

Global Cloud Gaming Market Size, Manufacturers, Growth Analysis Industry Forecast to 2030

<https://marketpublishers.com/r/G1ECA00E79BCEN.html>

Date: April 2024

Pages: 137

Price: US\$ 4,250.00 (Single User License)

ID: G1ECA00E79BCEN

Abstracts

Since the rapid growth of the cloud computing, data collection and information sharing are led to a higher level and are replacing the traditional computation. Several technologies using cloud in all areas are developing to adapt the revolution of information technology and one of them is cloud gaming.

According to APO Research, The global Cloud Gaming market is projected to grow from US\$ million in 2024 to US\$ million by 2030, at a Compound Annual Growth Rate (CAGR) of % during the forecast period.

Global Cloud Gaming key players include Sony(Gaikai,Onlive), GameFly(PlayCast) , Nvidia, Ubitus, etc. Global top four manufacturers hold a share about 30%.

USA is the largest market, with a share over 40%, followed by Europe and China, both have a share about 40 percent.

In terms of application, the largest application is PC, followed by Connected TV, Tablet, Smartphone.

This report presents an overview of global market for Cloud Gaming, revenue and gross margin. Analyses of the global market trends, with historic market revenue for 2019 - 2023, estimates for 2024, and projections of CAGR through 2030.

This report researches the key producers of Cloud Gaming, also provides the value of main regions and countries. Of the upcoming market potential for Cloud Gaming, and key regions or countries of focus to forecast this market into various segments and sub-segments. Country specific data and market value analysis for the U.S., Canada,

Mexico, Brazil, China, Japan, South Korea, Southeast Asia, India, Germany, the U.K., Italy, Middle East, Africa, and Other Countries.

This report focuses on the Cloud Gaming revenue, market share and industry ranking of main companies, data from 2019 to 2024. Identification of the major stakeholders in the global Cloud Gaming market, and analysis of their competitive landscape and market positioning based on recent developments and segmental revenues. This report will help stakeholders to understand the competitive landscape and gain more insights and position their businesses and market strategies in a better way.

All companies have demonstrated varying levels of sales growth and profitability over the past six years, while some companies have experienced consistent growth, others have shown fluctuations in performance. The overall trend suggests a positive outlook for the global @@@@ company landscape, with companies adapting to market dynamics and maintaining profitability amidst changing conditions.

Descriptive company profiles of the major global players, including Sony, GameFly (PlayCast), Nvidia, Ubitus, PlayGiga, Crytek GmbH, PlayKey, Utomik (Kalydo) and 51ias.com (Gload), etc.

Cloud Gaming segment by Company

Sony

GameFly (PlayCast)

Nvidia

Ubitus

PlayGiga

Crytek GmbH

PlayKey

Utomik (Kalydo)

51ias.com (Gload)

Cyber Cloud

Yunlian Technology

Liquidsky

BlacknutSAS

Alibaba Cloud

Baidu

Tencent Cloud

Ksyun (Kingsoft)

LeCloud

Cloud Gaming segment by Type

Video Streaming

File Streaming

Cloud Gaming segment by Application

PC

Connected TV

Tablet

Smartphone

Cloud Gaming segment by Region

North America

U.S.

Canada

Europe

Germany

France

U.K.

Italy

Russia

Asia-Pacific

China

Japan

South Korea

India

Australia

China Taiwan

Indonesia

Thailand

Malaysia

Latin America

Mexico

Brazil

Argentina

Middle East & Africa

Turkey

Saudi Arabia

UAE

Study Objectives

1. To analyze and research the global Cloud Gaming status and future forecast, involving, revenue, growth rate (CAGR), market share, historical and forecast.
2. To present the Cloud Gaming key companies, revenue, market share, and recent developments.
3. To split the Cloud Gaming breakdown data by regions, type, companies, and application.
4. To analyze the global and key regions Cloud Gaming market potential and advantage, opportunity and challenge, restraints, and risks.
5. To identify Cloud Gaming significant trends, drivers, influence factors in global and regions.
6. To analyze Cloud Gaming competitive developments such as expansions, agreements, new product launches, and acquisitions in the market.

