

Global Cloud Gaming Platform and Services Market Research Report 2024(Status and Outlook)

<https://marketpublishers.com/r/GFFC7FFD3045EN.html>

Date: January 2024

Pages: 136

Price: US\$ 3,200.00 (Single User License)

ID: GFFC7FFD3045EN

Abstracts

Report Overview

This report provides a deep insight into the global Cloud Gaming Platform and Services market covering all its essential aspects. This ranges from a macro overview of the market to micro details of the market size, competitive landscape, development trend, niche market, key market drivers and challenges, SWOT analysis, value chain analysis, etc.

The analysis helps the reader to shape the competition within the industries and strategies for the competitive environment to enhance the potential profit. Furthermore, it provides a simple framework for evaluating and accessing the position of the business organization. The report structure also focuses on the competitive landscape of the Global Cloud Gaming Platform and Services Market, this report introduces in detail the market share, market performance, product situation, operation situation, etc. of the main players, which helps the readers in the industry to identify the main competitors and deeply understand the competition pattern of the market.

In a word, this report is a must-read for industry players, investors, researchers, consultants, business strategists, and all those who have any kind of stake or are planning to foray into the Cloud Gaming Platform and Services market in any manner.

Global Cloud Gaming Platform and Services Market: Market Segmentation Analysis

The research report includes specific segments by region (country), manufacturers, Type, and Application. Market segmentation creates subsets of a market based on product type, end-user or application, Geographic, and other factors. By understanding

the market segments, the decision-maker can leverage this targeting in the product, sales, and marketing strategies. Market segments can power your product development cycles by informing how you create product offerings for different segments.

Key Company

Xbox Game Pass (Microsoft)

Facebook Gaming

STADIA (Google)

NetEase Games (Hong Kong NetEase)

Ludium Lab

Luna (Amazon)

PlayStation Now (SONY)

Tencent

Antstream Arcade

Alibaba

BLACKNUT

MY.GAMES (My.com)

GameStream (NVIDIA)

Wiztivi

Arcade (Apple)

UTOMK

Ubisoft Connect (Ubisoft Entertainment)

Baidu

Huawei

Zhejiang Shiji Huatong

37Games

Market Segmentation (by Type)

Cloud Gaming Platform

Cloud Gaming Services

Market Segmentation (by Application)

TV

Smartphone

Computers

Geographic Segmentation

North America (USA, Canada, Mexico)

Europe (Germany, UK, France, Russia, Italy, Rest of Europe)

Asia-Pacific (China, Japan, South Korea, India, Southeast Asia, Rest of Asia-Pacific)

South America (Brazil, Argentina, Columbia, Rest of South America)

The Middle East and Africa (Saudi Arabia, UAE, Egypt, Nigeria, South Africa, Rest of MEA)

Key Benefits of This Market Research:

- Industry drivers, restraints, and opportunities covered in the study
- Neutral perspective on the market performance
- Recent industry trends and developments
- Competitive landscape & strategies of key players
- Potential & niche segments and regions exhibiting promising growth covered
- Historical, current, and projected market size, in terms of value
- In-depth analysis of the Cloud Gaming Platform and Services Market
- Overview of the regional outlook of the Cloud Gaming Platform and Services Market:

Key Reasons to Buy this Report:

- Access to date statistics compiled by our researchers. These provide you with historical and forecast data, which is analyzed to tell you why your market is set to change
- This enables you to anticipate market changes to remain ahead of your competitors
- You will be able to copy data from the Excel spreadsheet straight into your marketing plans, business presentations, or other strategic documents
- The concise analysis, clear graph, and table format will enable you to pinpoint the information you require quickly
- Provision of market value (USD Billion) data for each segment and sub-segment
- Indicates the region and segment that is expected to witness the fastest growth as well as to dominate the market

Analysis by geography highlighting the consumption of the product/service in the region as well as indicating the factors that are affecting the market within each region

Competitive landscape which incorporates the market ranking of the major players, along with new service/product launches, partnerships, business expansions, and acquisitions in the past five years of companies profiled

Extensive company profiles comprising of company overview, company insights, product benchmarking, and SWOT analysis for the major market players

The current as well as the future market outlook of the industry concerning recent developments which involve growth opportunities and drivers as well as challenges and restraints of both emerging as well as developed regions

Includes in-depth analysis of the market from various perspectives through Porter's five forces analysis

Provides insight into the market through Value Chain

Market dynamics scenario, along with growth opportunities of the market in the years to come

6-month post-sales analyst support

Customization of the Report

In case of any queries or customization requirements, please connect with our sales team, who will ensure that your requirements are met.

Chapter Outline

Chapter 1 mainly introduces the statistical scope of the report, market division standards, and market research methods.

Chapter 2 is an executive summary of different market segments (by region, product type, application, etc), including the market size of each market segment, future

development potential, and so on. It offers a high-level view of the current state of the Cloud Gaming Platform and Services Market and its likely evolution in the short to mid-term, and long term.

