

Global Cloud Gaming Market 2024 by Company, Regions, Type and Application, Forecast to 2030

<https://marketpublishers.com/r/G76298F2A49EN.html>

Date: January 2024

Pages: 127

Price: US\$ 3,480.00 (Single User License)

ID: G76298F2A49EN

Abstracts

According to our (Global Info Research) latest study, the global Cloud Gaming market size was valued at USD 194.5 million in 2023 and is forecast to a readjusted size of USD 1499 million by 2030 with a CAGR of 33.9% during review period.

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.

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.

The Global Info Research report includes an overview of the development of the Cloud Gaming industry chain, the market status of PC (Video Streaming, File Streaming), Connected TV (Video Streaming, File Streaming), and key enterprises in developed and developing market, and analysed the cutting-edge technology, patent, hot applications and market trends of Cloud Gaming.

Regionally, the report analyzes the Cloud Gaming markets in key regions. North America and Europe are experiencing steady growth, driven by government initiatives

and increasing consumer awareness. Asia-Pacific, particularly China, leads the global Cloud Gaming market, with robust domestic demand, supportive policies, and a strong manufacturing base.

Key Features:

The report presents comprehensive understanding of the Cloud Gaming market. It provides a holistic view of the industry, as well as detailed insights into individual components and stakeholders. The report analysis market dynamics, trends, challenges, and opportunities within the Cloud Gaming industry.

The report involves analyzing the market at a macro level:

Market Sizing and Segmentation: Report collect data on the overall market size, including the revenue generated, and market share of different by Type (e.g., Video Streaming, File Streaming).

Industry Analysis: Report analyse the broader industry trends, such as government policies and regulations, technological advancements, consumer preferences, and market dynamics. This analysis helps in understanding the key drivers and challenges influencing the Cloud Gaming market.

Regional Analysis: The report involves examining the Cloud Gaming market at a regional or national level. Report analyses regional factors such as government incentives, infrastructure development, economic conditions, and consumer behaviour to identify variations and opportunities within different markets.

Market Projections: Report covers the gathered data and analysis to make future projections and forecasts for the Cloud Gaming market. This may include estimating market growth rates, predicting market demand, and identifying emerging trends.

The report also involves a more granular approach to Cloud Gaming:

Company Analysis: Report covers individual Cloud Gaming players, suppliers, and other relevant industry players. This analysis includes studying their financial performance, market positioning, product portfolios, partnerships, and strategies.

Consumer Analysis: Report covers data on consumer behaviour, preferences, and attitudes towards Cloud Gaming This may involve surveys, interviews, and analysis of

consumer reviews and feedback from different by Application (PC, Connected TV).

Technology Analysis: Report covers specific technologies relevant to Cloud Gaming. It assesses the current state, advancements, and potential future developments in Cloud Gaming areas.

Competitive Landscape: By analyzing individual companies, suppliers, and consumers, the report present insights into the competitive landscape of the Cloud Gaming market. This analysis helps understand market share, competitive advantages, and potential areas for differentiation among industry players.

Market Validation: The report involves validating findings and projections through primary research, such as surveys, interviews, and focus groups.

Market Segmentation

Cloud Gaming market is split by Type and by Application. For the period 2019-2030, the growth among segments provides accurate calculations and forecasts for consumption value by Type, and by Application in terms of value.

Market segment by Type

Video Streaming

File Streaming

Market segment by Application

PC

Connected TV

Tablet

Smartphone

Market segment by players, this report covers

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

Market segment by regions, regional analysis covers

North America (United States, Canada, and Mexico)

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

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

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

Middle East & Africa (Turkey, Saudi Arabia, UAE, Rest of Middle East & Africa)

The content of the study subjects, includes a total of 13 chapters:

Chapter 1, to describe Cloud Gaming product scope, market overview, market estimation caveats and base year.

Chapter 2, to profile the top players of Cloud Gaming, with revenue, gross margin and global market share of Cloud Gaming from 2019 to 2024.

Chapter 3, the Cloud Gaming competitive situation, revenue and global market share of top players are analyzed emphatically by landscape contrast.

Chapter 4 and 5, to segment the market size by Type and application, with consumption value and growth rate by Type, application, from 2019 to 2030.

Chapter 6, 7, 8, 9, and 10, to break the market size data at the country level, with revenue and market share for key countries in the world, from 2019 to 2024. and Cloud Gaming market forecast, by regions, type and application, with consumption value, from 2025 to 2030.

Chapter 11, market dynamics, drivers, restraints, trends and Porters Five Forces analysis.

Chapter 12, the key raw materials and key suppliers, and industry chain of Cloud Gaming.

Chapter 13, to describe Cloud Gaming research findings and conclusion.