Reasons to Buy This Report

1. This report will help the readers to understand the competition within the industries

and strategies for the competitive environment to enhance the potential profit. The report also focuses on the competitive landscape of the global Cloud Gaming market, and introduces in detail the market share, industry ranking, competitor ecosystem, market performance, new product development, operation situation, expansion, and acquisition. etc. of the main players, which helps the readers to identify the main competitors and deeply understand the competition pattern of the market.

2. This report will help stakeholders to understand the global industry status and trends of Cloud Gaming and provides them with information on key market drivers, restraints, challenges, and opportunities.

3. This report will help stakeholders to understand competitors better and gain more insights to strengthen their position in their businesses. The competitive landscape section includes the market share and rank (in sales and value), competitor ecosystem, new product development, expansion, and acquisition.

4. This report stays updated with novel technology integration, features, and the latest developments in the market.

5. This report helps stakeholders to gain insights into which regions to target globally.

6. This report helps stakeholders to gain insights into the end-user perception concerning the adoption of Cloud Gaming.

7. This report helps stakeholders to identify some of the key players in the market and understand their valuable contribution.

Chapter Outline

Chapter 1: Introduces the report scope of the report, global total market size.

Chapter 2: Analysis key trends, drivers, challenges, and opportunities within the global Cloud Gaming industry.

Chapter 3: Detailed analysis of Cloud Gaming company competitive landscape, revenue market share, latest development plan, merger, and acquisition information, etc.

Chapter 4: Provides the analysis of various market segments by type, covering the market size and development potential of each market segment, to help readers find the

blue ocean market in different market segments.

Chapter 5: Provides the analysis of various market segments by application, covering the market size and development potential of each market segment, to help readers find the blue ocean market in different downstream markets.

Chapter 6: Sales value of Cloud Gaming in regional level. It provides a quantitative analysis of the market size and development potential of each region and introduces the market development, future development prospects, market space, and market size of key country in the world.

Chapter 7: Sales value of Cloud Gaming in country level. It provides sigmate data by type, and by application for each country/region.

Chapter 8: Provides profiles of key players, introducing the basic situation of the main companies in the market in detail, including revenue, gross margin, product introduction, recent development, etc.

Chapter 9: Concluding Insights.

Chapter 9: Concluding Insights.

Contents

1 MARKET OVERVIEW

- 1.1 Product Definition
- 1.2 Global Cloud Gaming Market Size, 2019 VS 2023 VS 2030
- 1.3 Global Cloud Gaming Market Size (2019-2030)
- 1.4 Assumptions and Limitations
- 1.5 Study Goals and Objectives

2 CLOUD GAMING MARKET DYNAMICS

- 2.1 Cloud Gaming Industry Trends
- 2.2 Cloud Gaming Industry Drivers
- 2.3 Cloud Gaming Industry Opportunities and Challenges
- 2.4 Cloud Gaming Industry Restraints

3 CLOUD GAMING MARKET BY COMPANY

- 3.1 Global Cloud Gaming Company Revenue Ranking in 2023
- 3.2 Global Cloud Gaming Revenue by Company (2019-2024)
- 3.3 Global Cloud Gaming Company Ranking, 2022 VS 2023 VS 2024
- 3.4 Global Cloud Gaming Company Manufacturing Base & Headquarters
- 3.5 Global Cloud Gaming Company, Product Type & Application
- 3.6 Global Cloud Gaming Company Commercialization Time
- 3.7 Market Competitive Analysis
 - 3.7.1 Global Cloud Gaming Market CR5 and HHI
 - 3.7.2 Global Top 5 and 10 Company Market Share by Revenue in 2023
 - 3.7.3 2023 Cloud Gaming Tier 1, Tier 2, and Tier
- 3.8 Mergers & Acquisitions, Expansion