Chapter 3 makes a detailed analysis of the market's competitive landscape of the market and provides the market share, capacity, output, price, latest development plan, merger, and acquisition information of the main manufacturers in the market.

Chapter 4 is the analysis of the whole market industrial chain, including the upstream and downstream of the industry, as well as Porter's five forces analysis.

Chapter 5 introduces the latest developments of the market, the driving factors and restrictive factors of the market, the challenges and risks faced by manufacturers in the industry, and the analysis of relevant policies in the industry.

Chapter 6 provides the analysis of various market segments according to product types, covering the market size and development potential of each market segment, to help readers find the blue ocean market in different market segments.

Chapter 7 provides the analysis of various market segments according to 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 8 provides a quantitative analysis of the market size and development potential of each region and its main countries and introduces the market development, future development prospects, market space, and capacity of each country in the world.

Chapter 9 introduces the basic situation of the main companies in the market in detail, including product sales revenue, sales volume, price, gross profit margin, market share, product introduction, recent development, etc.

Chapter 10 provides a quantitative analysis of the market size and development potential of each region in the next five years.

Chapter 11 provides a quantitative analysis of the market size and development potential of each market segment (product type and application) in the next five years.

Chapter 12 is the main points and conclusions of the report.

Contents

1 RESEARCH METHODOLOGY AND STATISTICAL SCOPE

1.1 Market Definition and Statistical Scope of Cloud Gaming Platform and Services

1.2 Key Market Segments

1.2.1 Cloud Gaming Platform and Services Segment by Type

1.2.2 Cloud Gaming Platform and Services Segment by Application

1.3 Methodology & Sources of Information

1.3.1 Research Methodology

1.3.2 Research Process

1.3.3 Market Breakdown and Data Triangulation

1.3.4 Base Year

1.3.5 Report Assumptions & Caveats

2 CLOUD GAMING PLATFORM AND SERVICES MARKET OVERVIEW

2.1 Global Market Overview

2.2 Market Segment Executive Summary

2.3 Global Market Size by Region

3 CLOUD GAMING PLATFORM AND SERVICES MARKET COMPETITIVE LANDSCAPE

3.1 Global Cloud Gaming Platform and Services Revenue Market Share by Company (2019-2024)

3.2 Cloud Gaming Platform and Services Market Share by Company Type (Tier 1, Tier 2, and Tier 3)

3.3 Company Cloud Gaming Platform and Services Market Size Sites, Area Served, Product Type

3.4 Cloud Gaming Platform and Services Market Competitive Situation and Trends

3.4.1 Cloud Gaming Platform and Services Market Concentration Rate

3.4.2 Global 5 and 10 Largest Cloud Gaming Platform and Services Players Market Share by Revenue

3.4.3 Mergers & Acquisitions, Expansion

4 CLOUD GAMING PLATFORM AND SERVICES VALUE CHAIN ANALYSIS

4.1 Cloud Gaming Platform and Services Value Chain Analysis

4.2 Midstream Market Analysis

4.3 Downstream Customer Analysis

5 THE DEVELOPMENT AND DYNAMICS OF CLOUD GAMING PLATFORM AND SERVICES MARKET

5.1 Key Development Trends

5.2 Driving Factors

5.3 Market Challenges

5.4 Market Restraints

5.5 Industry News

5.5.1 Mergers & Acquisitions

5.5.2 Expansions

5.5.3 Collaboration/Supply Contracts

5.6 Industry Policies

6 CLOUD GAMING PLATFORM AND SERVICES MARKET SEGMENTATION BY TYPE

6.1 Evaluation Matrix of Segment Market Development Potential (Type)

6.2 Global Cloud Gaming Platform and Services Market Size Market Share by Type (2019-2024)

6.3 Global Cloud Gaming Platform and Services Market Size Growth Rate by Type (2019-2024)

7 CLOUD GAMING PLATFORM AND SERVICES MARKET SEGMENTATION BY APPLICATION

7.1 Evaluation Matrix of Segment Market Development Potential (Application)

7.2 Global Cloud Gaming Platform and Services Market Size (M USD) by Application (2019-2024)

7.3 Global Cloud Gaming Platform and Services Market Size Growth Rate by Application (2019-2024)

8 CLOUD GAMING PLATFORM AND SERVICES MARKET SEGMENTATION BY REGION

8.1 Global Cloud Gaming Platform and Services Market Size by Region

8.1.1 Global Cloud Gaming Platform and Services Market Size by Region

8.1.2 Global Cloud Gaming Platform and Services Market Size Market Share by Region

8.2 North America

8.2.1 North America Cloud Gaming Platform and Services Market Size by Country

