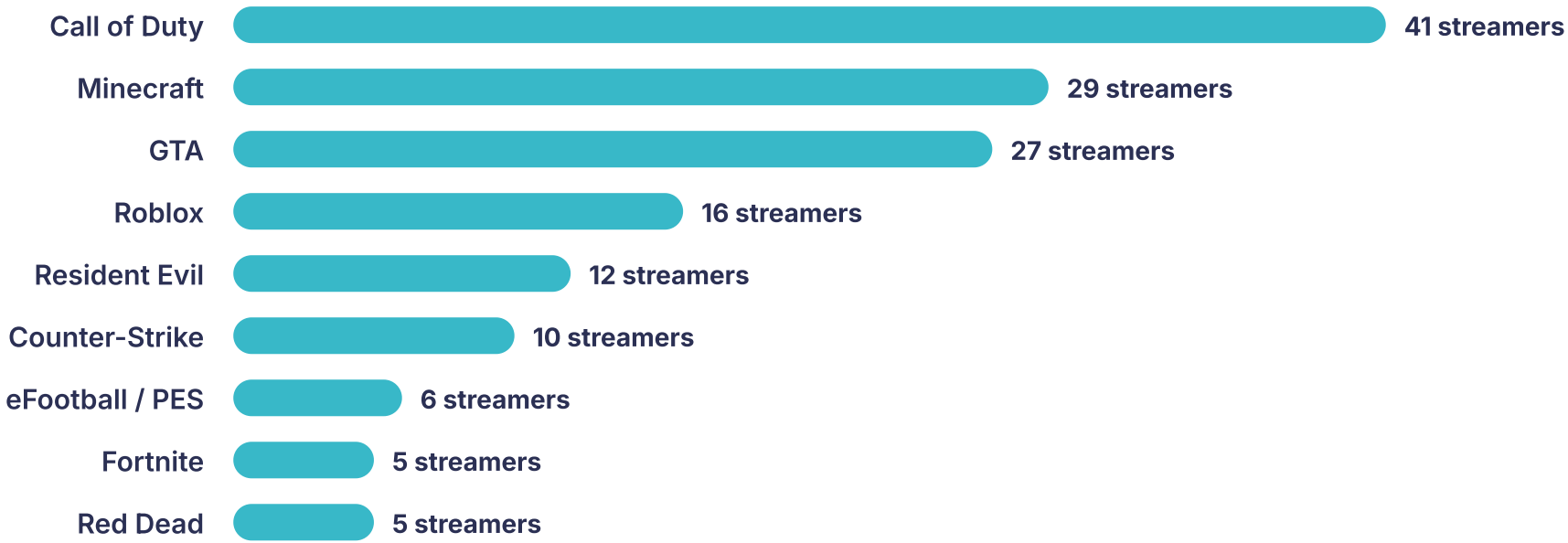


Live streaming

Live streaming on a busy night

On the night of 20 Aban 1405 (11 November 2026), 277 game streamers were live at the same time.

Most were streaming Call of Duty (41), Minecraft (29) and GTA (27). Live streaming is mostly done by mid-tier streamers rather than stars.



84 other streamers were also live, but their game could not be identified.

Where the audience is

Most views go to a few large channels

74 large channels, or one percent of streamers, hold 87 percent of all views. The top ten percent reach 99 percent of views.

This pattern appears on video networks around the world, but it is very strong in Aparat's gaming section. The middle layer of streamers is small.



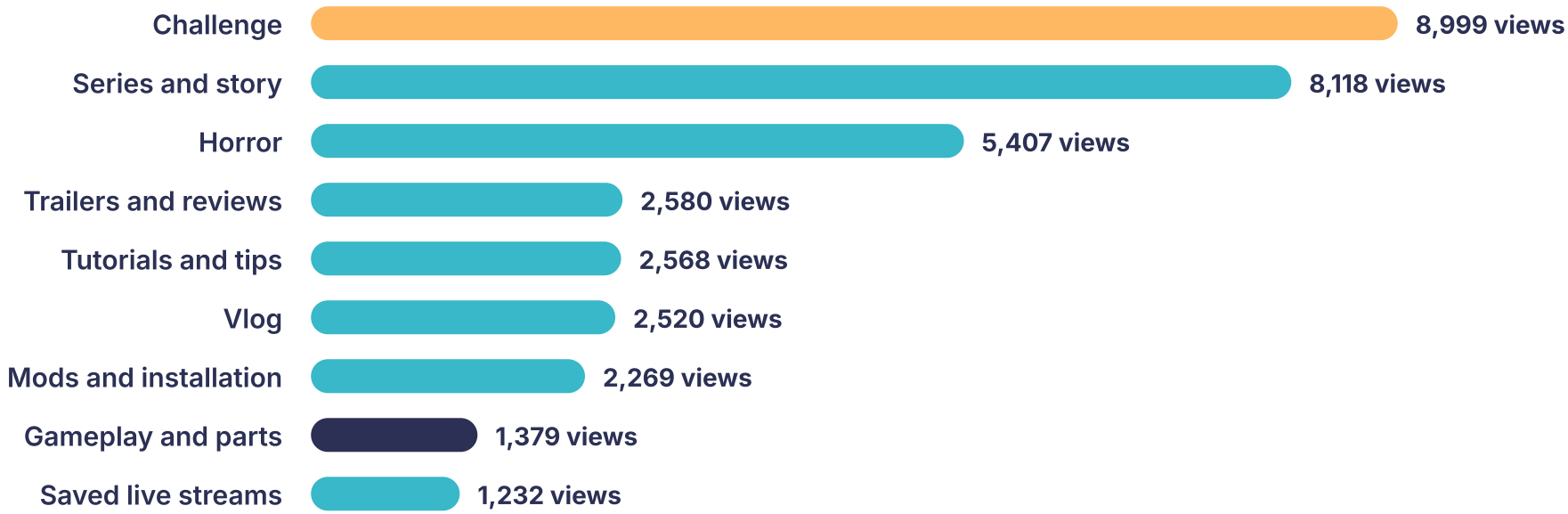
Each group's share of all views. The top one percent also hold 46 percent of followers.

Which videos are watched

Challenge videos get the most views

Most gaming videos are plain gameplay, that is, recorded play. Challenge videos, however, average about seven times as many views as plain gameplay.

Series and story videos and horror videos come next. Entertaining, story-driven content is watched far more than raw gameplay.



Average views per video in each format.

Summary

Five takeaways from this data profile

1. **Aparat's gaming section, with 7,475 game streamers and 32.3 million followers, is one of the main places for game streaming in Persian.**
2. **Most streamers run small channels, and most views go to a few large channels.**
3. **Minecraft and Roblox are the most popular games, and a large part of the audience is probably young.**
4. **Fewer new streamers have arrived since 1402 (2023/24), and competing for visibility has become harder.**
5. **Entertaining content such as challenges and stories is watched far more than plain gameplay.**

About the data. Of 9,777 channels in Aparat's gaming section, the 7,475 channels that make gaming content were reviewed, and the views, likes and games of 268,183 videos were analysed. The data run to 21 Aban 1405 (12 November 2026). The Diamond, Gold and Silver tiers are Aparat's own classification. The full report, with a detailed methodology, has been published separately. The source is the statistical dashboard of the research department of the Iran Computer and Video Games Foundation.

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