4 CLOUD GAMING MARKET BY TYPE

- 4.1 Cloud Gaming Type Introduction
 - 4.1.1 Video Streaming
 - 4.1.2 File Streaming
- 4.2 Global Cloud Gaming Sales Value by Type
 - 4.2.1 Global Cloud Gaming Sales Value by Type (2019 VS 2023 VS 2030)
 - 4.2.2 Global Cloud Gaming Sales Value by Type (2019-2030)

4.2.3 Global Cloud Gaming Sales Value Share by Type (2019-2030)

5 CLOUD GAMING MARKET BY APPLICATION

5.1 Cloud Gaming Application Introduction

5.1.1 PC

5.1.2 Connected TV

5.1.3 Tablet

5.1.4 Smartphone

5.2 Global Cloud Gaming Sales Value by Application

5.2.1 Global Cloud Gaming Sales Value by Application (2019 VS 2023 VS 2030)

5.2.2 Global Cloud Gaming Sales Value by Application (2019-2030)

5.2.3 Global Cloud Gaming Sales Value Share by Application (2019-2030)

6 CLOUD GAMING MARKET BY REGION

6.1 Global Cloud Gaming Sales Value by Region: 2019 VS 2023 VS 2030

6.2 Global Cloud Gaming Sales Value by Region (2019-2030)

6.2.1 Global Cloud Gaming Sales Value by Region: 2019-2024

6.2.2 Global Cloud Gaming Sales Value by Region (2025-2030)

6.3 North America

6.3.1 North America Cloud Gaming Sales Value (2019-2030)

6.3.2 North America Cloud Gaming Sales Value Share by Country, 2023 VS 2030

6.4 Europe

6.4.1 Europe Cloud Gaming Sales Value (2019-2030)

6.4.2 Europe Cloud Gaming Sales Value Share by Country, 2023 VS 2030

6.5 Asia-Pacific

6.5.1 Asia-Pacific Cloud Gaming Sales Value (2019-2030)

6.5.2 Asia-Pacific Cloud Gaming Sales Value Share by Country, 2023 VS 2030

6.6 Latin America

6.6.1 Latin America Cloud Gaming Sales Value (2019-2030)

6.6.2 Latin America Cloud Gaming Sales Value Share by Country, 2023 VS 2030

6.7 Middle East & Africa

6.7.1 Middle East & Africa Cloud Gaming Sales Value (2019-2030)

6.7.2 Middle East & Africa Cloud Gaming Sales Value Share by Country, 2023 VS 2030

7 CLOUD GAMING MARKET BY COUNTRY

- 7.1 Global Cloud Gaming Sales Value by Country: 2019 VS 2023 VS 2030
- 7.2 Global Cloud Gaming Sales Value by Country (2019-2030)
 - 7.2.1 Global Cloud Gaming Sales Value by Country (2019-2024)
 - 7.2.2 Global Cloud Gaming Sales Value by Country (2025-2030)
- 7.3 USA
 - 7.3.1 Global Cloud Gaming Sales Value Growth Rate (2019-2030)
 - 7.3.2 Global Cloud Gaming Sales Value Share by Type, 2023 VS 2030
 - 7.3.3 Global Cloud Gaming Sales Value Share by Application, 2023 VS 2030
- 7.4 Canada
 - 7.4.1 Global Cloud Gaming Sales Value Growth Rate (2019-2030)
 - 7.4.2 Global Cloud Gaming Sales Value Share by Type, 2023 VS 2030
 - 7.4.3 Global Cloud Gaming Sales Value Share by Application, 2023 VS 2030
- 7.5 Germany
 - 7.5.1 Global Cloud Gaming Sales Value Growth Rate (2019-2030)
 - 7.5.2 Global Cloud Gaming Sales Value Share by Type, 2023 VS 2030
 - 7.5.3 Global Cloud Gaming Sales Value Share by Application, 2023 VS 2030
- 7.6 France
 - 7.6.1 Global Cloud Gaming Sales Value Growth Rate (2019-2030)
 - 7.6.2 Global Cloud Gaming Sales Value Share by Type, 2023 VS 2030
 - 7.6.3 Global Cloud Gaming Sales Value Share by Application, 2023 VS 2030
- 7.7 U.K.
 - 7.7.1 Global Cloud Gaming Sales Value Growth Rate (2019-2030)
 - 7.7.2 Global Cloud Gaming Sales Value Share by Type, 2023 VS 2030
 - 7.7.3 Global Cloud Gaming Sales Value Share by Application, 2023 VS 2030
- 7.8 Italy
 - 7.8.1 Global Cloud Gaming Sales Value Growth Rate (2019-2030)
 - 7.8.2 Global Cloud Gaming Sales Value Share by Type, 2023 VS 2030
 - 7.8.3 Global Cloud Gaming Sales Value Share by Application, 2023 VS 2030
- 7.9 Netherlands
 - 7.9.1 Global Cloud Gaming Sales Value Growth Rate (2019-2030)
 - 7.9.2 Global Cloud Gaming Sales Value Share by Type, 2023 VS 2030
 - 7.9.3 Global Cloud Gaming Sales Value Share by Application, 2023 VS 2030
- 7.10 Nordic Countries
 - 7.10.1 Global Cloud Gaming Sales Value Growth Rate (2019-2030)
 - 7.10.2 Global Cloud Gaming Sales Value Share by Type, 2023 VS 2030
 - 7.10.3 Global Cloud Gaming Sales Value Share by Application, 2023 VS 2030
- 7.11 China
 - 7.11.1 Global Cloud Gaming Sales Value Growth Rate (2019-2030)
 - 7.11.2 Global Cloud Gaming Sales Value Share by Type, 2023 VS 2030