Contents

1 MARKET OVERVIEW

- 1.1 Product Overview and Scope of Cloud Gaming
- 1.2 Market Estimation Caveats and Base Year
- 1.3 Classification of Cloud Gaming by Type
 - 1.3.1 Overview: Global Cloud Gaming Market Size by Type: 2019 Versus 2023 Versus 2030
 - 1.3.2 Global Cloud Gaming Consumption Value Market Share by Type in 2023
 - 1.3.3 Video Streaming
 - 1.3.4 File Streaming
- 1.4 Global Cloud Gaming Market by Application
 - 1.4.1 Overview: Global Cloud Gaming Market Size by Application: 2019 Versus 2023 Versus 2030
 - 1.4.2 PC
 - 1.4.3 Connected TV
 - 1.4.4 Tablet
 - 1.4.5 Smartphone
- 1.5 Global Cloud Gaming Market Size & Forecast
- 1.6 Global Cloud Gaming Market Size and Forecast by Region
 - 1.6.1 Global Cloud Gaming Market Size by Region: 2019 VS 2023 VS 2030
 - 1.6.2 Global Cloud Gaming Market Size by Region, (2019-2030)
 - 1.6.3 North America Cloud Gaming Market Size and Prospect (2019-2030)
 - 1.6.4 Europe Cloud Gaming Market Size and Prospect (2019-2030)
 - 1.6.5 Asia-Pacific Cloud Gaming Market Size and Prospect (2019-2030)
 - 1.6.6 South America Cloud Gaming Market Size and Prospect (2019-2030)
 - 1.6.7 Middle East and Africa Cloud Gaming Market Size and Prospect (2019-2030)

2 COMPANY PROFILES

- 2.1 Sony
 - 2.1.1 Sony Details
 - 2.1.2 Sony Major Business
 - 2.1.3 Sony Cloud Gaming Product and Solutions
 - 2.1.4 Sony Cloud Gaming Revenue, Gross Margin and Market Share (2019-2024)
 - 2.1.5 Sony Recent Developments and Future Plans
- 2.2 GameFly (PlayCast)
 - 2.2.1 GameFly (PlayCast) Details

- 2.2.2 GameFly (PlayCast) Major Business
- 2.2.3 GameFly (PlayCast) Cloud Gaming Product and Solutions
- 2.2.4 GameFly (PlayCast) Cloud Gaming Revenue, Gross Margin and Market Share (2019-2024)
- 2.2.5 GameFly (PlayCast) Recent Developments and Future Plans
- 2.3 Nvidia
 - 2.3.1 Nvidia Details
 - 2.3.2 Nvidia Major Business
 - 2.3.3 Nvidia Cloud Gaming Product and Solutions
 - 2.3.4 Nvidia Cloud Gaming Revenue, Gross Margin and Market Share (2019-2024)
 - 2.3.5 Nvidia Recent Developments and Future Plans
- 2.4 Ubitus
 - 2.4.1 Ubitus Details
 - 2.4.2 Ubitus Major Business
 - 2.4.3 Ubitus Cloud Gaming Product and Solutions
 - 2.4.4 Ubitus Cloud Gaming Revenue, Gross Margin and Market Share (2019-2024)
 - 2.4.5 Ubitus Recent Developments and Future Plans
- 2.5 PlayGiga
 - 2.5.1 PlayGiga Details
 - 2.5.2 PlayGiga Major Business
 - 2.5.3 PlayGiga Cloud Gaming Product and Solutions
 - 2.5.4 PlayGiga Cloud Gaming Revenue, Gross Margin and Market Share (2019-2024)
 - 2.5.5 PlayGiga Recent Developments and Future Plans
- 2.6 Crytek GmbH
 - 2.6.1 Crytek GmbH Details
 - 2.6.2 Crytek GmbH Major Business
 - 2.6.3 Crytek GmbH Cloud Gaming Product and Solutions
 - 2.6.4 Crytek GmbH Cloud Gaming Revenue, Gross Margin and Market Share (2019-2024)
 - 2.6.5 Crytek GmbH Recent Developments and Future Plans
- 2.7 PlayKey
 - 2.7.1 PlayKey Details
 - 2.7.2 PlayKey Major Business
 - 2.7.3 PlayKey Cloud Gaming Product and Solutions
 - 2.7.4 PlayKey Cloud Gaming Revenue, Gross Margin and Market Share (2019-2024)
 - 2.7.5 PlayKey Recent Developments and Future Plans
- 2.8 Utomik (Kalydo)
 - 2.8.1 Utomik (Kalydo) Details
 - 2.8.2 Utomik (Kalydo) Major Business

