

Cloud Gaming Market Research Report by Type (File Streaming and Video Streaming), by Device (Gaming Consoles, Head-Mounted Displays, Personal Computers & Laptops, Smart Televisions, and Smartphones), by Gamer, by Offering - Global Forecast to 2025 - Cumulative Impact of COVID-19

<https://marketpublishers.com/r/C3AEBF341D31EN.html>

Date: February 2021

Pages: 181

Price: US\$ 3,949.00 (Single User License)

ID: C3AEBF341D31EN

Abstracts

Market Statistics:

The report provides market sizing and forecast across five major currencies - USD, EUR GBP, JPY, and AUD. This helps organization leaders make better decisions when currency exchange data is readily available.

1. The Global Cloud Gaming Market is expected to grow from USD 1,715.34 Million in 2020 to USD 4,161.50 Million by the end of 2025.
2. The Global Cloud Gaming Market is expected to grow from EUR 1,504.05 Million in 2020 to EUR 3,648.88 Million by the end of 2025.
3. The Global Cloud Gaming Market is expected to grow from GBP 1,337.10 Million in 2020 to GBP 3,243.86 Million by the end of 2025.
4. The Global Cloud Gaming Market is expected to grow from JPY 183,071.31 Million in 2020 to JPY 444,137.50 Million by the end of 2025.
5. The Global Cloud Gaming Market is expected to grow from AUD 2,490.91 Million in 2020 to AUD 6,043.05 Million by the end of 2025.

Market Segmentation & Coverage:

This research report categorizes the Cloud Gaming to forecast the revenues and analyze the trends in each of the following sub-markets:

Based on Type, the Cloud Gaming Market studied across File Streaming and Video Streaming.

Based on Device, the Cloud Gaming Market studied across Gaming Consoles, Head-Mounted Displays, Personal Computers & Laptops, Smart Televisions, Smartphones, and Tablets.

Based on Gamer, the Cloud Gaming Market studied across Avid Gamers, Casual Gamers, and Hardcore Gamers.

Based on Offering, the Cloud Gaming Market studied across Gaming Platform Services and Infrastructure. The Gaming Platform Services further studied across Content Services and PC Services. The Infrastructure further studied across Compute, Memory, and Storage.

'The Europe, Middle East & Africa is projected to witness the highest growth during the forecast period'

Based on Geography, the Cloud Gaming Market studied across Americas, Asia-Pacific, and Europe, Middle East & Africa. The Americas region surveyed across Argentina, Brazil, Canada, Mexico, and United States. The Asia-Pacific region surveyed across Australia, China, India, Indonesia, Japan, Malaysia, Philippines, South Korea, and Thailand. The Europe, Middle East & Africa region surveyed across France, Germany, Italy, Netherlands, Qatar, Russia, Saudi Arabia, South Africa, Spain, United Arab Emirates, and United Kingdom. The Americas commanded the largest size in the Cloud Gaming Market in 2020. On the other hand, the Europe, Middle East & Africa is expected to grow at the fastest CAGR during the forecast period.

Company Usability Profiles:

The report deeply explores the recent significant developments by the leading vendors and innovation profiles in the Global Cloud Gaming Market including Alibaba Group, Amazon.com, Inc., Emirates Telecommunication Group Company PJSC, GaiKai, Google by Alphabet Inc., Hatch Entertainment, IBM Corporation, LiquidSky Software Inc., Microsoft Corporation, Numecent Holdings Ltd., Nvidia Corporation, Parsec Cloud Inc., Playkey, RemoteMyApp SP ZOO, Sandsoft Games, Shadow by Blade, Simplay Gaming Ltd., Sony Corporation, Synamedia, Ubitus Inc., Utomik BV, and Valve Corporation.

Cumulative Impact of COVID-19:

COVID-19 is an incomparable global public health emergency that has affected almost every industry, so far and, the long-term effects projected to impact the industry growth during the forecast period. Our ongoing research amplifies our research framework to ensure the inclusion of underlying COVID-19 issues and potential paths forward. The report is delivering insights on COVID-19 considering the changes in consumer behavior and demand, purchasing patterns, re-routing of the supply chain, dynamics of current market forces, and the significant interventions of governments. The updated study provides insights, analysis, estimations, and forecast, considering the COVID-19 impact on the market.

360iResearch FPNV Positioning Matrix:

The 360iResearch FPNV Positioning Matrix evaluates and categorizes the vendors in the Cloud Gaming Market on the basis of Business Strategy (Business Growth, Industry Coverage, Financial Viability, and Channel Support) and Product Satisfaction (Value for Money, Ease of Use, Product Features, and Customer Support) that aids businesses in better decision making and understanding the competitive landscape.

360iResearch Competitive Strategic Window:

The 360iResearch Competitive Strategic Window analyses the competitive landscape in terms of markets, applications, and geographies. The 360iResearch Competitive Strategic Window helps the vendor define an alignment or fit between their capabilities and opportunities for future growth prospects. During a forecast period, it defines the optimal or favorable fit for the vendors to adopt successive merger and acquisition strategies, geography expansion, research & development, and new product introduction strategies to execute further business expansion and growth.

The report provides insights on the following pointers:

1. **Market Penetration:** Provides comprehensive information on the market offered by the key players
2. **Market Development:** Provides in-depth information about lucrative emerging markets and analyzes the markets
3. **Market Diversification:** Provides detailed information about new product launches, untapped geographies, recent developments, and investments
4. **Competitive Assessment & Intelligence:** Provides an exhaustive assessment of market shares, strategies, products, and manufacturing capabilities of the leading players
5. **Product Development & Innovation:** Provides intelligent insights on future technologies, R&D activities, and new product developments

The report answers questions such as:

1. What is the market size and forecast of the Global Cloud Gaming Market?
2. What are the inhibiting factors and impact of COVID-19 shaping the Global Cloud Gaming Market during the forecast period?
3. Which are the products/segments/applications/areas to invest in over the forecast period in the Global Cloud Gaming Market?
4. What is the competitive strategic window for opportunities in the Global Cloud Gaming Market?
5. What are the technology trends and regulatory frameworks in the Global Cloud Gaming Market?
6. What are the modes and strategic moves considered suitable for entering the Global Cloud Gaming Market?

