

Cloud Gaming: Market Research Report

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Abstracts

This report analyzes the worldwide markets for Cloud Gaming in US\$ Million. The report provides separate comprehensive analytics for the US, Canada, Japan, Europe, Asia-Pacific, and Rest of World. Annual estimates and forecasts are provided for the period 2016 through 2024. Also, a five-year historic analysis is provided for these markets. Market data and analytics are derived from primary and secondary research.

Company profiles are primarily based on public domain information including company URLs.

The report profiles 28 companies including many key and niche players such as -

Amazon Web Services, Inc.

Cirrascale Corporation

GameFly, Inc.

Google, Inc.

Hatch Entertainment Ltd.

International Business Machines Corporation

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Amazon Web Services, Inc. (USA)
Cirrascale Corporation (USA)
GameFly, Inc. (USA)
Google, Inc. (USA)
Hatch Entertainment Ltd. (Finland)
International Business Machines Corporation (USA)
Leap Computing, Inc.
LiquidSky Software, Inc.
Microsoft Corporation (USA)
NVIDIA Corporation (USA)
PlayGiga (Spain)
Playkey (USA)
Sony Interactive Entertainment LLC (USA)
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IV. COMPETITIVE LANDSCAPE

Total Companies Profiled: 28 (including Divisions/Subsidiaries - 29)

The United States (18)

Japan (1)

Europe (8)

 The United Kingdom (1)

 Spain (2)

 Rest of Europe (5)

Asia-Pacific (Excluding Japan) (2)

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