- 7.11.3 Global Cloud Gaming Sales Value Share by Application, 2023 VS 2030
- 7.12 Japan
 - 7.12.1 Global Cloud Gaming Sales Value Growth Rate (2019-2030)
 - 7.12.2 Global Cloud Gaming Sales Value Share by Type, 2023 VS 2030
 - 7.12.3 Global Cloud Gaming Sales Value Share by Application, 2023 VS 2030
- 7.13 South Korea
 - 7.13.1 Global Cloud Gaming Sales Value Growth Rate (2019-2030)
 - 7.13.2 Global Cloud Gaming Sales Value Share by Type, 2023 VS 2030
 - 7.13.3 Global Cloud Gaming Sales Value Share by Application, 2023 VS 2030
- 7.14 Southeast Asia
 - 7.14.1 Global Cloud Gaming Sales Value Growth Rate (2019-2030)
 - 7.14.2 Global Cloud Gaming Sales Value Share by Type, 2023 VS 2030
 - 7.14.3 Global Cloud Gaming Sales Value Share by Application, 2023 VS 2030
- 7.15 India
 - 7.15.1 Global Cloud Gaming Sales Value Growth Rate (2019-2030)
 - 7.15.2 Global Cloud Gaming Sales Value Share by Type, 2023 VS 2030
 - 7.15.3 Global Cloud Gaming Sales Value Share by Application, 2023 VS 2030
- 7.16 Australia
 - 7.16.1 Global Cloud Gaming Sales Value Growth Rate (2019-2030)
 - 7.16.2 Global Cloud Gaming Sales Value Share by Type, 2023 VS 2030
 - 7.16.3 Global Cloud Gaming Sales Value Share by Application, 2023 VS 2030
- 7.17 Mexico
 - 7.17.1 Global Cloud Gaming Sales Value Growth Rate (2019-2030)
 - 7.17.2 Global Cloud Gaming Sales Value Share by Type, 2023 VS 2030
 - 7.17.3 Global Cloud Gaming Sales Value Share by Application, 2023 VS 2030
- 7.18 Brazil
 - 7.18.1 Global Cloud Gaming Sales Value Growth Rate (2019-2030)
 - 7.18.2 Global Cloud Gaming Sales Value Share by Type, 2023 VS 2030
 - 7.18.3 Global Cloud Gaming Sales Value Share by Application, 2023 VS 2030
- 7.19 Turkey
 - 7.19.1 Global Cloud Gaming Sales Value Growth Rate (2019-2030)
 - 7.19.2 Global Cloud Gaming Sales Value Share by Type, 2023 VS 2030
 - 7.19.3 Global Cloud Gaming Sales Value Share by Application, 2023 VS 2030
- 7.20 Saudi Arabia
 - 7.20.1 Global Cloud Gaming Sales Value Growth Rate (2019-2030)
 - 7.20.2 Global Cloud Gaming Sales Value Share by Type, 2023 VS 2030
 - 7.20.3 Global Cloud Gaming Sales Value Share by Application, 2023 VS 2030
- 7.21 UAE
 - 7.21.1 Global Cloud Gaming Sales Value Growth Rate (2019-2030)