Contents

1. PREFACE

- 1.1. Objectives of the Study
- 1.2. Market Segmentation & Coverage
- 1.3. Years Considered for the Study
- 1.4. Currency & Pricing
- 1.5. Language
- 1.6. Limitations
- 1.7. Stakeholders

2. RESEARCH METHODOLOGY

- 2.1. Research Process
 - 2.1.1. Define: Research Objective
 - 2.1.2. Determine: Research Design
 - 2.1.3. Prepare: Research Instrument
 - 2.1.4. Collect: Data Source
 - 2.1.5. Analyze: Data Interpretation
 - 2.1.6. Formulate: Data Verification
 - 2.1.7. Publish: Research Report
 - 2.1.8. Repeat: Report Update
- 2.2. Research Execution
 - 2.2.1. Initiation: Research Process
 - 2.2.2. Planning: Develop Research Plan
 - 2.2.3. Execution: Conduct Research
 - 2.2.4. Verification: Finding & Analysis
 - 2.2.5. Publication: Research Report
- 2.3. Research Outcome

3. EXECUTIVE SUMMARY

- 3.1. Introduction
- 3.2. Market Outlook
- 3.3. Type Outlook
- 3.4. Offering Outlook
- 3.5. Device Outlook
- 3.6. Gamer Outlook

3.7. Geography Outlook

3.8. Competitor Outlook

4. MARKET OVERVIEW

4.1. Introduction

4.2. Cumulative Impact of COVID-19

5. MARKET INSIGHTS

5.1. Market Dynamics

5.1.1. Drivers

5.1.1.1. Increasing mobile gaming audience and digitalization in gaming technology

5.1.1.2. Reduction of data storage and ease of accessibility

5.1.1.3. Huge adoption of smartphones and tablets across globe

5.1.2. Restraints

5.1.2.1. Device compatibility and stringent regulations in certain acoutries fro the VPN hosting

5.1.2.2. Streaming mechanism consumes large amounts of bandwidth and demands stable internet connectivity

5.1.3. Opportunities

5.1.3.1. Adoption and use of 5G technology

5.1.3.2. Government initiatives and investments related to cloud infrastructure in emerging economies

5.1.3.3. Increased popularity of multiplayer scenarios and improved cross-platform gaming experience

5.1.4. Challenges

5.1.4.1. Continuous demand-shift of gamers for new and better gaming experience

5.2. Porters Five Forces Analysis

5.2.1. Threat of New Entrants

5.2.2. Threat of Substitutes

5.2.3. Bargaining Power of Customers

5.2.4. Bargaining Power of Suppliers

5.2.5. Industry Rivalry

6. GLOBAL CLOUD GAMING MARKET, BY TYPE

6.1. Introduction

6.2. File Streaming

6.3. Video Streaming

7. GLOBAL CLOUD GAMING MARKET, BY DEVICE

7.1. Introduction

7.2. Gaming Consoles

7.3. Head-Mounted Displays

7.4. Personal Computers & Laptops

7.5. Smart Televisions

7.6. Smartphones

7.7. Tablets

8. GLOBAL CLOUD GAMING MARKET, BY GAMER

8.1. Introduction

8.2. Avid Gamers

8.3. Casual Gamers

8.4. Hardcore Gamers

9. GLOBAL CLOUD GAMING MARKET, BY OFFERING

9.1. Introduction

9.2. Gaming Platform Services

9.2.1. Content Services

9.2.2. PC Services

9.3. Infrastructure

9.3.1. Compute

9.3.2. Memory

9.3.3. Storage

10. AMERICAS CLOUD GAMING MARKET

10.1. Introduction

10.2. Argentina

10.3. Brazil

10.4. Canada

10.5. Mexico

10.6. United States

11. ASIA-PACIFIC CLOUD GAMING MARKET

- 11.1. Introduction
- 11.2. Australia
- 11.3. China
- 11.4. India
- 11.5. Indonesia
- 11.6. Japan
- 11.7. Malaysia
- 11.8. Philippines
- 11.9. South Korea
- 11.10. Thailand

12. EUROPE, MIDDLE EAST & AFRICA CLOUD GAMING MARKET

- 12.1. Introduction
- 12.2. France
- 12.3. Germany
- 12.4. Italy
- 12.5. Netherlands
- 12.6. Qatar
- 12.7. Russia
- 12.8. Saudi Arabia
- 12.9. South Africa
- 12.10. Spain
- 12.11. United Arab Emirates
- 12.12. United Kingdom

13. COMPETITIVE LANDSCAPE

- 13.1. FPNV Positioning Matrix
 - 13.1.1. Quadrants
 - 13.1.2. Business Strategy
 - 13.1.3. Product Satisfaction
- 13.2. Market Ranking Analysis
- 13.3. Market Share Analysis
- 13.4. Competitor SWOT Analysis
- 13.5. Competitive Scenario
 - 13.5.1. Merger & Acquisition

- 13.5.2. Agreement, Collaboration, & Partnership
- 13.5.3. New Product Launch & Enhancement
- 13.5.4. Investment & Funding
- 13.5.5. Award, Recognition, & Expansion

14. COMPANY USABILITY PROFILES

- 14.1. Alibaba Group
- 14.2. Amazon.com, Inc.
- 14.3. Emirates Telecommunication Group Company PJSC
- 14.4. Gaikai
- 14.5. Google by Alphabet Inc.
- 14.6. Hatch Entertainment
- 14.7. IBM Corporation
- 14.8. LiquidSky Software Inc.
- 14.9. Microsoft Corporation
- 14.10. Numecent Holdings Ltd.
- 14.11. Nvidia Corporation
- 14.12. Parsec Cloud Inc.
- 14.13. Playkey
- 14.14. RemoteMyApp SP ZOO
- 14.15. Sandsoft Games
- 14.16. Shadow by Blade
- 14.17. Simplay Gaming Ltd.
- 14.18. Sony Corporation
- 14.19. Synamedia
- 14.20. Ubitus Inc.
- 14.21. Utomik BV
- 14.22. Valve Corporation