- 2.8.3 Utomik (Kalydo) Cloud Gaming Product and Solutions
- 2.8.4 Utomik (Kalydo) Cloud Gaming Revenue, Gross Margin and Market Share (2019-2024)
- 2.8.5 Utomik (Kalydo) Recent Developments and Future Plans
- 2.9 51ias.com (Gloud)
 - 2.9.1 51ias.com (Gloud) Details
 - 2.9.2 51ias.com (Gloud) Major Business
 - 2.9.3 51ias.com (Gloud) Cloud Gaming Product and Solutions
 - 2.9.4 51ias.com (Gloud) Cloud Gaming Revenue, Gross Margin and Market Share (2019-2024)
 - 2.9.5 51ias.com (Gloud) Recent Developments and Future Plans
- 2.10 Cyber Cloud
 - 2.10.1 Cyber Cloud Details
 - 2.10.2 Cyber Cloud Major Business
 - 2.10.3 Cyber Cloud Cloud Gaming Product and Solutions
 - 2.10.4 Cyber Cloud Cloud Gaming Revenue, Gross Margin and Market Share (2019-2024)
 - 2.10.5 Cyber Cloud Recent Developments and Future Plans
- 2.11 Yunlian Technology
 - 2.11.1 Yunlian Technology Details
 - 2.11.2 Yunlian Technology Major Business
 - 2.11.3 Yunlian Technology Cloud Gaming Product and Solutions
 - 2.11.4 Yunlian Technology Cloud Gaming Revenue, Gross Margin and Market Share (2019-2024)
 - 2.11.5 Yunlian Technology Recent Developments and Future Plans
- 2.12 Liquidsky
 - 2.12.1 Liquidsky Details
 - 2.12.2 Liquidsky Major Business
 - 2.12.3 Liquidsky Cloud Gaming Product and Solutions
 - 2.12.4 Liquidsky Cloud Gaming Revenue, Gross Margin and Market Share (2019-2024)
 - 2.12.5 Liquidsky Recent Developments and Future Plans
- 2.13 BlacknutSAS
 - 2.13.1 BlacknutSAS Details
 - 2.13.2 BlacknutSAS Major Business
 - 2.13.3 BlacknutSAS Cloud Gaming Product and Solutions
 - 2.13.4 BlacknutSAS Cloud Gaming Revenue, Gross Margin and Market Share (2019-2024)
 - 2.13.5 BlacknutSAS Recent Developments and Future Plans

2.14 Alibaba Cloud

2.14.1 Alibaba Cloud Details

2.14.2 Alibaba Cloud Major Business

2.14.3 Alibaba Cloud Cloud Gaming Product and Solutions

2.14.4 Alibaba Cloud Cloud Gaming Revenue, Gross Margin and Market Share (2019-2024)

2.14.5 Alibaba Cloud Recent Developments and Future Plans

2.15 Baidu

2.15.1 Baidu Details

2.15.2 Baidu Major Business

2.15.3 Baidu Cloud Gaming Product and Solutions

2.15.4 Baidu Cloud Gaming Revenue, Gross Margin and Market Share (2019-2024)

2.15.5 Baidu Recent Developments and Future Plans

2.16 Tencent Cloud

2.16.1 Tencent Cloud Details

2.16.2 Tencent Cloud Major Business

2.16.3 Tencent Cloud Cloud Gaming Product and Solutions

2.16.4 Tencent Cloud Cloud Gaming Revenue, Gross Margin and Market Share (2019-2024)

2.16.5 Tencent Cloud Recent Developments and Future Plans

2.17 Ksyun (Kingsoft)

2.17.1 Ksyun (Kingsoft) Details

2.17.2 Ksyun (Kingsoft) Major Business

2.17.3 Ksyun (Kingsoft) Cloud Gaming Product and Solutions

2.17.4 Ksyun (Kingsoft) Cloud Gaming Revenue, Gross Margin and Market Share (2019-2024)

2.17.5 Ksyun (Kingsoft) Recent Developments and Future Plans

2.18 LeCloud

2.18.1 LeCloud Details

2.18.2 LeCloud Major Business

2.18.3 LeCloud Cloud Gaming Product and Solutions

2.18.4 LeCloud Cloud Gaming Revenue, Gross Margin and Market Share (2019-2024)

2.18.5 LeCloud Recent Developments and Future Plans

3 MARKET COMPETITION, BY PLAYERS

3.1 Global Cloud Gaming Revenue and Share by Players (2019-2024)

3.2 Market Share Analysis (2023)

3.2.1 Market Share of Cloud Gaming by Company Revenue

- 3.2.2 Top 3 Cloud Gaming Players Market Share in 2023
- 3.2.3 Top 6 Cloud Gaming Players Market Share in 2023
- 3.3 Cloud Gaming Market: Overall Company Footprint Analysis
 - 3.3.1 Cloud Gaming Market: Region Footprint
 - 3.3.2 Cloud Gaming Market: Company Product Type Footprint
 - 3.3.3 Cloud Gaming Market: Company Product Application Footprint
- 3.4 New Market Entrants and Barriers to Market Entry
- 3.5 Mergers, Acquisition, Agreements, and Collaborations