8.2.2 U.S.

8.2.3 Canada

8.2.4 Mexico

8.3 Europe

8.3.1 Europe Cloud Gaming Platform and Services Market Size by Country

8.3.2 Germany

8.3.3 France

8.3.4 U.K.

8.3.5 Italy

8.3.6 Russia

8.4 Asia Pacific

8.4.1 Asia Pacific Cloud Gaming Platform and Services Market Size by Region

8.4.2 China

8.4.3 Japan

8.4.4 South Korea

8.4.5 India

8.4.6 Southeast Asia

8.5 South America

8.5.1 South America Cloud Gaming Platform and Services Market Size by Country

8.5.2 Brazil

8.5.3 Argentina

8.5.4 Columbia

8.6 Middle East and Africa

8.6.1 Middle East and Africa Cloud Gaming Platform and Services Market Size by Region

8.6.2 Saudi Arabia

8.6.3 UAE

8.6.4 Egypt

8.6.5 Nigeria

8.6.6 South Africa

9 KEY COMPANIES PROFILE

9.1 Xbox Game Pass (Microsoft)

9.1.1 Xbox Game Pass (Microsoft) Cloud Gaming Platform and Services Basic

Information

9.1.2 Xbox Game Pass (Microsoft) Cloud Gaming Platform and Services Product Overview

9.1.3 Xbox Game Pass (Microsoft) Cloud Gaming Platform and Services Product Market Performance

9.1.4 Xbox Game Pass (Microsoft) Cloud Gaming Platform and Services SWOT Analysis

9.1.5 Xbox Game Pass (Microsoft) Business Overview

9.1.6 Xbox Game Pass (Microsoft) Recent Developments

9.2 Facebook Gaming

9.2.1 Facebook Gaming Cloud Gaming Platform and Services Basic Information

9.2.2 Facebook Gaming Cloud Gaming Platform and Services Product Overview

9.2.3 Facebook Gaming Cloud Gaming Platform and Services Product Market Performance

9.2.4 Xbox Game Pass (Microsoft) Cloud Gaming Platform and Services SWOT Analysis

9.2.5 Facebook Gaming Business Overview

9.2.6 Facebook Gaming Recent Developments

9.3 STADIA (Google)

9.3.1 STADIA (Google) Cloud Gaming Platform and Services Basic Information

9.3.2 STADIA (Google) Cloud Gaming Platform and Services Product Overview

9.3.3 STADIA (Google) Cloud Gaming Platform and Services Product Market Performance

9.3.4 Xbox Game Pass (Microsoft) Cloud Gaming Platform and Services SWOT Analysis

9.3.5 STADIA (Google) Business Overview

9.3.6 STADIA (Google) Recent Developments

9.4 NetEase Games (Hong Kong NetEase)

9.4.1 NetEase Games (Hong Kong NetEase) Cloud Gaming Platform and Services Basic Information

9.4.2 NetEase Games (Hong Kong NetEase) Cloud Gaming Platform and Services Product Overview

9.4.3 NetEase Games (Hong Kong NetEase) Cloud Gaming Platform and Services Product Market Performance

9.4.4 NetEase Games (Hong Kong NetEase) Business Overview

9.4.5 NetEase Games (Hong Kong NetEase) Recent Developments

9.5 Ludium Lab

9.5.1 Ludium Lab Cloud Gaming Platform and Services Basic Information

9.5.2 Ludium Lab Cloud Gaming Platform and Services Product Overview

- 9.5.3 Ludium Lab Cloud Gaming Platform and Services Product Market Performance
- 9.5.4 Ludium Lab Business Overview
- 9.5.5 Ludium Lab Recent Developments
- 9.6 Luna (Amazon)
 - 9.6.1 Luna (Amazon) Cloud Gaming Platform and Services Basic Information
 - 9.6.2 Luna (Amazon) Cloud Gaming Platform and Services Product Overview
 - 9.6.3 Luna (Amazon) Cloud Gaming Platform and Services Product Market Performance
 - 9.6.4 Luna (Amazon) Business Overview
 - 9.6.5 Luna (Amazon) Recent Developments
- 9.7 PlayStation Now (SONY)
 - 9.7.1 PlayStation Now (SONY) Cloud Gaming Platform and Services Basic Information
 - 9.7.2 PlayStation Now (SONY) Cloud Gaming Platform and Services Product Overview
 - 9.7.3 PlayStation Now (SONY) Cloud Gaming Platform and Services Product Market Performance
 - 9.7.4 PlayStation Now (SONY) Business Overview
 - 9.7.5 PlayStation Now (SONY) Recent Developments
- 9.8 Tencent
 - 9.8.1 Tencent Cloud Gaming Platform and Services Basic Information
 - 9.8.2 Tencent Cloud Gaming Platform and Services Product Overview
 - 9.8.3 Tencent Cloud Gaming Platform and Services Product Market Performance
 - 9.8.4 Tencent Business Overview
 - 9.8.5 Tencent Recent Developments
- 9.9 Antstream Arcade
 - 9.9.1 Antstream Arcade Cloud Gaming Platform and Services Basic Information
 - 9.9.2 Antstream Arcade Cloud Gaming Platform and Services Product Overview
 - 9.9.3 Antstream Arcade Cloud Gaming Platform and Services Product Market Performance
 - 9.9.4 Antstream Arcade Business Overview
 - 9.9.5 Antstream Arcade Recent Developments
- 9.10 Alibaba
 - 9.10.1 Alibaba Cloud Gaming Platform and Services Basic Information
 - 9.10.2 Alibaba Cloud Gaming Platform and Services Product Overview
 - 9.10.3 Alibaba Cloud Gaming Platform and Services Product Market Performance
 - 9.10.4 Alibaba Business Overview
 - 9.10.5 Alibaba Recent Developments
- 9.11 BLACKNUT
 - 9.11.1 BLACKNUT Cloud Gaming Platform and Services Basic Information