15. APPENDIX

- 15.1. Discussion Guide
- 15.2. License & Pricing

List Of Tables

LIST OF TABLES

TABLE 1. CURRENCY CONVERSION RATES

TABLE 2. GLOBAL CLOUD GAMING MARKET SIZE, 2018-2025
(USD/EUR/GBP/JPY/AUD MILLION)

TABLE 3. GLOBAL CLOUD GAMING MARKET SIZE, BY GEOGRAPHY, 2018-2025
(USD/EUR/GBP/JPY/AUD MILLION)

TABLE 4. GLOBAL CLOUD GAMING MARKET SIZE, BY TYPE, 2018-2025
(USD/EUR/GBP/JPY/AUD MILLION)

TABLE 5. GLOBAL CLOUD GAMING MARKET SIZE, BY FILE STREAMING, BY
GEOGRAPHY, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 6. GLOBAL CLOUD GAMING MARKET SIZE, BY VIDEO STREAMING, BY
GEOGRAPHY, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 7. GLOBAL CLOUD GAMING MARKET SIZE, BY DEVICE, 2018-2025
(USD/EUR/GBP/JPY/AUD MILLION)

TABLE 8. GLOBAL CLOUD GAMING MARKET SIZE, BY GAMING CONSOLES, BY
GEOGRAPHY, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 9. GLOBAL CLOUD GAMING MARKET SIZE, BY HEAD-MOUNTED
DISPLAYS, BY GEOGRAPHY, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 10. GLOBAL CLOUD GAMING MARKET SIZE, BY PERSONAL COMPUTERS
& LAPTOPS, BY GEOGRAPHY, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 11. GLOBAL CLOUD GAMING MARKET SIZE, BY SMART TELEVISIONS, BY
GEOGRAPHY, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 12. GLOBAL CLOUD GAMING MARKET SIZE, BY SMARTPHONES, BY
GEOGRAPHY, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 13. GLOBAL CLOUD GAMING MARKET SIZE, BY TABLETS, BY
GEOGRAPHY, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 14. GLOBAL CLOUD GAMING MARKET SIZE, BY GAMER, 2018-2025
(USD/EUR/GBP/JPY/AUD MILLION)

TABLE 15. GLOBAL CLOUD GAMING MARKET SIZE, BY AVID GAMERS, BY
GEOGRAPHY, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 16. GLOBAL CLOUD GAMING MARKET SIZE, BY CASUAL GAMERS, BY
GEOGRAPHY, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 17. GLOBAL CLOUD GAMING MARKET SIZE, BY HARDCORE GAMERS, BY
GEOGRAPHY, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 18. GLOBAL CLOUD GAMING MARKET SIZE, BY OFFERING, 2018-2025
(USD/EUR/GBP/JPY/AUD MILLION)

TABLE 19. GLOBAL CLOUD GAMING MARKET SIZE, BY GAMING PLATFORM SERVICES, BY GEOGRAPHY, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 20. GLOBAL CLOUD GAMING MARKET SIZE, BY CONTENT SERVICES, BY GEOGRAPHY, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 21. GLOBAL CLOUD GAMING MARKET SIZE, BY PC SERVICES, BY GEOGRAPHY, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 22. GLOBAL CLOUD GAMING MARKET SIZE, BY INFRASTRUCTURE, BY GEOGRAPHY, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 23. GLOBAL CLOUD GAMING MARKET SIZE, BY COMPUTE, BY GEOGRAPHY, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 24. GLOBAL CLOUD GAMING MARKET SIZE, BY MEMORY, BY GEOGRAPHY, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 25. GLOBAL CLOUD GAMING MARKET SIZE, BY STORAGE, BY GEOGRAPHY, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 26. AMERICAS CLOUD GAMING MARKET SIZE, BY GEOGRAPHY, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 27. AMERICAS CLOUD GAMING MARKET SIZE, BY TYPE, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 28. AMERICAS CLOUD GAMING MARKET SIZE, BY OFFERING, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 29. AMERICAS CLOUD GAMING MARKET SIZE, BY DEVICE, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 30. AMERICAS CLOUD GAMING MARKET SIZE, BY GAMER, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 31. ARGENTINA CLOUD GAMING MARKET SIZE, BY TYPE, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 32. ARGENTINA CLOUD GAMING MARKET SIZE, BY OFFERING, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 33. ARGENTINA CLOUD GAMING MARKET SIZE, BY DEVICE, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 34. ARGENTINA CLOUD GAMING MARKET SIZE, BY GAMER, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 35. BRAZIL CLOUD GAMING MARKET SIZE, BY TYPE, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 36. BRAZIL CLOUD GAMING MARKET SIZE, BY OFFERING, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 37. BRAZIL CLOUD GAMING MARKET SIZE, BY DEVICE, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 38. BRAZIL CLOUD GAMING MARKET SIZE, BY GAMER, 2018-2025

(USD/EUR/GBP/JPY/AUD MILLION)

TABLE 39. CANADA CLOUD GAMING MARKET SIZE, BY TYPE, 2018-2025

(USD/EUR/GBP/JPY/AUD MILLION)

TABLE 40. CANADA CLOUD GAMING MARKET SIZE, BY OFFERING, 2018-2025

(USD/EUR/GBP/JPY/AUD MILLION)

TABLE 41. CANADA CLOUD GAMING MARKET SIZE, BY DEVICE, 2018-2025

(USD/EUR/GBP/JPY/AUD MILLION)

TABLE 42. CANADA CLOUD GAMING MARKET SIZE, BY GAMER, 2018-2025

(USD/EUR/GBP/JPY/AUD MILLION)

TABLE 43. MEXICO CLOUD GAMING MARKET SIZE, BY TYPE, 2018-2025

(USD/EUR/GBP/JPY/AUD MILLION)

