

# Global Cloud Gaming Market 2022-2028

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## Abstracts

The term cloud gaming refers to playing a game remotely from the cloud. In nearly every case, cloud refers to a network of data centers filled to the brim with servers that deliver content to whomever is trying to access it. Cloud gaming allows players to stream games to the supported devices (phone, tablet, TV) with a high-speed internet connection. Cloud gaming can be advantageous as it eliminates the need to purchase expensive computer hardware or install games directly onto a local game system. Gen Consulting Company predicts global cloud gaming market will grow from USD 1,124 million in 2021 to USD 14,643 million by 2028, achieving a CAGR of 44.3 percent, according to the latest edition of the Global Cloud Gaming Market Report.

The report provides in-depth analysis and insights regarding the current global market scenario, latest trends and drivers into global cloud gaming market. It offers an exclusive insight into various details such as market size, key trends, competitive landscape, growth rate and market segments. This study also provides an analysis of the impact of the COVID-19 crisis on the cloud gaming industry.

This industry report offers market estimates and forecasts of the global market, followed by a detailed analysis of the device, type, and region. The global market for cloud gaming can be segmented by device: gaming consoles, PC, smartphones, tablets. In 2021, the smartphones segment made up the largest share of revenue generated by the cloud gaming market. Cloud gaming market is further segmented by type: video streaming, file streaming. Based on region, the cloud gaming market is segmented into: North America, Asia Pacific, Europe, Rest of the World (ROW).

By device:

gaming consoles

PC

smartphones

tablets

By type:

video streaming

file streaming

By region:

North America

Asia Pacific

Europe

Rest of the World (ROW)

The report also provides analysis of the key companies of the industry and their detailed company profiles including Alphabet Inc, Meta Platforms, Inc., Microsoft Corporation, NetEase, Inc., Nintendo Co., Ltd., Nvidia Corporation, Parsec Cloud, Inc., RemoteMyApp Sp. z o. o., Sony Group Corporation, Tencent Holdings Ltd., Ubitus K.K., among others.

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Historical & Forecast Period

This research report provides analysis for each segment from 2018 to 2028 considering 2021 to be the base year.

Scope of the Report

To analyze and forecast the market size of the global cloud gaming market.

To classify and forecast the global cloud gaming market based on device, type, region.

To identify drivers and challenges for the global cloud gaming market.

To examine competitive developments such as mergers & acquisitions, agreements, collaborations and partnerships, etc., in the global cloud gaming market.

To identify and analyze the profile of leading players operating in the global cloud gaming market.

### Why Choose This Report

Gain a reliable outlook of the global cloud gaming market forecasts from 2022 to 2028 across scenarios.

Identify growth segments for investment.

Stay ahead of competitors through company profiles and market data.

The market estimate for ease of analysis across scenarios in Excel format.

Strategy consulting and research support for three months.

Print authentication provided for the single-user license.

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Meta Platforms, Inc.

Microsoft Corporation

NetEase, Inc.

Nintendo Co., Ltd.

Nvidia Corporation

Parsec Cloud, Inc.

RemoteMyApp Sp. z o. o.

Sony Group Corporation

Tencent Holdings Ltd.

Ubisoft K.K.

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