7.21.2 Global Cloud Gaming Sales Value Share by Type, 2023 VS 2030

7.21.3 Global Cloud Gaming Sales Value Share by Application, 2023 VS 2030

8 COMPANY PROFILES

8.1 Sony

8.1.1 Sony Company Information

8.1.2 Sony Business Overview

8.1.3 Sony Cloud Gaming Revenue and Gross Margin (2019-2024)

8.1.4 Sony Cloud Gaming Product Portfolio

8.1.5 Sony Recent Developments

8.2 GameFly (PlayCast)

8.2.1 GameFly (PlayCast) Company Information

8.2.2 GameFly (PlayCast) Business Overview

8.2.3 GameFly (PlayCast) Cloud Gaming Revenue and Gross Margin (2019-2024)

8.2.4 GameFly (PlayCast) Cloud Gaming Product Portfolio

8.2.5 GameFly (PlayCast) Recent Developments

8.3 Nvidia

8.3.1 Nvidia Company Information

8.3.2 Nvidia Business Overview

8.3.3 Nvidia Cloud Gaming Revenue and Gross Margin (2019-2024)

8.3.4 Nvidia Cloud Gaming Product Portfolio

8.3.5 Nvidia Recent Developments

8.4 Ubitus

8.4.1 Ubitus Company Information

8.4.2 Ubitus Business Overview

8.4.3 Ubitus Cloud Gaming Revenue and Gross Margin (2019-2024)

8.4.4 Ubitus Cloud Gaming Product Portfolio

8.4.5 Ubitus Recent Developments

8.5 PlayGiga

8.5.1 PlayGiga Company Information

8.5.2 PlayGiga Business Overview

8.5.3 PlayGiga Cloud Gaming Revenue and Gross Margin (2019-2024)

8.5.4 PlayGiga Cloud Gaming Product Portfolio

8.5.5 PlayGiga Recent Developments

8.6 Crytek GmbH

8.6.1 Crytek GmbH Company Information

8.6.2 Crytek GmbH Business Overview

8.6.3 Crytek GmbH Cloud Gaming Revenue and Gross Margin (2019-2024)

8.6.4 Crytek GmbH Cloud Gaming Product Portfolio

8.6.5 Crytek GmbH Recent Developments

8.7 PlayKey

8.7.1 PlayKey Company Information

8.7.2 PlayKey Business Overview

8.7.3 PlayKey Cloud Gaming Revenue and Gross Margin (2019-2024)

8.7.4 PlayKey Cloud Gaming Product Portfolio

8.7.5 PlayKey Recent Developments

8.8 Utomik (Kalydo)

8.8.1 Utomik (Kalydo) Company Information

8.8.2 Utomik (Kalydo) Business Overview

8.8.3 Utomik (Kalydo) Cloud Gaming Revenue and Gross Margin (2019-2024)

8.8.4 Utomik (Kalydo) Cloud Gaming Product Portfolio

8.8.5 Utomik (Kalydo) Recent Developments

8.9 51ias.com (Gloud)

8.9.1 51ias.com (Gloud) Company Information

8.9.2 51ias.com (Gloud) Business Overview

8.9.3 51ias.com (Gloud) Cloud Gaming Revenue and Gross Margin (2019-2024)