TABLE 44. MEXICO CLOUD GAMING MARKET SIZE, BY OFFERING, 2018-2025

(USD/EUR/GBP/JPY/AUD MILLION)

TABLE 45. MEXICO CLOUD GAMING MARKET SIZE, BY DEVICE, 2018-2025

(USD/EUR/GBP/JPY/AUD MILLION)

TABLE 46. MEXICO CLOUD GAMING MARKET SIZE, BY GAMER, 2018-2025

(USD/EUR/GBP/JPY/AUD MILLION)

TABLE 47. UNITED STATES CLOUD GAMING MARKET SIZE, BY TYPE, 2018-2025

(USD/EUR/GBP/JPY/AUD MILLION)

TABLE 48. UNITED STATES CLOUD GAMING MARKET SIZE, BY OFFERING,
2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 49. UNITED STATES CLOUD GAMING MARKET SIZE, BY DEVICE,
2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 50. UNITED STATES CLOUD GAMING MARKET SIZE, BY GAMER,
2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 51. ASIA-PACIFIC CLOUD GAMING MARKET SIZE, BY GEOGRAPHY,
2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 52. ASIA-PACIFIC CLOUD GAMING MARKET SIZE, BY TYPE, 2018-2025
(USD/EUR/GBP/JPY/AUD MILLION)

TABLE 53. ASIA-PACIFIC CLOUD GAMING MARKET SIZE, BY OFFERING,
2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 54. ASIA-PACIFIC CLOUD GAMING MARKET SIZE, BY DEVICE, 2018-2025
(USD/EUR/GBP/JPY/AUD MILLION)

TABLE 55. ASIA-PACIFIC CLOUD GAMING MARKET SIZE, BY GAMER, 2018-2025
(USD/EUR/GBP/JPY/AUD MILLION)

TABLE 56. AUSTRALIA CLOUD GAMING MARKET SIZE, BY TYPE, 2018-2025
(USD/EUR/GBP/JPY/AUD MILLION)

TABLE 57. AUSTRALIA CLOUD GAMING MARKET SIZE, BY OFFERING, 2018-2025
(USD/EUR/GBP/JPY/AUD MILLION)

TABLE 58. AUSTRALIA CLOUD GAMING MARKET SIZE, BY DEVICE, 2018-2025
(USD/EUR/GBP/JPY/AUD MILLION)

TABLE 59. AUSTRALIA CLOUD GAMING MARKET SIZE, BY GAMER, 2018-2025
(USD/EUR/GBP/JPY/AUD MILLION)

TABLE 60. CHINA CLOUD GAMING MARKET SIZE, BY TYPE, 2018-2025
(USD/EUR/GBP/JPY/AUD MILLION)

TABLE 61. CHINA CLOUD GAMING MARKET SIZE, BY OFFERING, 2018-2025
(USD/EUR/GBP/JPY/AUD MILLION)

TABLE 62. CHINA CLOUD GAMING MARKET SIZE, BY DEVICE, 2018-2025
(USD/EUR/GBP/JPY/AUD MILLION)

TABLE 63. CHINA CLOUD GAMING MARKET SIZE, BY GAMER, 2018-2025
(USD/EUR/GBP/JPY/AUD MILLION)

TABLE 64. INDIA CLOUD GAMING MARKET SIZE, BY TYPE, 2018-2025
(USD/EUR/GBP/JPY/AUD MILLION)

TABLE 65. INDIA CLOUD GAMING MARKET SIZE, BY OFFERING, 2018-2025
(USD/EUR/GBP/JPY/AUD MILLION)

TABLE 66. INDIA CLOUD GAMING MARKET SIZE, BY DEVICE, 2018-2025
(USD/EUR/GBP/JPY/AUD MILLION)

TABLE 67. INDIA CLOUD GAMING MARKET SIZE, BY GAMER, 2018-2025
(USD/EUR/GBP/JPY/AUD MILLION)

TABLE 68. INDONESIA CLOUD GAMING MARKET SIZE, BY TYPE, 2018-2025
(USD/EUR/GBP/JPY/AUD MILLION)

TABLE 69. INDONESIA CLOUD GAMING MARKET SIZE, BY OFFERING, 2018-2025
(USD/EUR/GBP/JPY/AUD MILLION)

TABLE 70. INDONESIA CLOUD GAMING MARKET SIZE, BY DEVICE, 2018-2025
(USD/EUR/GBP/JPY/AUD MILLION)

TABLE 71. INDONESIA CLOUD GAMING MARKET SIZE, BY GAMER, 2018-2025
(USD/EUR/GBP/JPY/AUD MILLION)

TABLE 72. JAPAN CLOUD GAMING MARKET SIZE, BY TYPE, 2018-2025
(USD/EUR/GBP/JPY/AUD MILLION)

TABLE 73. JAPAN CLOUD GAMING MARKET SIZE, BY OFFERING, 2018-2025
(USD/EUR/GBP/JPY/AUD MILLION)

TABLE 74. JAPAN CLOUD GAMING MARKET SIZE, BY DEVICE, 2018-2025
(USD/EUR/GBP/JPY/AUD MILLION)

TABLE 75. JAPAN CLOUD GAMING MARKET SIZE, BY GAMER, 2018-2025
(USD/EUR/GBP/JPY/AUD MILLION)

TABLE 76. MALAYSIA CLOUD GAMING MARKET SIZE, BY TYPE, 2018-2025
(USD/EUR/GBP/JPY/AUD MILLION)

TABLE 77. MALAYSIA CLOUD GAMING MARKET SIZE, BY OFFERING, 2018-2025

(USD/EUR/GBP/JPY/AUD MILLION)

TABLE 78. MALAYSIA CLOUD GAMING MARKET SIZE, BY DEVICE, 2018-2025

(USD/EUR/GBP/JPY/AUD MILLION)

TABLE 79. MALAYSIA CLOUD GAMING MARKET SIZE, BY GAMER, 2018-2025

(USD/EUR/GBP/JPY/AUD MILLION)