- 9.11.2 BLACKNUT Cloud Gaming Platform and Services Product Overview
- 9.11.3 BLACKNUT Cloud Gaming Platform and Services Product Market Performance
- 9.11.4 BLACKNUT Business Overview
- 9.11.5 BLACKNUT Recent Developments
- 9.12 MY.GAMES (My.com)
 - 9.12.1 MY.GAMES (My.com) Cloud Gaming Platform and Services Basic Information
 - 9.12.2 MY.GAMES (My.com) Cloud Gaming Platform and Services Product Overview
 - 9.12.3 MY.GAMES (My.com) Cloud Gaming Platform and Services Product Market Performance
 - 9.12.4 MY.GAMES (My.com) Business Overview
 - 9.12.5 MY.GAMES (My.com) Recent Developments
- 9.13 GameStream (NVIDIA)
 - 9.13.1 GameStream (NVIDIA) Cloud Gaming Platform and Services Basic Information
 - 9.13.2 GameStream (NVIDIA) Cloud Gaming Platform and Services Product Overview
 - 9.13.3 GameStream (NVIDIA) Cloud Gaming Platform and Services Product Market Performance
 - 9.13.4 GameStream (NVIDIA) Business Overview
 - 9.13.5 GameStream (NVIDIA) Recent Developments
- 9.14 Wiztivi
 - 9.14.1 Wiztivi Cloud Gaming Platform and Services Basic Information
 - 9.14.2 Wiztivi Cloud Gaming Platform and Services Product Overview
 - 9.14.3 Wiztivi Cloud Gaming Platform and Services Product Market Performance
 - 9.14.4 Wiztivi Business Overview
 - 9.14.5 Wiztivi Recent Developments
- 9.15 Arcade (Apple)
 - 9.15.1 Arcade (Apple) Cloud Gaming Platform and Services Basic Information
 - 9.15.2 Arcade (Apple) Cloud Gaming Platform and Services Product Overview
 - 9.15.3 Arcade (Apple) Cloud Gaming Platform and Services Product Market Performance
 - 9.15.4 Arcade (Apple) Business Overview
 - 9.15.5 Arcade (Apple) Recent Developments
- 9.16 UTOMK
 - 9.16.1 UTOMK Cloud Gaming Platform and Services Basic Information
 - 9.16.2 UTOMK Cloud Gaming Platform and Services Product Overview
 - 9.16.3 UTOMK Cloud Gaming Platform and Services Product Market Performance
 - 9.16.4 UTOMK Business Overview
 - 9.16.5 UTOMK Recent Developments
- 9.17 Ubisoft Connect (Ubisoft Entertainment)
 - 9.17.1 Ubisoft Connect (Ubisoft Entertainment) Cloud Gaming Platform and Services