8.9.4 51ias.com (Gloud) Cloud Gaming Product Portfolio

8.9.5 51ias.com (Gloud) Recent Developments

8.10 Cyber Cloud

8.10.1 Cyber Cloud Company Information

8.10.2 Cyber Cloud Business Overview

8.10.3 Cyber Cloud Cloud Gaming Revenue and Gross Margin (2019-2024)

8.10.4 Cyber Cloud Cloud Gaming Product Portfolio

8.10.5 Cyber Cloud Recent Developments

8.11 Yunlian Technology

8.11.1 Yunlian Technology Company Information

8.11.2 Yunlian Technology Business Overview

8.11.3 Yunlian Technology Cloud Gaming Revenue and Gross Margin (2019-2024)

8.11.4 Yunlian Technology Cloud Gaming Product Portfolio

8.11.5 Yunlian Technology Recent Developments

8.12 Liquidsky

8.12.1 Liquidsky Company Information

8.12.2 Liquidsky Business Overview

8.12.3 Liquidsky Cloud Gaming Revenue and Gross Margin (2019-2024)

8.12.4 Liquidsky Cloud Gaming Product Portfolio

8.12.5 Liquidsky Recent Developments

8.13 BlacknutSAS

- 8.13.1 BlacknutSAS Comapny Information
- 8.13.2 BlacknutSAS Business Overview
- 8.13.3 BlacknutSAS Cloud Gaming Revenue and Gross Margin (2019-2024)
- 8.13.4 BlacknutSAS Cloud Gaming Product Portfolio
- 8.13.5 BlacknutSAS Recent Developments
- 8.14 Alibaba Cloud
 - 8.14.1 Alibaba Cloud Comapny Information
 - 8.14.2 Alibaba Cloud Business Overview
 - 8.14.3 Alibaba Cloud Cloud Gaming Revenue and Gross Margin (2019-2024)
 - 8.14.4 Alibaba Cloud Cloud Gaming Product Portfolio
 - 8.14.5 Alibaba Cloud Recent Developments
- 8.15 Baidu
 - 8.15.1 Baidu Comapny Information
 - 8.15.2 Baidu Business Overview
 - 8.15.3 Baidu Cloud Gaming Revenue and Gross Margin (2019-2024)
 - 8.15.4 Baidu Cloud Gaming Product Portfolio
 - 8.15.5 Baidu Recent Developments
- 8.16 Tencent Cloud
 - 8.16.1 Tencent Cloud Comapny Information
 - 8.16.2 Tencent Cloud Business Overview
 - 8.16.3 Tencent Cloud Cloud Gaming Revenue and Gross Margin (2019-2024)
 - 8.16.4 Tencent Cloud Cloud Gaming Product Portfolio
 - 8.16.5 Tencent Cloud Recent Developments
- 8.17 Ksyun (Kingsoft)
 - 8.17.1 Ksyun (Kingsoft) Comapny Information
 - 8.17.2 Ksyun (Kingsoft) Business Overview
 - 8.17.3 Ksyun (Kingsoft) Cloud Gaming Revenue and Gross Margin (2019-2024)
 - 8.17.4 Ksyun (Kingsoft) Cloud Gaming Product Portfolio
 - 8.17.5 Ksyun (Kingsoft) Recent Developments
- 8.18 LeCloud
 - 8.18.1 LeCloud Comapny Information
 - 8.18.2 LeCloud Business Overview
 - 8.18.3 LeCloud Cloud Gaming Revenue and Gross Margin (2019-2024)
 - 8.18.4 LeCloud Cloud Gaming Product Portfolio
 - 8.18.5 LeCloud Recent Developments

9 CONCLUDING INSIGHTS

10 APPENDIX

10.1 Reasons for Doing This Study

10.2 Research Methodology

10.3 Research Process

10.4 Authors List of This Report

10.5 Data Source

10.5.1 Secondary Sources

10.5.2 Primary Sources

10.6 Disclaimer

I would like to order

Product name: Global Cloud Gaming Market Size, Manufacturers, Growth Analysis Industry Forecast to 2030

Product link: <https://marketpublishers.com/r/G1ECA00E79BCEN.html>

Price: US\$ 4,250.00 (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/G1ECA00E79BCEN.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