TABLE 80. PHILIPPINES CLOUD GAMING MARKET SIZE, BY TYPE, 2018-2025

(USD/EUR/GBP/JPY/AUD MILLION)

TABLE 81. PHILIPPINES CLOUD GAMING MARKET SIZE, BY OFFERING,
2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 82. PHILIPPINES CLOUD GAMING MARKET SIZE, BY DEVICE, 2018-2025

(USD/EUR/GBP/JPY/AUD MILLION)

TABLE 83. PHILIPPINES CLOUD GAMING MARKET SIZE, BY GAMER, 2018-2025

(USD/EUR/GBP/JPY/AUD MILLION)

TABLE 84. SOUTH KOREA CLOUD GAMING MARKET SIZE, BY TYPE, 2018-2025

(USD/EUR/GBP/JPY/AUD MILLION)

TABLE 85. SOUTH KOREA CLOUD GAMING MARKET SIZE, BY OFFERING,
2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 86. SOUTH KOREA CLOUD GAMING MARKET SIZE, BY DEVICE, 2018-2025

(USD/EUR/GBP/JPY/AUD MILLION)

TABLE 87. SOUTH KOREA CLOUD GAMING MARKET SIZE, BY GAMER, 2018-2025

(USD/EUR/GBP/JPY/AUD MILLION)

TABLE 88. THAILAND CLOUD GAMING MARKET SIZE, BY TYPE, 2018-2025

(USD/EUR/GBP/JPY/AUD MILLION)

TABLE 89. THAILAND CLOUD GAMING MARKET SIZE, BY OFFERING, 2018-2025

(USD/EUR/GBP/JPY/AUD MILLION)

TABLE 90. THAILAND CLOUD GAMING MARKET SIZE, BY DEVICE, 2018-2025

(USD/EUR/GBP/JPY/AUD MILLION)

TABLE 91. THAILAND CLOUD GAMING MARKET SIZE, BY GAMER, 2018-2025

(USD/EUR/GBP/JPY/AUD MILLION)

TABLE 92. EUROPE, MIDDLE EAST & AFRICA CLOUD GAMING MARKET SIZE, BY
GEOGRAPHY, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 93. EUROPE, MIDDLE EAST & AFRICA CLOUD GAMING MARKET SIZE, BY
TYPE, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 94. EUROPE, MIDDLE EAST & AFRICA CLOUD GAMING MARKET SIZE, BY
OFFERING, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 95. EUROPE, MIDDLE EAST & AFRICA CLOUD GAMING MARKET SIZE, BY
DEVICE, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 96. EUROPE, MIDDLE EAST & AFRICA CLOUD GAMING MARKET SIZE, BY
GAMER, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 97. FRANCE CLOUD GAMING MARKET SIZE, BY TYPE, 2018-2025
(USD/EUR/GBP/JPY/AUD MILLION)

TABLE 98. FRANCE CLOUD GAMING MARKET SIZE, BY OFFERING, 2018-2025
(USD/EUR/GBP/JPY/AUD MILLION)

TABLE 99. FRANCE CLOUD GAMING MARKET SIZE, BY DEVICE, 2018-2025
(USD/EUR/GBP/JPY/AUD MILLION)

TABLE 100. FRANCE CLOUD GAMING MARKET SIZE, BY GAMER, 2018-2025
(USD/EUR/GBP/JPY/AUD MILLION)

TABLE 101. GERMANY CLOUD GAMING MARKET SIZE, BY TYPE, 2018-2025
(USD/EUR/GBP/JPY/AUD MILLION)

TABLE 102. GERMANY CLOUD GAMING MARKET SIZE, BY OFFERING, 2018-2025
(USD/EUR/GBP/JPY/AUD MILLION)

TABLE 103. GERMANY CLOUD GAMING MARKET SIZE, BY DEVICE, 2018-2025
(USD/EUR/GBP/JPY/AUD MILLION)

TABLE 104. GERMANY CLOUD GAMING MARKET SIZE, BY GAMER, 2018-2025
(USD/EUR/GBP/JPY/AUD MILLION)

TABLE 105. ITALY CLOUD GAMING MARKET SIZE, BY TYPE, 2018-2025
(USD/EUR/GBP/JPY/AUD MILLION)

TABLE 106. ITALY CLOUD GAMING MARKET SIZE, BY OFFERING, 2018-2025
(USD/EUR/GBP/JPY/AUD MILLION)

TABLE 107. ITALY CLOUD GAMING MARKET SIZE, BY DEVICE, 2018-2025
(USD/EUR/GBP/JPY/AUD MILLION)

TABLE 108. ITALY CLOUD GAMING MARKET SIZE, BY GAMER, 2018-2025
(USD/EUR/GBP/JPY/AUD MILLION)

TABLE 109. NETHERLANDS CLOUD GAMING MARKET SIZE, BY TYPE, 2018-2025
(USD/EUR/GBP/JPY/AUD MILLION)

TABLE 110. NETHERLANDS CLOUD GAMING MARKET SIZE, BY OFFERING,
2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 111. NETHERLANDS CLOUD GAMING MARKET SIZE, BY DEVICE,
2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 112. NETHERLANDS CLOUD GAMING MARKET SIZE, BY GAMER,
2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 113. QATAR CLOUD GAMING MARKET SIZE, BY TYPE, 2018-2025
(USD/EUR/GBP/JPY/AUD MILLION)

TABLE 114. QATAR CLOUD GAMING MARKET SIZE, BY OFFERING, 2018-2025
(USD/EUR/GBP/JPY/AUD MILLION)

TABLE 115. QATAR CLOUD GAMING MARKET SIZE, BY DEVICE, 2018-2025
(USD/EUR/GBP/JPY/AUD MILLION)

TABLE 116. QATAR CLOUD GAMING MARKET SIZE, BY GAMER, 2018-2025

(USD/EUR/GBP/JPY/AUD MILLION)

