+44 20 8123 2220
info@marketpublishers.com

Global Cloud-native Games Supply, Demand and Key Producers, 2024-2030

https://marketpublishers.com/r/G02E1689E34AEN.html
Date: June 2024
Pages: 93
Price: US$ 4,480.00 (Single User License)
ID: G02E1689E34AEN

Abstracts

The global Cloud-native Games market size is expected to reach $ million by 2030, rising at a market growth of % CAGR during the forecast period (2024-2030).

Cloud-native games are inherently designed to perform equally well no matter which device the player chooses to play with. They are inherently designed to mitigate challenges like latency and varying quality of internet connections.

This report studies the global Cloud-native Games demand, key companies, and key regions.

This report is a detailed and comprehensive analysis of the world market for Cloud-native Games, and provides market size (US$ million) and Year-over-Year (YoY) growth, considering 2023 as the base year. This report explores demand trends and competition, as well as details the characteristics of Cloud-native Games that contribute to its increasing demand across many markets.

Highlights and key features of the study

Global Cloud-native Games total market, 2019-2030, (USD Million)

Global Cloud-native Games total market by region & country, CAGR, 2019-2030, (USD Million)

U.S. VS China: Cloud-native Games total market, key domestic companies and share, (USD Million)

+44 20 8123 2220
info@marketpublishers.com

Global Cloud-native Games revenue by player and market share 2019-2024, (USD Million)

Global Cloud-native Games total market by Type, CAGR, 2019-2030, (USD Million)

Global Cloud-native Games total market by Application, CAGR, 2019-2030, (USD Million).

This reports profiles major players in the global Cloud-native Games market based on the following parameters – company overview, revenue, gross margin, product portfolio, geographical presence, and key developments. Key companies covered as a part of this study include DJ2 Entertainment, Return Entertainment, Pipeworks Studio, Nvidia, Tencent Cloud, Microsoft, Weiling Times and Ubisoft, etc.

This report also provides key insights about market drivers, restraints, opportunities, new product launches or approvals.

Stakeholders would have ease in decision-making through various strategy matrices used in analyzing the World Cloud-native Games market.

Detailed Segmentation:

Each section contains quantitative market data including market by value (US$ Millions), by player, by regions, by Type, and by Application. Data is given for the years 2019-2030 by year with 2023 as the base year, 2024 as the estimate year, and 2025-2030 as the forecast year.

Global Cloud-native Games Market, By Region:

United States

China

Europe

Japan

South Korea

+44 20 8123 2220
info@marketpublishers.com

ASEAN

India

Rest of World

Global Cloud-native Games Market, Segmentation by Type

Video Streaming

File Streaming

Global Cloud-native Games Market, Segmentation by Application

PC

VR

SmartTV

Companies Profiled:

DJ2 Entertainment

Return Entertainment

Pipeworks Studio

Nvidia

Tencent Cloud

Microsoft

Weiling Times

+44 20 8123 2220
info@marketpublishers.com

Ubisoft

Key Questions Answered

1. How big is the global Cloud-native Games market?

2. What is the demand of the global Cloud-native Games market?

3. What is the year over year growth of the global Cloud-native Games market?

4. What is the total value of the global Cloud-native Games market?

5. Who are the major players in the global Cloud-native Games market?

+44 20 8123 2220
info@marketpublishers.com

Contents

1 SUPPLY SUMMARY

1.1 Cloud-native Games Introduction
1.2 World Cloud-native Games Market Size & Forecast (2019 & 2023 & 2030)
1.3 World Cloud-native Games Total Market by Region (by Headquarter Location)
  1.3.1 World Cloud-native Games Market Size by Region (2019-2030), (by Headquarter Location)
  1.3.2 United States Cloud-native Games Market Size (2019-2030)
  1.3.3 China Cloud-native Games Market Size (2019-2030)
  1.3.4 Europe Cloud-native Games Market Size (2019-2030)
  1.3.5 Japan Cloud-native Games Market Size (2019-2030)
  1.3.6 South Korea Cloud-native Games Market Size (2019-2030)
  1.3.7 ASEAN Cloud-native Games Market Size (2019-2030)
  1.3.8 India Cloud-native Games Market Size (2019-2030)
1.4 Market Drivers, Restraints and Trends
  1.4.1 Cloud-native Games Market Drivers
  1.4.2 Factors Affecting Demand
  1.4.3 Cloud-native Games Major Market Trends