Basic Information

9.17.2 Ubisoft Connect (Ubisoft Entertainment) Cloud Gaming Platform and Services Product Overview

9.17.3 Ubisoft Connect (Ubisoft Entertainment) Cloud Gaming Platform and Services Product Market Performance

9.17.4 Ubisoft Connect (Ubisoft Entertainment) Business Overview

9.17.5 Ubisoft Connect (Ubisoft Entertainment) Recent Developments

9.18 Baidu

9.18.1 Baidu Cloud Gaming Platform and Services Basic Information

9.18.2 Baidu Cloud Gaming Platform and Services Product Overview

9.18.3 Baidu Cloud Gaming Platform and Services Product Market Performance

9.18.4 Baidu Business Overview

9.18.5 Baidu Recent Developments

9.19 Huawei

9.19.1 Huawei Cloud Gaming Platform and Services Basic Information

9.19.2 Huawei Cloud Gaming Platform and Services Product Overview

9.19.3 Huawei Cloud Gaming Platform and Services Product Market Performance

9.19.4 Huawei Business Overview

9.19.5 Huawei Recent Developments

9.20 Zhejiang Shiji Huatong

9.20.1 Zhejiang Shiji Huatong Cloud Gaming Platform and Services Basic Information

9.20.2 Zhejiang Shiji Huatong Cloud Gaming Platform and Services Product Overview

9.20.3 Zhejiang Shiji Huatong Cloud Gaming Platform and Services Product Market Performance

9.20.4 Zhejiang Shiji Huatong Business Overview

9.20.5 Zhejiang Shiji Huatong Recent Developments

9.21 37Games

9.21.1 37Games Cloud Gaming Platform and Services Basic Information

9.21.2 37Games Cloud Gaming Platform and Services Product Overview

9.21.3 37Games Cloud Gaming Platform and Services Product Market Performance

9.21.4 37Games Business Overview

9.21.5 37Games Recent Developments

10 CLOUD GAMING PLATFORM AND SERVICES REGIONAL MARKET FORECAST

10.1 Global Cloud Gaming Platform and Services Market Size Forecast

10.2 Global Cloud Gaming Platform and Services Market Forecast by Region

10.2.1 North America Market Size Forecast by Country

10.2.2 Europe Cloud Gaming Platform and Services Market Size Forecast by Country

10.2.3 Asia Pacific Cloud Gaming Platform and Services Market Size Forecast by Region

10.2.4 South America Cloud Gaming Platform and Services Market Size Forecast by Country

10.2.5 Middle East and Africa Forecasted Consumption of Cloud Gaming Platform and Services by Country

11 FORECAST MARKET BY TYPE AND BY APPLICATION (2025-2030)

11.1 Global Cloud Gaming Platform and Services Market Forecast by Type (2025-2030)

11.2 Global Cloud Gaming Platform and Services Market Forecast by Application (2025-2030)

12 CONCLUSION AND KEY FINDINGS

List Of Tables

LIST OF TABLES

Table 1. Introduction of the Type

Table 2. Introduction of the Application

Table 3. Market Size (M USD) Segment Executive Summary

Table 4. Cloud Gaming Platform and Services Market Size Comparison by Region (M USD)

Table 5. Global Cloud Gaming Platform and Services Revenue (M USD) by Company (2019-2024)

Table 6. Global Cloud Gaming Platform and Services Revenue Share by Company (2019-2024)

Table 7. Company Type (Tier 1, Tier 2, and Tier 3) & (based on the Revenue in Cloud Gaming Platform and Services as of 2022)

Table 8. Company Cloud Gaming Platform and Services Market Size Sites and Area Served

Table 9. Company Cloud Gaming Platform and Services Product Type

Table 10. Global Cloud Gaming Platform and Services Company Market Concentration Ratio (CR5 and HHI)

Table 11. Mergers & Acquisitions, Expansion Plans

Table 12. Value Chain Map of Cloud Gaming Platform and Services

Table 13. Midstream Market Analysis

Table 14. Downstream Customer Analysis

Table 15. Key Development Trends

Table 16. Driving Factors

Table 17. Cloud Gaming Platform and Services Market Challenges

Table 18. Global Cloud Gaming Platform and Services Market Size by Type (M USD)

Table 19. Global Cloud Gaming Platform and Services Market Size (M USD) by Type (2019-2024)

Table 20. Global Cloud Gaming Platform and Services Market Size Share by Type (2019-2024)

Table 21. Global Cloud Gaming Platform and Services Market Size Growth Rate by Type (2019-2024)

Table 22. Global Cloud Gaming Platform and Services Market Size by Application

Table 23. Global Cloud Gaming Platform and Services Market Size by Application (2019-2024) & (M USD)

Table 24. Global Cloud Gaming Platform and Services Market Share by Application (2019-2024)

Table 25. Global Cloud Gaming Platform and Services Market Size Growth Rate by Application (2019-2024)

Table 26. Global Cloud Gaming Platform and Services Market Size by Region (2019-2024) & (M USD)

Table 27. Global Cloud Gaming Platform and Services Market Size Market Share by Region (2019-2024)

Table 28. North America Cloud Gaming Platform and Services Market Size by Country (2019-2024) & (M USD)

Table 29. Europe Cloud Gaming Platform and Services Market Size by Country (2019-2024) & (M USD)

Table 30. Asia Pacific Cloud Gaming Platform and Services Market Size by Region (2019-2024) & (M USD)

Table 31. South America Cloud Gaming Platform and Services Market Size by Country (2019-2024) & (M USD)

Table 32. Middle East and Africa Cloud Gaming Platform and Services Market Size by Region (2019-2024) & (M USD)

Table 33. Xbox Game Pass (Microsoft) Cloud Gaming Platform and Services Basic Information

Table 34. Xbox Game Pass (Microsoft) Cloud Gaming Platform and Services Product Overview

Table 35. Xbox Game Pass (Microsoft) Cloud Gaming Platform and Services Revenue (M USD) and Gross Margin (2019-2024)

Table 36. Xbox Game Pass (Microsoft) Cloud Gaming Platform and Services SWOT Analysis

Table 37. Xbox Game Pass (Microsoft) Business Overview

Table 38. Xbox Game Pass (Microsoft) Recent Developments

Table 39. Facebook Gaming Cloud Gaming Platform and Services Basic Information

Table 40. Facebook Gaming Cloud Gaming Platform and Services Product Overview

Table 41. Facebook Gaming Cloud Gaming Platform and Services Revenue (M USD) and Gross Margin (2019-2024)