TABLE 117. RUSSIA CLOUD GAMING MARKET SIZE, BY TYPE, 2018-2025

(USD/EUR/GBP/JPY/AUD MILLION)

TABLE 118. RUSSIA CLOUD GAMING MARKET SIZE, BY OFFERING, 2018-2025

(USD/EUR/GBP/JPY/AUD MILLION)

TABLE 119. RUSSIA CLOUD GAMING MARKET SIZE, BY DEVICE, 2018-2025

(USD/EUR/GBP/JPY/AUD MILLION)

TABLE 120. RUSSIA CLOUD GAMING MARKET SIZE, BY GAMER, 2018-2025

(USD/EUR/GBP/JPY/AUD MILLION)

TABLE 121. SAUDI ARABIA CLOUD GAMING MARKET SIZE, BY TYPE, 2018-2025

(USD/EUR/GBP/JPY/AUD MILLION)

TABLE 122. SAUDI ARABIA CLOUD GAMING MARKET SIZE, BY OFFERING,
2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 123. SAUDI ARABIA CLOUD GAMING MARKET SIZE, BY DEVICE, 2018-2025
(USD/EUR/GBP/JPY/AUD MILLION)

TABLE 124. SAUDI ARABIA CLOUD GAMING MARKET SIZE, BY GAMER, 2018-2025
(USD/EUR/GBP/JPY/AUD MILLION)

TABLE 125. SOUTH AFRICA CLOUD GAMING MARKET SIZE, BY TYPE, 2018-2025
(USD/EUR/GBP/JPY/AUD MILLION)

TABLE 126. SOUTH AFRICA CLOUD GAMING MARKET SIZE, BY OFFERING,
2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 127. SOUTH AFRICA CLOUD GAMING MARKET SIZE, BY DEVICE,
2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 128. SOUTH AFRICA CLOUD GAMING MARKET SIZE, BY GAMER,
2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 129. SPAIN CLOUD GAMING MARKET SIZE, BY TYPE, 2018-2025
(USD/EUR/GBP/JPY/AUD MILLION)

TABLE 130. SPAIN CLOUD GAMING MARKET SIZE, BY OFFERING, 2018-2025
(USD/EUR/GBP/JPY/AUD MILLION)

TABLE 131. SPAIN CLOUD GAMING MARKET SIZE, BY DEVICE, 2018-2025
(USD/EUR/GBP/JPY/AUD MILLION)

TABLE 132. SPAIN CLOUD GAMING MARKET SIZE, BY GAMER, 2018-2025
(USD/EUR/GBP/JPY/AUD MILLION)

TABLE 133. UNITED ARAB EMIRATES CLOUD GAMING MARKET SIZE, BY TYPE,
2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 134. UNITED ARAB EMIRATES CLOUD GAMING MARKET SIZE, BY
OFFERING, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 135. UNITED ARAB EMIRATES CLOUD GAMING MARKET SIZE, BY
DEVICE, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 136. UNITED ARAB EMIRATES CLOUD GAMING MARKET SIZE, BY GAMER, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 137. UNITED KINGDOM CLOUD GAMING MARKET SIZE, BY TYPE, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 138. UNITED KINGDOM CLOUD GAMING MARKET SIZE, BY OFFERING, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 139. UNITED KINGDOM CLOUD GAMING MARKET SIZE, BY DEVICE, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 140. UNITED KINGDOM CLOUD GAMING MARKET SIZE, BY GAMER, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 141. GLOBAL CLOUD GAMING MARKET: SCORES

TABLE 142. GLOBAL CLOUD GAMING MARKET: BUSINESS STRATEGY

TABLE 143. GLOBAL CLOUD GAMING MARKET: PRODUCT SATISFACTION

TABLE 144. GLOBAL CLOUD GAMING MARKET: RANKING

TABLE 145. GLOBAL CLOUD GAMING MARKET: MERGER & ACQUISITION

TABLE 146. GLOBAL CLOUD GAMING MARKET: AGREEMENT, COLLABORATION, & PARTNERSHIP

TABLE 147. GLOBAL CLOUD GAMING MARKET: NEW PRODUCT LAUNCH & ENHANCEMENT

TABLE 148. GLOBAL CLOUD GAMING MARKET: INVESTMENT & FUNDING

TABLE 149. GLOBAL CLOUD GAMING MARKET: AWARD, RECOGNITION, & EXPANSION

TABLE 150. GLOBAL CLOUD GAMING MARKET: LICENSE & PRICING

List Of Figures

LIST OF FIGURES

- FIGURE 1. GLOBAL CLOUD GAMING MARKET: RESEARCH PROCESS
- FIGURE 2. GLOBAL CLOUD GAMING MARKET: RESEARCH EXECUTION
- FIGURE 3. GLOBAL CLOUD GAMING MARKET SIZE, 2020 VS 2025 (USD MILLION)
- FIGURE 4. GLOBAL CLOUD GAMING MARKET SIZE, BY TYPE, 2020 (USD MILLION)
- FIGURE 5. GLOBAL CLOUD GAMING MARKET SIZE, BY OFFERING, 2020 (USD MILLION)
- FIGURE 6. GLOBAL CLOUD GAMING MARKET SIZE, BY DEVICE, 2020 (USD MILLION)
- FIGURE 7. GLOBAL CLOUD GAMING MARKET SIZE, BY GAMER, 2020 (USD MILLION)
- FIGURE 8. GLOBAL CLOUD GAMING MARKET SIZE, BY GEOGRAPHY, 2020 (USD MILLION)
- FIGURE 9. GLOBAL CLOUD GAMING MARKET SIZE, 2018-2025 (USD MILLION)
- FIGURE 10. GLOBAL CLOUD GAMING MARKET SIZE, BY GEOGRAPHY, 2020 VS 2025 (%)
- FIGURE 11. GLOBAL CLOUD GAMING MARKET SIZE, BY GEOGRAPHY, 2020 VS 2025 (USD MILLION)
- FIGURE 12. COMPETITIVE STRATEGIC WINDOW FOR GLOBAL CLOUD GAMING MARKET SIZE, BY GEOGRAPHY, 2025
- FIGURE 13. GLOBAL CLOUD GAMING MARKET: MARKET DYNAMICS
- FIGURE 14. GLOBAL CLOUD GAMING MARKET: PORTERS FIVE FORCES ANALYSIS
- FIGURE 15. GLOBAL CLOUD GAMING MARKET SIZE, BY TYPE, 2020 VS 2025 (%)
- FIGURE 16. GLOBAL CLOUD GAMING MARKET SIZE, BY TYPE, 2020 VS 2025 (USD MILLION)
- FIGURE 17. COMPETITIVE STRATEGIC WINDOW FOR GLOBAL CLOUD GAMING MARKET SIZE, BY TYPE, 2025
- FIGURE 18. GLOBAL CLOUD GAMING MARKET SIZE, BY FILE STREAMING, 2020 VS 2025 (USD MILLION)
- FIGURE 19. GLOBAL CLOUD GAMING MARKET SIZE, BY VIDEO STREAMING, 2020 VS 2025 (USD MILLION)
- FIGURE 20. GLOBAL CLOUD GAMING MARKET SIZE, BY DEVICE, 2020 VS 2025 (%)
- FIGURE 21. GLOBAL CLOUD GAMING MARKET SIZE, BY DEVICE, 2020 VS 2025