4 MARKET SIZE SEGMENT BY TYPE

- 4.1 Global Cloud Gaming Consumption Value and Market Share by Type (2019-2024)
- 4.2 Global Cloud Gaming Market Forecast by Type (2025-2030)

5 MARKET SIZE SEGMENT BY APPLICATION

- 5.1 Global Cloud Gaming Consumption Value Market Share by Application (2019-2024)
- 5.2 Global Cloud Gaming Market Forecast by Application (2025-2030)

6 NORTH AMERICA

- 6.1 North America Cloud Gaming Consumption Value by Type (2019-2030)
- 6.2 North America Cloud Gaming Consumption Value by Application (2019-2030)
- 6.3 North America Cloud Gaming Market Size by Country
 - 6.3.1 North America Cloud Gaming Consumption Value by Country (2019-2030)
 - 6.3.2 United States Cloud Gaming Market Size and Forecast (2019-2030)
 - 6.3.3 Canada Cloud Gaming Market Size and Forecast (2019-2030)
 - 6.3.4 Mexico Cloud Gaming Market Size and Forecast (2019-2030)

7 EUROPE

- 7.1 Europe Cloud Gaming Consumption Value by Type (2019-2030)
- 7.2 Europe Cloud Gaming Consumption Value by Application (2019-2030)
- 7.3 Europe Cloud Gaming Market Size by Country
 - 7.3.1 Europe Cloud Gaming Consumption Value by Country (2019-2030)
 - 7.3.2 Germany Cloud Gaming Market Size and Forecast (2019-2030)
 - 7.3.3 France Cloud Gaming Market Size and Forecast (2019-2030)
 - 7.3.4 United Kingdom Cloud Gaming Market Size and Forecast (2019-2030)
 - 7.3.5 Russia Cloud Gaming Market Size and Forecast (2019-2030)

7.3.6 Italy Cloud Gaming Market Size and Forecast (2019-2030)

8 ASIA-PACIFIC

8.1 Asia-Pacific Cloud Gaming Consumption Value by Type (2019-2030)

8.2 Asia-Pacific Cloud Gaming Consumption Value by Application (2019-2030)

8.3 Asia-Pacific Cloud Gaming Market Size by Region

8.3.1 Asia-Pacific Cloud Gaming Consumption Value by Region (2019-2030)

8.3.2 China Cloud Gaming Market Size and Forecast (2019-2030)

8.3.3 Japan Cloud Gaming Market Size and Forecast (2019-2030)

8.3.4 South Korea Cloud Gaming Market Size and Forecast (2019-2030)

8.3.5 India Cloud Gaming Market Size and Forecast (2019-2030)

8.3.6 Southeast Asia Cloud Gaming Market Size and Forecast (2019-2030)

8.3.7 Australia Cloud Gaming Market Size and Forecast (2019-2030)

9 SOUTH AMERICA

9.1 South America Cloud Gaming Consumption Value by Type (2019-2030)

9.2 South America Cloud Gaming Consumption Value by Application (2019-2030)

9.3 South America Cloud Gaming Market Size by Country

9.3.1 South America Cloud Gaming Consumption Value by Country (2019-2030)

9.3.2 Brazil Cloud Gaming Market Size and Forecast (2019-2030)

9.3.3 Argentina Cloud Gaming Market Size and Forecast (2019-2030)

10 MIDDLE EAST & AFRICA

10.1 Middle East & Africa Cloud Gaming Consumption Value by Type (2019-2030)

10.2 Middle East & Africa Cloud Gaming Consumption Value by Application (2019-2030)

10.3 Middle East & Africa Cloud Gaming Market Size by Country

10.3.1 Middle East & Africa Cloud Gaming Consumption Value by Country (2019-2030)

10.3.2 Turkey Cloud Gaming Market Size and Forecast (2019-2030)

10.3.3 Saudi Arabia Cloud Gaming Market Size and Forecast (2019-2030)

10.3.4 UAE Cloud Gaming Market Size and Forecast (2019-2030)

11 MARKET DYNAMICS

11.1 Cloud Gaming Market Drivers

- 11.2 Cloud Gaming Market Restraints
- 11.3 Cloud Gaming Trends Analysis
- 11.4 Porters Five Forces Analysis
 - 11.4.1 Threat of New Entrants
 - 11.4.2 Bargaining Power of Suppliers
 - 11.4.3 Bargaining Power of Buyers
 - 11.4.4 Threat of Substitutes
 - 11.4.5 Competitive Rivalry