Table 42. Xbox Game Pass (Microsoft) Cloud Gaming Platform and Services SWOT Analysis

Table 43. Facebook Gaming Business Overview

Table 44. Facebook Gaming Recent Developments

Table 45. STADIA (Google) Cloud Gaming Platform and Services Basic Information

Table 46. STADIA (Google) Cloud Gaming Platform and Services Product Overview

Table 47. STADIA (Google) Cloud Gaming Platform and Services Revenue (M USD) and Gross Margin (2019-2024)

Table 48. Xbox Game Pass (Microsoft) Cloud Gaming Platform and Services SWOT

Analysis

Table 49. STADIA (Google) Business Overview

Table 50. STADIA (Google) Recent Developments

Table 51. NetEase Games (Hong Kong NetEase) Cloud Gaming Platform and Services Basic Information

Table 52. NetEase Games (Hong Kong NetEase) Cloud Gaming Platform and Services Product Overview

Table 53. NetEase Games (Hong Kong NetEase) Cloud Gaming Platform and Services Revenue (M USD) and Gross Margin (2019-2024)

Table 54. NetEase Games (Hong Kong NetEase) Business Overview

Table 55. NetEase Games (Hong Kong NetEase) Recent Developments

Table 56. Ludium Lab Cloud Gaming Platform and Services Basic Information

Table 57. Ludium Lab Cloud Gaming Platform and Services Product Overview

Table 58. Ludium Lab Cloud Gaming Platform and Services Revenue (M USD) and Gross Margin (2019-2024)

Table 59. Ludium Lab Business Overview

Table 60. Ludium Lab Recent Developments

Table 61. Luna (Amazon) Cloud Gaming Platform and Services Basic Information

Table 62. Luna (Amazon) Cloud Gaming Platform and Services Product Overview

Table 63. Luna (Amazon) Cloud Gaming Platform and Services Revenue (M USD) and Gross Margin (2019-2024)

Table 64. Luna (Amazon) Business Overview

Table 65. Luna (Amazon) Recent Developments

Table 66. PlayStation Now (SONY) Cloud Gaming Platform and Services Basic Information

Table 67. PlayStation Now (SONY) Cloud Gaming Platform and Services Product Overview

Table 68. PlayStation Now (SONY) Cloud Gaming Platform and Services Revenue (M USD) and Gross Margin (2019-2024)

Table 69. PlayStation Now (SONY) Business Overview

Table 70. PlayStation Now (SONY) Recent Developments

Table 71. Tencent Cloud Gaming Platform and Services Basic Information

Table 72. Tencent Cloud Gaming Platform and Services Product Overview

Table 73. Tencent Cloud Gaming Platform and Services Revenue (M USD) and Gross Margin (2019-2024)

Table 74. Tencent Business Overview

Table 75. Tencent Recent Developments

Table 76. Antstream Arcade Cloud Gaming Platform and Services Basic Information

Table 77. Antstream Arcade Cloud Gaming Platform and Services Product Overview

Table 78. Antstream Arcade Cloud Gaming Platform and Services Revenue (M USD) and Gross Margin (2019-2024)

Table 79. Antstream Arcade Business Overview

Table 80. Antstream Arcade Recent Developments

Table 81. Alibaba Cloud Gaming Platform and Services Basic Information

Table 82. Alibaba Cloud Gaming Platform and Services Product Overview

Table 83. Alibaba Cloud Gaming Platform and Services Revenue (M USD) and Gross Margin (2019-2024)

Table 84. Alibaba Business Overview

Table 85. Alibaba Recent Developments

Table 86. BLACKNUT Cloud Gaming Platform and Services Basic Information

Table 87. BLACKNUT Cloud Gaming Platform and Services Product Overview

Table 88. BLACKNUT Cloud Gaming Platform and Services Revenue (M USD) and Gross Margin (2019-2024)

Table 89. BLACKNUT Business Overview

Table 90. BLACKNUT Recent Developments

Table 91. MY.GAMES (My.com) Cloud Gaming Platform and Services Basic Information

Table 92. MY.GAMES (My.com) Cloud Gaming Platform and Services Product Overview

Table 93. MY.GAMES (My.com) Cloud Gaming Platform and Services Revenue (M USD) and Gross Margin (2019-2024)

Table 94. MY.GAMES (My.com) Business Overview

Table 95. MY.GAMES (My.com) Recent Developments

Table 96. GameStream (NVIDIA) Cloud Gaming Platform and Services Basic Information

Table 97. GameStream (NVIDIA) Cloud Gaming Platform and Services Product Overview

Table 98. GameStream (NVIDIA) Cloud Gaming Platform and Services Revenue (M USD) and Gross Margin (2019-2024)

Table 99. GameStream (NVIDIA) Business Overview

Table 100. GameStream (NVIDIA) Recent Developments

Table 101. Wiztivi Cloud Gaming Platform and Services Basic Information

Table 102. Wiztivi Cloud Gaming Platform and Services Product Overview

Table 103. Wiztivi Cloud Gaming Platform and Services Revenue (M USD) and Gross Margin (2019-2024)