(USD MILLION)

FIGURE 22. COMPETITIVE STRATEGIC WINDOW FOR GLOBAL CLOUD GAMING MARKET SIZE, BY DEVICE, 2025

FIGURE 23. GLOBAL CLOUD GAMING MARKET SIZE, BY GAMING CONSOLES, 2020 VS 2025 (USD MILLION)

FIGURE 24. GLOBAL CLOUD GAMING MARKET SIZE, BY HEAD-MOUNTED DISPLAYS, 2020 VS 2025 (USD MILLION)

FIGURE 25. GLOBAL CLOUD GAMING MARKET SIZE, BY PERSONAL COMPUTERS & LAPTOPS, 2020 VS 2025 (USD MILLION)

FIGURE 26. GLOBAL CLOUD GAMING MARKET SIZE, BY SMART TELEVISIONS, 2020 VS 2025 (USD MILLION)

FIGURE 27. GLOBAL CLOUD GAMING MARKET SIZE, BY SMARTPHONES, 2020 VS 2025 (USD MILLION)

FIGURE 28. GLOBAL CLOUD GAMING MARKET SIZE, BY TABLETS, 2020 VS 2025 (USD MILLION)

FIGURE 29. GLOBAL CLOUD GAMING MARKET SIZE, BY GAMER, 2020 VS 2025 (%)

FIGURE 30. GLOBAL CLOUD GAMING MARKET SIZE, BY GAMER, 2020 VS 2025 (USD MILLION)

FIGURE 31. COMPETITIVE STRATEGIC WINDOW FOR GLOBAL CLOUD GAMING MARKET SIZE, BY GAMER, 2025

FIGURE 32. GLOBAL CLOUD GAMING MARKET SIZE, BY AVID GAMERS, 2020 VS 2025 (USD MILLION)

FIGURE 33. GLOBAL CLOUD GAMING MARKET SIZE, BY CASUAL GAMERS, 2020 VS 2025 (USD MILLION)

FIGURE 34. GLOBAL CLOUD GAMING MARKET SIZE, BY hardcore gamers, 2020 VS 2025 (USD MILLION)

FIGURE 35. GLOBAL CLOUD GAMING MARKET SIZE, BY OFFERING, 2020 VS 2025 (%)

FIGURE 36. GLOBAL CLOUD GAMING MARKET SIZE, BY OFFERING, 2020 VS 2025 (USD MILLION)

FIGURE 37. COMPETITIVE STRATEGIC WINDOW FOR GLOBAL CLOUD GAMING MARKET SIZE, BY OFFERING, 2025

FIGURE 38. GLOBAL CLOUD GAMING MARKET SIZE, BY GAMING PLATFORM SERVICES, 2020 VS 2025 (USD MILLION)

FIGURE 39. GLOBAL CLOUD GAMING MARKET SIZE, BY CONTENT SERVICES, 2020 VS 2025 (USD MILLION)

FIGURE 40. GLOBAL CLOUD GAMING MARKET SIZE, BY PC SERVICES, 2020 VS 2025 (USD MILLION)

FIGURE 41. GLOBAL CLOUD GAMING MARKET SIZE, BY INFRASTRUCTURE, 2020 VS 2025 (USD MILLION)

FIGURE 42. GLOBAL CLOUD GAMING MARKET SIZE, BY COMPUTE, 2020 VS 2025 (USD MILLION)

FIGURE 43. GLOBAL CLOUD GAMING MARKET SIZE, BY MEMORY, 2020 VS 2025 (USD MILLION)

FIGURE 44. GLOBAL CLOUD GAMING MARKET SIZE, BY STORAGE, 2020 VS 2025 (USD MILLION)

FIGURE 45. AMERICAS CLOUD GAMING MARKET SIZE, BY GEOGRAPHY, 2020 VS 2025 (%)

FIGURE 46. AMERICAS CLOUD GAMING MARKET SIZE, BY GEOGRAPHY, 2020 VS 2025 (USD MILLION)

FIGURE 47. COMPETITIVE STRATEGIC WINDOW FOR AMERICAS CLOUD GAMING MARKET SIZE, BY GEOGRAPHY, 2025

FIGURE 48. ARGENTINA CLOUD GAMING MARKET SIZE, BY GEOGRAPHY, 2018-2025 (USD MILLION)

FIGURE 49. BRAZIL CLOUD GAMING MARKET SIZE, BY GEOGRAPHY, 2018-2025 (USD MILLION)

FIGURE 50. CANADA CLOUD GAMING MARKET SIZE, BY GEOGRAPHY, 2018-2025 (USD MILLION)

FIGURE 51. MEXICO CLOUD GAMING MARKET SIZE, BY GEOGRAPHY, 2018-2025 (USD MILLION)