12 INDUSTRY CHAIN ANALYSIS

- 12.1 Cloud Gaming Industry Chain
- 12.2 Cloud Gaming Upstream Analysis
- 12.3 Cloud Gaming Midstream Analysis
- 12.4 Cloud Gaming Downstream Analysis

13 RESEARCH FINDINGS AND CONCLUSION

14 APPENDIX

- 14.1 Methodology
- 14.2 Research Process and Data Source
- 14.3 Disclaimer

List Of Tables

LIST OF TABLES

Table 1. Global Cloud Gaming Consumption Value by Type, (USD Million), 2019 & 2023 & 2030

Table 2. Global Cloud Gaming Consumption Value by Application, (USD Million), 2019 & 2023 & 2030

Table 3. Global Cloud Gaming Consumption Value by Region (2019-2024) & (USD Million)

Table 4. Global Cloud Gaming Consumption Value by Region (2025-2030) & (USD Million)

Table 5. Sony Company Information, Head Office, and Major Competitors

Table 6. Sony Major Business

Table 7. Sony Cloud Gaming Product and Solutions

Table 8. Sony Cloud Gaming Revenue (USD Million), Gross Margin and Market Share (2019-2024)

Table 9. Sony Recent Developments and Future Plans

Table 10. GameFly (PlayCast) Company Information, Head Office, and Major Competitors

Table 11. GameFly (PlayCast) Major Business

Table 12. GameFly (PlayCast) Cloud Gaming Product and Solutions

Table 13. GameFly (PlayCast) Cloud Gaming Revenue (USD Million), Gross Margin and Market Share (2019-2024)

Table 14. GameFly (PlayCast) Recent Developments and Future Plans

Table 15. Nvidia Company Information, Head Office, and Major Competitors

Table 16. Nvidia Major Business

Table 17. Nvidia Cloud Gaming Product and Solutions

Table 18. Nvidia Cloud Gaming Revenue (USD Million), Gross Margin and Market Share (2019-2024)

Table 19. Nvidia Recent Developments and Future Plans

Table 20. Ubitus Company Information, Head Office, and Major Competitors

Table 21. Ubitus Major Business

Table 22. Ubitus Cloud Gaming Product and Solutions

Table 23. Ubitus Cloud Gaming Revenue (USD Million), Gross Margin and Market Share (2019-2024)

Table 24. Ubitus Recent Developments and Future Plans

Table 25. PlayGiga Company Information, Head Office, and Major Competitors

Table 26. PlayGiga Major Business

- Table 27. PlayGiga Cloud Gaming Product and Solutions
- Table 28. PlayGiga Cloud Gaming Revenue (USD Million), Gross Margin and Market Share (2019-2024)
- Table 29. PlayGiga Recent Developments and Future Plans
- Table 30. Crytek GmbH Company Information, Head Office, and Major Competitors
- Table 31. Crytek GmbH Major Business
- Table 32. Crytek GmbH Cloud Gaming Product and Solutions
- Table 33. Crytek GmbH Cloud Gaming Revenue (USD Million), Gross Margin and Market Share (2019-2024)
- Table 34. Crytek GmbH Recent Developments and Future Plans
- Table 35. PlayKey Company Information, Head Office, and Major Competitors
- Table 36. PlayKey Major Business
- Table 37. PlayKey Cloud Gaming Product and Solutions
- Table 38. PlayKey Cloud Gaming Revenue (USD Million), Gross Margin and Market Share (2019-2024)
- Table 39. PlayKey Recent Developments and Future Plans
- Table 40. Utomik (Kalydo) Company Information, Head Office, and Major Competitors
- Table 41. Utomik (Kalydo) Major Business
- Table 42. Utomik (Kalydo) Cloud Gaming Product and Solutions
- Table 43. Utomik (Kalydo) Cloud Gaming Revenue (USD Million), Gross Margin and Market Share (2019-2024)
- Table 44. Utomik (Kalydo) Recent Developments and Future Plans
- Table 45. 51ias.com (Gloud) Company Information, Head Office, and Major Competitors
- Table 46. 51ias.com (Gloud) Major Business
- Table 47. 51ias.com (Gloud) Cloud Gaming Product and Solutions
- Table 48. 51ias.com (Gloud) Cloud Gaming Revenue (USD Million), Gross Margin and Market Share (2019-2024)
- Table 49. 51ias.com (Gloud) Recent Developments and Future Plans
- Table 50. Cyber Cloud Company Information, Head Office, and Major Competitors
- Table 51. Cyber Cloud Major Business
- Table 52. Cyber Cloud Cloud Gaming Product and Solutions
- Table 53. Cyber Cloud Cloud Gaming Revenue (USD Million), Gross Margin and Market Share (2019-2024)
- Table 54. Cyber Cloud Recent Developments and Future Plans
- Table 55. Yunlian Technology Company Information, Head Office, and Major Competitors
- Table 56. Yunlian Technology Major Business
- Table 57. Yunlian Technology Cloud Gaming Product and Solutions
- Table 58. Yunlian Technology Cloud Gaming Revenue (USD Million), Gross Margin and