Table 104. Wiztivi Business Overview

Table 105. Wiztivi Recent Developments

Table 106. Arcade (Apple) Cloud Gaming Platform and Services Basic Information

Table 107. Arcade (Apple) Cloud Gaming Platform and Services Product Overview
Table 108. Arcade (Apple) Cloud Gaming Platform and Services Revenue (M USD) and Gross Margin (2019-2024)
Table 109. Arcade (Apple) Business Overview
Table 110. Arcade (Apple) Recent Developments
Table 111. UTOMK Cloud Gaming Platform and Services Basic Information
Table 112. UTOMK Cloud Gaming Platform and Services Product Overview
Table 113. UTOMK Cloud Gaming Platform and Services Revenue (M USD) and Gross Margin (2019-2024)
Table 114. UTOMK Business Overview
Table 115. UTOMK Recent Developments
Table 116. Ubisoft Connect (Ubisoft Entertainment) Cloud Gaming Platform and Services Basic Information
Table 117. Ubisoft Connect (Ubisoft Entertainment) Cloud Gaming Platform and Services Product Overview
Table 118. Ubisoft Connect (Ubisoft Entertainment) Cloud Gaming Platform and Services Revenue (M USD) and Gross Margin (2019-2024)
Table 119. Ubisoft Connect (Ubisoft Entertainment) Business Overview
Table 120. Ubisoft Connect (Ubisoft Entertainment) Recent Developments
Table 121. Baidu Cloud Gaming Platform and Services Basic Information
Table 122. Baidu Cloud Gaming Platform and Services Product Overview
Table 123. Baidu Cloud Gaming Platform and Services Revenue (M USD) and Gross Margin (2019-2024)
Table 124. Baidu Business Overview
Table 125. Baidu Recent Developments
Table 126. Huawei Cloud Gaming Platform and Services Basic Information
Table 127. Huawei Cloud Gaming Platform and Services Product Overview
Table 128. Huawei Cloud Gaming Platform and Services Revenue (M USD) and Gross Margin (2019-2024)
Table 129. Huawei Business Overview
Table 130. Huawei Recent Developments
Table 131. Zhejiang Shiji Huatong Cloud Gaming Platform and Services Basic Information
Table 132. Zhejiang Shiji Huatong Cloud Gaming Platform and Services Product Overview
Table 133. Zhejiang Shiji Huatong Cloud Gaming Platform and Services Revenue (M USD) and Gross Margin (2019-2024)
Table 134. Zhejiang Shiji Huatong Business Overview
Table 135. Zhejiang Shiji Huatong Recent Developments

Table 136. 37Games Cloud Gaming Platform and Services Basic Information

Table 137. 37Games Cloud Gaming Platform and Services Product Overview

Table 138. 37Games Cloud Gaming Platform and Services Revenue (M USD) and Gross Margin (2019-2024)

Table 139. 37Games Business Overview

Table 140. 37Games Recent Developments

Table 141. Global Cloud Gaming Platform and Services Market Size Forecast by Region (2025-2030) & (M USD)

Table 142. North America Cloud Gaming Platform and Services Market Size Forecast by Country (2025-2030) & (M USD)

Table 143. Europe Cloud Gaming Platform and Services Market Size Forecast by Country (2025-2030) & (M USD)

Table 144. Asia Pacific Cloud Gaming Platform and Services Market Size Forecast by Region (2025-2030) & (M USD)

Table 145. South America Cloud Gaming Platform and Services Market Size Forecast by Country (2025-2030) & (M USD)

Table 146. Middle East and Africa Cloud Gaming Platform and Services Market Size Forecast by Country (2025-2030) & (M USD)

Table 147. Global Cloud Gaming Platform and Services Market Size Forecast by Type (2025-2030) & (M USD)

Table 148. Global Cloud Gaming Platform and Services Market Size Forecast by Application (2025-2030) & (M USD)

List Of Figures

LIST OF FIGURES

Figure 1. Industrial Chain of Cloud Gaming Platform and Services

Figure 2. Data Triangulation

Figure 3. Key Caveats

Figure 4. Global Cloud Gaming Platform and Services Market Size (M USD), 2019-2030

Figure 5. Global Cloud Gaming Platform and Services Market Size (M USD)
(2019-2030)

Figure 6. Evaluation Matrix of Segment Market Development Potential (Type)

Figure 7. Evaluation Matrix of Segment Market Development Potential (Application)

Figure 8. Evaluation Matrix of Regional Market Development Potential

Figure 9. Cloud Gaming Platform and Services Market Size by Country (M USD)

Figure 10. Global Cloud Gaming Platform and Services Revenue Share by Company in
2023

Figure 11. Cloud Gaming Platform and Services Market Share by Company Type (Tier
1, Tier 2 and Tier 3): 2023

Figure 12. The Global 5 and 10 Largest Players: Market Share by Cloud Gaming
Platform and Services Revenue in 2023