FIGURE 52. UNITED STATES CLOUD GAMING MARKET SIZE, BY GEOGRAPHY, 2018-2025 (USD MILLION)

FIGURE 53. ASIA-PACIFIC CLOUD GAMING MARKET SIZE, BY GEOGRAPHY, 2020 VS 2025 (%)

FIGURE 54. ASIA-PACIFIC CLOUD GAMING MARKET SIZE, BY GEOGRAPHY, 2020 VS 2025 (USD MILLION)

FIGURE 55. COMPETITIVE STRATEGIC WINDOW FOR ASIA-PACIFIC CLOUD GAMING MARKET SIZE, BY GEOGRAPHY, 2025

FIGURE 56. AUSTRALIA CLOUD GAMING MARKET SIZE, BY GEOGRAPHY, 2018-2025 (USD MILLION)

FIGURE 57. CHINA CLOUD GAMING MARKET SIZE, BY GEOGRAPHY, 2018-2025 (USD MILLION)

FIGURE 58. INDIA CLOUD GAMING MARKET SIZE, BY GEOGRAPHY, 2018-2025 (USD MILLION)

FIGURE 59. INDONESIA CLOUD GAMING MARKET SIZE, BY GEOGRAPHY, 2018-2025 (USD MILLION)

FIGURE 60. JAPAN CLOUD GAMING MARKET SIZE, BY GEOGRAPHY, 2018-2025

(USD MILLION)

FIGURE 61. MALAYSIA CLOUD GAMING MARKET SIZE, BY GEOGRAPHY, 2018-2025 (USD MILLION)

FIGURE 62. PHILIPPINES CLOUD GAMING MARKET SIZE, BY GEOGRAPHY, 2018-2025 (USD MILLION)

FIGURE 63. SOUTH KOREA CLOUD GAMING MARKET SIZE, BY GEOGRAPHY, 2018-2025 (USD MILLION)

FIGURE 64. THAILAND CLOUD GAMING MARKET SIZE, BY GEOGRAPHY, 2018-2025 (USD MILLION)

FIGURE 65. EUROPE, MIDDLE EAST & AFRICA CLOUD GAMING MARKET SIZE, BY GEOGRAPHY, 2020 VS 2025 (%)

FIGURE 66. EUROPE, MIDDLE EAST & AFRICA CLOUD GAMING MARKET SIZE, BY GEOGRAPHY, 2020 VS 2025 (USD MILLION)

FIGURE 67. COMPETITIVE STRATEGIC WINDOW FOR EUROPE, MIDDLE EAST & AFRICA CLOUD GAMING MARKET SIZE, BY GEOGRAPHY, 2025

FIGURE 68. FRANCE CLOUD GAMING MARKET SIZE, BY GEOGRAPHY, 2018-2025 (USD MILLION)

FIGURE 69. GERMANY CLOUD GAMING MARKET SIZE, BY GEOGRAPHY, 2018-2025 (USD MILLION)

FIGURE 70. ITALY CLOUD GAMING MARKET SIZE, BY GEOGRAPHY, 2018-2025 (USD MILLION)

FIGURE 71. NETHERLANDS CLOUD GAMING MARKET SIZE, BY GEOGRAPHY, 2018-2025 (USD MILLION)

FIGURE 72. QATAR CLOUD GAMING MARKET SIZE, BY GEOGRAPHY, 2018-2025 (USD MILLION)

FIGURE 73. RUSSIA CLOUD GAMING MARKET SIZE, BY GEOGRAPHY, 2018-2025 (USD MILLION)

FIGURE 74. SAUDI ARABIA CLOUD GAMING MARKET SIZE, BY GEOGRAPHY, 2018-2025 (USD MILLION)

FIGURE 75. SOUTH AFRICA CLOUD GAMING MARKET SIZE, BY GEOGRAPHY, 2018-2025 (USD MILLION)

FIGURE 76. SPAIN CLOUD GAMING MARKET SIZE, BY GEOGRAPHY, 2018-2025 (USD MILLION)

FIGURE 77. UNITED ARAB EMIRATES CLOUD GAMING MARKET SIZE, BY GEOGRAPHY, 2018-2025 (USD MILLION)

FIGURE 78. UNITED KINGDOM CLOUD GAMING MARKET SIZE, BY GEOGRAPHY, 2018-2025 (USD MILLION)

FIGURE 79. GLOBAL CLOUD GAMING MARKET: 360IRESEARCH FPNV POSITIONING MATRIX

FIGURE 80. GLOBAL CLOUD GAMING MARKET: 360IRESEARCH MARKET SHARE ANALYSIS

FIGURE 81. GLOBAL CLOUD GAMING MARKET: COMPETITOR SWOT ANALYSIS

FIGURE 82. COMPETITIVE SCENARIO ANALYSIS IN GLOBAL CLOUD GAMING MARKET, BY TYPE

I would like to order

Product name: Cloud Gaming Market Research Report by Type (File Streaming and Video Streaming), by Device (Gaming Consoles, Head-Mounted Displays, Personal Computers & Laptops, Smart Televisions, and Smartphones), by Gamer, by Offering - Global Forecast to 2025 - Cumulative Impact of COVID-19

Product link: <https://marketpublishers.com/r/C3AEBF341D31EN.html>

Price: US\$ 3,949.00 (Single User License / Electronic Delivery)

If you want to order Corporate License or Hard Copy, please, contact our Customer Service:

info@marketpublishers.com

Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/C3AEBF341D31EN.html>

To pay by Wire Transfer, please, fill in your contact details in the form below:

First name:
Last name:
Email:
Company:
Address:
City:
Zip code:
Country:
Tel:
Fax:
Your message:

****All fields are required**

Customer signature _____

Please, note that by ordering from marketpublishers.com you are agreeing to our Terms & Conditions at <https://marketpublishers.com/docs/terms.html>

To place an order via fax simply print this form, fill in the information below
and fax the completed form to +44 20 7900 3970