Market Share (2019-2024)

Table 59. Yunlian Technology Recent Developments and Future Plans

Table 60. Liquidsky Company Information, Head Office, and Major Competitors

Table 61. Liquidsky Major Business

Table 62. Liquidsky Cloud Gaming Product and Solutions

Table 63. Liquidsky Cloud Gaming Revenue (USD Million), Gross Margin and Market Share (2019-2024)

Table 64. Liquidsky Recent Developments and Future Plans

Table 65. BlacknutSAS Company Information, Head Office, and Major Competitors

Table 66. BlacknutSAS Major Business

Table 67. BlacknutSAS Cloud Gaming Product and Solutions

Table 68. BlacknutSAS Cloud Gaming Revenue (USD Million), Gross Margin and Market Share (2019-2024)

Table 69. BlacknutSAS Recent Developments and Future Plans

Table 70. Alibaba Cloud Company Information, Head Office, and Major Competitors

Table 71. Alibaba Cloud Major Business

Table 72. Alibaba Cloud Cloud Gaming Product and Solutions

Table 73. Alibaba Cloud Cloud Gaming Revenue (USD Million), Gross Margin and Market Share (2019-2024)

Table 74. Alibaba Cloud Recent Developments and Future Plans

Table 75. Baidu Company Information, Head Office, and Major Competitors

Table 76. Baidu Major Business

Table 77. Baidu Cloud Gaming Product and Solutions

Table 78. Baidu Cloud Gaming Revenue (USD Million), Gross Margin and Market Share (2019-2024)

Table 79. Baidu Recent Developments and Future Plans

Table 80. Tencent Cloud Company Information, Head Office, and Major Competitors

Table 81. Tencent Cloud Major Business

Table 82. Tencent Cloud Cloud Gaming Product and Solutions

Table 83. Tencent Cloud Cloud Gaming Revenue (USD Million), Gross Margin and Market Share (2019-2024)

Table 84. Tencent Cloud Recent Developments and Future Plans

Table 85. Ksyun (Kingsoft) Company Information, Head Office, and Major Competitors

Table 86. Ksyun (Kingsoft) Major Business

Table 87. Ksyun (Kingsoft) Cloud Gaming Product and Solutions

Table 88. Ksyun (Kingsoft) Cloud Gaming Revenue (USD Million), Gross Margin and Market Share (2019-2024)

Table 89. Ksyun (Kingsoft) Recent Developments and Future Plans

Table 90. LeCloud Company Information, Head Office, and Major Competitors

- Table 91. LeCloud Major Business
- Table 92. LeCloud Cloud Gaming Product and Solutions
- Table 93. LeCloud Cloud Gaming Revenue (USD Million), Gross Margin and Market Share (2019-2024)
- Table 94. LeCloud Recent Developments and Future Plans
- Table 95. Global Cloud Gaming Revenue (USD Million) by Players (2019-2024)
- Table 96. Global Cloud Gaming Revenue Share by Players (2019-2024)
- Table 97. Breakdown of Cloud Gaming by Company Type (Tier 1, Tier 2, and Tier 3)
- Table 98. Market Position of Players in Cloud Gaming, (Tier 1, Tier 2, and Tier 3), Based on Revenue in 2023
- Table 99. Head Office of Key Cloud Gaming Players
- Table 100. Cloud Gaming Market: Company Product Type Footprint
- Table 101. Cloud Gaming Market: Company Product Application Footprint
- Table 102. Cloud Gaming New Market Entrants and Barriers to Market Entry
- Table 103. Cloud Gaming Mergers, Acquisition, Agreements, and Collaborations
- Table 104. Global Cloud Gaming Consumption Value (USD Million) by Type (2019-2024)
- Table 105. Global Cloud Gaming Consumption Value Share by Type (2019-2024)
- Table 106. Global Cloud Gaming Consumption Value Forecast by Type (2025-2030)
- Table 107. Global Cloud Gaming Consumption Value by Application (2019-2024)
- Table 108. Global Cloud Gaming Consumption Value Forecast by Application (2025-2030)
- Table 109. North America Cloud Gaming Consumption Value by Type (2019-2024) & (USD Million)
- Table 110. North America Cloud Gaming Consumption Value by Type (2025-2030) & (USD Million)
- Table 111. North America Cloud Gaming Consumption Value by Application (2019-2024) & (USD Million)
- Table 112. North America Cloud Gaming Consumption Value by Application (2025-2030) & (USD Million)
- Table 113. North America Cloud Gaming Consumption Value by Country (2019-2024) & (USD Million)
- Table 114. North America Cloud Gaming Consumption Value by Country (2025-2030) & (USD Million)
- Table 115. Europe Cloud Gaming Consumption Value by Type (2019-2024) & (USD Million)
- Table 116. Europe Cloud Gaming Consumption Value by Type (2025-2030) & (USD Million)
- Table 117. Europe Cloud Gaming Consumption Value by Application (2019-2024) &

