

Data Consumption in Video Games



Gaming can sometimes be a high data-consuming task, because it involves several different download/upload activities. For this reason, we want to provide useful information and tips to help you understand your usage when playing online video games.

Nowadays, video games are available on many platforms, including consoles, PCs, smartphones, and tablets. Each platform offers a variety of games, which not only involve an initial download and continuous updates, but also tend to have online features that consume some additional data.

One of the most important things to know about gaming and internet usage is that **if you are downloading a new game from an online store, the data usage is much higher than what is used if only playing the game itself.**

While online gaming data usage is far from excessive, downloading new games is one of the most data intensive tasks you can do online. Many new "blockbuster" titles are now pushing past **50GB** for a download, at least when it comes to **PC, Xbox One, and PlayStation 4**. **Smartphone and tablet** games are not as heavy of data hogs, as they tend to be **1GB** or less.

If you're a console player, a good option to avoid large downloads is purchasing games as a physical disc. This way, you can install the game initially without using any data, and you only need to download updates if they are released in the future. Another way of **managing your data** usage on gaming platforms is **changing the settings** to make sure your device is not continuously downloading large updates you may not want or need.

Here we provide a closer look into each of the most popular gaming platforms and their respective settings:

PlayStation 4



PS4 game updates can use up lots of data in no time. To avoid this, hit "**Settings**" > "**System**" > "**Automatic Downloads**", and clear the check box next to [Application Update Files].

Xbox One



Press the **Xbox** button to open the guide, then select "**System**" > "**Settings**" > "**System**" > "**Updates**", and uncheck the box for automatic update downloads.

Nintendo Switch



Switch games average 10GB in size. However, updates can happen automatically and consume large amounts of data. To stop this, go to "System Settings" > "System" > "Auto-Update Software", and disable this option.

PCs carry out updates for many programs aside from just video games. Depending on your operating system, find and change the system settings that allow auto-updates. To change each game on its own, look into the client's settings specifically.

PC





Most Popular Video Games and their Usage

While playing video games is not as data-consuming as initial downloads and updates, it can still add up in the long-run. Here we provide a list of some of the most popular video games and an approximate of how much data they use during play time.

Title	Data Per Hour (in MB)	Data Per 8 Hours/Day (in MB)	Data Per Month Based on 8 Hours/Day (in GB)
Hearthstone	3	24	0.72
Monster Hunter: World	30	240	7.2
Player Unknown's Battlegrounds (PUBG)	40	320	9.6
Call of Duty: World War II	40	320	9.6
World of Warcraft	40	320	9.6
Rocket League	40	320	9.6
League of Legends	45	360	10.8
Grand Theft Auto V Online	60	480	14.4
Rainbow Six Siege	70	560	16.8
Team Fortress 2	80	640	19.2
Call of Duty: Black Ops 4	80	640	19.2
Fortnite	100	800	24
Battlefield V	100	800	24
Warframe	115	920	27.6
Dota 2	120	960	28.8
Overwatch	135	1080	32.4
Counter-Strike: Global Offensive	250	2000	60
Destiny 2	300	2400	72

*** Please keep in mind these numbers are just estimates, so there may be slight variations.**

NOTE: 1000 MB = 1 GB