Figure 13. Evaluation Matrix of Segment Market Development Potential (Type)

Figure 14. Global Cloud Gaming Platform and Services Market Share by Type

Figure 15. Market Size Share of Cloud Gaming Platform and Services by Type
(2019-2024)

Figure 16. Market Size Market Share of Cloud Gaming Platform and Services by Type
in 2022

Figure 17. Global Cloud Gaming Platform and Services Market Size Growth Rate by
Type (2019-2024)

Figure 18. Evaluation Matrix of Segment Market Development Potential (Application)

Figure 19. Global Cloud Gaming Platform and Services Market Share by Application

Figure 20. Global Cloud Gaming Platform and Services Market Share by Application
(2019-2024)

Figure 21. Global Cloud Gaming Platform and Services Market Share by Application in
2022

Figure 22. Global Cloud Gaming Platform and Services Market Size Growth Rate by
Application (2019-2024)

Figure 23. Global Cloud Gaming Platform and Services Market Size Market Share by
Region (2019-2024)

Figure 24. North America Cloud Gaming Platform and Services Market Size and Growth

Rate (2019-2024) & (M USD)

Figure 25. North America Cloud Gaming Platform and Services Market Size Market Share by Country in 2023

Figure 26. U.S. Cloud Gaming Platform and Services Market Size and Growth Rate (2019-2024) & (M USD)

Figure 27. Canada Cloud Gaming Platform and Services Market Size (M USD) and Growth Rate (2019-2024)

Figure 28. Mexico Cloud Gaming Platform and Services Market Size (Units) and Growth Rate (2019-2024)

Figure 29. Europe Cloud Gaming Platform and Services Market Size and Growth Rate (2019-2024) & (M USD)

Figure 30. Europe Cloud Gaming Platform and Services Market Size Market Share by Country in 2023

Figure 31. Germany Cloud Gaming Platform and Services Market Size and Growth Rate (2019-2024) & (M USD)

Figure 32. France Cloud Gaming Platform and Services Market Size and Growth Rate (2019-2024) & (M USD)

Figure 33. U.K. Cloud Gaming Platform and Services Market Size and Growth Rate (2019-2024) & (M USD)

Figure 34. Italy Cloud Gaming Platform and Services Market Size and Growth Rate (2019-2024) & (M USD)

Figure 35. Russia Cloud Gaming Platform and Services Market Size and Growth Rate (2019-2024) & (M USD)

Figure 36. Asia Pacific Cloud Gaming Platform and Services Market Size and Growth Rate (M USD)

Figure 37. Asia Pacific Cloud Gaming Platform and Services Market Size Market Share by Region in 2023

Figure 38. China Cloud Gaming Platform and Services Market Size and Growth Rate (2019-2024) & (M USD)

Figure 39. Japan Cloud Gaming Platform and Services Market Size and Growth Rate (2019-2024) & (M USD)

Figure 40. South Korea Cloud Gaming Platform and Services Market Size and Growth Rate (2019-2024) & (M USD)

Figure 41. India Cloud Gaming Platform and Services Market Size and Growth Rate (2019-2024) & (M USD)

Figure 42. Southeast Asia Cloud Gaming Platform and Services Market Size and Growth Rate (2019-2024) & (M USD)

Figure 43. South America Cloud Gaming Platform and Services Market Size and Growth Rate (M USD)

Figure 44. South America Cloud Gaming Platform and Services Market Size Market Share by Country in 2023

Figure 45. Brazil Cloud Gaming Platform and Services Market Size and Growth Rate (2019-2024) & (M USD)

Figure 46. Argentina Cloud Gaming Platform and Services Market Size and Growth Rate (2019-2024) & (M USD)

Figure 47. Columbia Cloud Gaming Platform and Services Market Size and Growth Rate (2019-2024) & (M USD)

Figure 48. Middle East and Africa Cloud Gaming Platform and Services Market Size and Growth Rate (M USD)

Figure 49. Middle East and Africa Cloud Gaming Platform and Services Market Size Market Share by Region in 2023

Figure 50. Saudi Arabia Cloud Gaming Platform and Services Market Size and Growth Rate (2019-2024) & (M USD)

Figure 51. UAE Cloud Gaming Platform and Services Market Size and Growth Rate (2019-2024) & (M USD)

Figure 52. Egypt Cloud Gaming Platform and Services Market Size and Growth Rate (2019-2024) & (M USD)

Figure 53. Nigeria Cloud Gaming Platform and Services Market Size and Growth Rate (2019-2024) & (M USD)

Figure 54. South Africa Cloud Gaming Platform and Services Market Size and Growth Rate (2019-2024) & (M USD)

Figure 55. Global Cloud Gaming Platform and Services Market Size Forecast by Value (2019-2030) & (M USD)

Figure 56. Global Cloud Gaming Platform and Services Market Share Forecast by Type (2025-2030)

Figure 57. Global Cloud Gaming Platform and Services Market Share Forecast by Application (2025-2030)

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