(USD Million)

Table 118. Europe Cloud Gaming Consumption Value by Application (2025-2030) & (USD Million)

Table 119. Europe Cloud Gaming Consumption Value by Country (2019-2024) & (USD Million)

Table 120. Europe Cloud Gaming Consumption Value by Country (2025-2030) & (USD Million)

Table 121. Asia-Pacific Cloud Gaming Consumption Value by Type (2019-2024) & (USD Million)

Table 122. Asia-Pacific Cloud Gaming Consumption Value by Type (2025-2030) & (USD Million)

Table 123. Asia-Pacific Cloud Gaming Consumption Value by Application (2019-2024) & (USD Million)

Table 124. Asia-Pacific Cloud Gaming Consumption Value by Application (2025-2030) & (USD Million)

Table 125. Asia-Pacific Cloud Gaming Consumption Value by Region (2019-2024) & (USD Million)

Table 126. Asia-Pacific Cloud Gaming Consumption Value by Region (2025-2030) & (USD Million)

Table 127. South America Cloud Gaming Consumption Value by Type (2019-2024) & (USD Million)

Table 128. South America Cloud Gaming Consumption Value by Type (2025-2030) & (USD Million)

Table 129. South America Cloud Gaming Consumption Value by Application (2019-2024) & (USD Million)

Table 130. South America Cloud Gaming Consumption Value by Application (2025-2030) & (USD Million)

Table 131. South America Cloud Gaming Consumption Value by Country (2019-2024) & (USD Million)

Table 132. South America Cloud Gaming Consumption Value by Country (2025-2030) & (USD Million)

Table 133. Middle East & Africa Cloud Gaming Consumption Value by Type (2019-2024) & (USD Million)

Table 134. Middle East & Africa Cloud Gaming Consumption Value by Type (2025-2030) & (USD Million)

Table 135. Middle East & Africa Cloud Gaming Consumption Value by Application (2019-2024) & (USD Million)

Table 136. Middle East & Africa Cloud Gaming Consumption Value by Application (2025-2030) & (USD Million)

Table 137. Middle East & Africa Cloud Gaming Consumption Value by Country (2019-2024) & (USD Million)

Table 138. Middle East & Africa Cloud Gaming Consumption Value by Country (2025-2030) & (USD Million)

Table 139. Cloud Gaming Raw Material

Table 140. Key Suppliers of Cloud Gaming Raw Materials

List Of Figures

LIST OF FIGURES

Figure 1. Cloud Gaming Picture

Figure 2. Global Cloud Gaming Consumption Value by Type, (USD Million), 2019 & 2023 & 2030

Figure 3. Global Cloud Gaming Consumption Value Market Share by Type in 2023

Figure 4. Video Streaming

Figure 5. File Streaming

Figure 6. Global Cloud Gaming Consumption Value by Type, (USD Million), 2019 & 2023 & 2030

Figure 7. Cloud Gaming Consumption Value Market Share by Application in 2023

Figure 8. PC Picture

Figure 9. Connected TV Picture

Figure 10. Tablet Picture

Figure 11. Smartphone Picture

Figure 12. Global Cloud Gaming Consumption Value, (USD Million): 2019 & 2023 & 2030

Figure 13. Global Cloud Gaming Consumption Value and Forecast (2019-2030) & (USD Million)

Figure 14. Global Market Cloud Gaming Consumption Value (USD Million) Comparison by Region (2019 & 2023 & 2030)

Figure 15. Global Cloud Gaming Consumption Value Market Share by Region (2019-2030)

Figure 16. Global Cloud Gaming Consumption Value Market Share by Region in 2023

Figure 17. North America Cloud Gaming Consumption Value (2019-2030) & (USD Million)

Figure 18. Europe Cloud Gaming Consumption Value (2019-2030) & (USD Million)

Figure 19. Asia-Pacific Cloud Gaming Consumption Value (2019-2030) & (USD Million)

Figure 20. South America Cloud Gaming Consumption Value (2019-2030) & (USD Million)

Figure 21. Middle East and Africa Cloud Gaming Consumption Value (2019-2030) & (USD Million)

Figure 22. Global Cloud Gaming Revenue Share by Players in 2023

Figure 23. Cloud Gaming Market Share by Company Type (Tier 1, Tier 2 and Tier 3) in 2023

Figure 24. Global Top 3 Players Cloud Gaming Market Share in 2023

Figure 25. Global Top 6 Players Cloud Gaming Market Share in 2023

Figure 26. Global Cloud Gaming Consumption Value Share by Type (2019-2024)

Figure 27. Global Cloud Gaming Market Share Forecast by Type (2025-2030)

Figure 28. Global Cloud Gaming Consumption Value Share by Application (2019-2024)

Figure 29. Global Cloud Gaming Market Share Forecast by Application (2025-2030)

Figure 30. North America Cloud Gaming Consumption Value Market Share by Type (2019-2030)

Figure 31. North America Cloud Gaming Consumption Value Market Share by Application (2019-2030)

Figure 32. North America Cloud Gaming Consumption Value Market Share by Country (2019-2030)

Figure 33. United States Cloud Gaming Consumption Value (2019-2030) & (USD Million)

Figure 34. Canada Cloud Gaming Consumption Value (2019-2030) & (USD Million)

Figure 35. Mexico Cloud Gaming Consumption Value (2019-2030) & (USD Million)

Figure 36. Europe Cloud Gaming Consumption Value Market Share by Type (2019-2030)

Figure 37. Europe Cloud Gaming Consumption Value Market Share by Application (2019-2030)

Figure 38. Europe Cloud Gaming Consumption Value Market Share by Country (2019-2030)

Figure 39. Germany Cloud Gaming Consumption Value (2019-2030) & (USD Million)

Figure 40. France Cloud Gaming Consumption Value (2019-2030) & (USD Million)

Figure 41. United Kingdom Cloud Gaming Consumption Value (2019-2030) & (USD Million)

Figure 42. Russia Cloud Gaming Consumption Value (2019-2030) & (USD Million)

Figure 43. Italy Cloud Gaming Consumption Value (2019-2030) & (USD Million)

Figure 44. Asia-Pacific Cloud Gaming Consumption Value Market Share by Type (2019-2030)

Figure 45. Asia-Pacific Cloud Gaming Consumption Value Market Share by Application (2019-2030)

Figure 46. Asia-Pacific Cloud Gaming Consumption Value Market Share by Region (2019-2030)

Figure 47. China Cloud Gaming Consumption Value (2019-2030) & (USD Million)

Figure 48. Japan Cloud Gaming Consumption Value (2019-2030) & (USD Million)

Figure 49. South Korea Cloud Gaming Consumption Value (2019-2030) & (USD Million)

Figure 50. India Cloud Gaming Consumption Value (2019-2030) & (USD Million)

Figure 51. Southeast Asia Cloud Gaming Consumption Value (2019-2030) & (USD Million)

Figure 52. Australia Cloud Gaming Consumption Value (2019-2030) & (USD Million)

Figure 53. South America Cloud Gaming Consumption Value Market Share by Type (2019-2030)

Figure 54. South America Cloud Gaming Consumption Value Market Share by Application (2019-2030)

Figure 55. South America Cloud Gaming Consumption Value Market Share by Country (2019-2030)

Figure 56. Brazil Cloud Gaming Consumption Value (2019-2030) & (USD Million)

Figure 57. Argentina Cloud Gaming Consumption Value (2019-2030) & (USD Million)

Figure 58. Middle East and Africa Cloud Gaming Consumption Value Market Share by Type (2019-2030)

Figure 59. Middle East and Africa Cloud Gaming Consumption Value Market Share by Application (2019-2030)

Figure 60. Middle East and Africa Cloud Gaming Consumption Value Market Share by Country (2019-2030)

Figure 61. Turkey Cloud Gaming Consumption Value (2019-2030) & (USD Million)

Figure 62. Saudi Arabia Cloud Gaming Consumption Value (2019-2030) & (USD Million)

Figure 63. UAE Cloud Gaming Consumption Value (2019-2030) & (USD Million)

Figure 64. Cloud Gaming Market Drivers

Figure 65. Cloud Gaming Market Restraints

Figure 66. Cloud Gaming Market Trends

Figure 67. Porters Five Forces Analysis

Figure 68. Manufacturing Cost Structure Analysis of Cloud Gaming in 2023

Figure 69. Manufacturing Process Analysis of Cloud Gaming

Figure 70. Cloud Gaming Industrial Chain

Figure 71. Methodology

Figure 72. Research Process and Data Source

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