2 DEMAND SUMMARY

2.1 World Cloud-native Games Consumption Value (2019-2030)
2.2 World Cloud-native Games Consumption Value by Region
  2.2.1 World Cloud-native Games Consumption Value by Region (2019-2024)
  2.2.2 World Cloud-native Games Consumption Value Forecast by Region (2025-2030)
2.3 United States Cloud-native Games Consumption Value (2019-2030)
2.4 China Cloud-native Games Consumption Value (2019-2030)
2.5 Europe Cloud-native Games Consumption Value (2019-2030)
2.6 Japan Cloud-native Games Consumption Value (2019-2030)
2.7 South Korea Cloud-native Games Consumption Value (2019-2030)
2.8 ASEAN Cloud-native Games Consumption Value (2019-2030)
2.9 India Cloud-native Games Consumption Value (2019-2030)

3 WORLD CLOUD-NATIVE GAMES COMPANIES COMPETITIVE ANALYSIS

3.1 World Cloud-native Games Revenue by Player (2019-2024)
3.2 Industry Rank and Concentration Rate (CR)

+44 20 8123 2220
info@marketpublishers.com

3.2.1 Global Cloud-native Games Industry Rank of Major Players
3.2.2 Global Concentration Ratios (CR4) for Cloud-native Games in 2023
3.2.3 Global Concentration Ratios (CR8) for Cloud-native Games in 2023
3.3 Cloud-native Games Company Evaluation Quadrant
3.4 Cloud-native Games Market: Overall Company Footprint Analysis
3.4.1 Cloud-native Games Market: Region Footprint
3.4.2 Cloud-native Games Market: Company Product Type Footprint
3.4.3 Cloud-native Games Market: Company Product Application Footprint
3.5 Competitive Environment
3.5.1 Historical Structure of the Industry
3.5.2 Barriers of Market Entry
3.5.3 Factors of Competition
3.6 Mergers, Acquisitions Activity

4 UNITED STATES VS CHINA VS REST OF THE WORLD (BY HEADQUARTER LOCATION)

4.1 United States VS China: Cloud-native Games Revenue Comparison (by Headquarter Location)
4.1.1 United States VS China: Cloud-native Games Market Size Comparison (2019 & 2023 & 2030) (by Headquarter Location)
4.1.2 United States VS China: Cloud-native Games Revenue Market Share Comparison (2019 & 2023 & 2030)
4.2 United States Based Companies VS China Based Companies: Cloud-native Games Consumption Value Comparison
4.2.1 United States VS China: Cloud-native Games Consumption Value Comparison (2019 & 2023 & 2030)
4.2.2 United States VS China: Cloud-native Games Consumption Value Market Share Comparison (2019 & 2023 & 2030)
4.3 United States Based Cloud-native Games Companies and Market Share, 2019-2024
4.3.1 United States Based Cloud-native Games Companies, Headquarters (States, Country)
4.3.2 United States Based Companies Cloud-native Games Revenue, (2019-2024)
4.4 China Based Companies Cloud-native Games Revenue and Market Share, 2019-2024
4.4.1 China Based Cloud-native Games Companies, Company Headquarters (Province, Country)
4.4.2 China Based Companies Cloud-native Games Revenue, (2019-2024)

+44 20 8123 2220
info@marketpublishers.com

4.5 Rest of World Based Cloud-native Games Companies and Market Share, 2019-2024
4.5.1 Rest of World Based Cloud-native Games Companies, Headquarters (States, Country)
4.5.2 Rest of World Based Companies Cloud-native Games Revenue, (2019-2024)

5 MARKET ANALYSIS BY TYPE

5.1 World Cloud-native Games Market Size Overview by Type: 2019 VS 2023 VS 2030
5.2 Segment Introduction by Type
5.2.1 Video Streaming
5.2.2 File Streaming
5.3 Market Segment by Type
5.3.1 World Cloud-native Games Market Size by Type (2019-2024)
5.3.2 World Cloud-native Games Market Size by Type (2025-2030)
5.3.3 World Cloud-native Games Market Size Market Share by Type (2019-2030)

6 MARKET ANALYSIS BY APPLICATION

6.1 World Cloud-native Games Market Size Overview by Application: 2019 VS 2023 VS 2030
6.2 Segment Introduction by Application
6.2.1 PC
6.2.2 VR
6.2.3 SmartTV
6.3 Market Segment by Application
6.3.1 World Cloud-native Games Market Size by Application (2019-2024)
6.3.2 World Cloud-native Games Market Size by Application (2025-2030)
6.3.3 World Cloud-native Games Market Size by Application (2019-2030)

7 COMPANY PROFILES

7.1 DJ2 Entertainment
7.1.1 DJ2 Entertainment Details
7.1.2 DJ2 Entertainment Major Business
7.1.3 DJ2 Entertainment Cloud-native Games Product and Services
7.1.4 DJ2 Entertainment Cloud-native Games Revenue, Gross Margin and Market Share (2019-2024)
7.1.5 DJ2 Entertainment Recent Developments/Updates

+44 20 8123 2220
info@marketpublishers.com

7.1.6 DJ2 Entertainment Competitive Strengths & Weaknesses
7.2 Return Entertainment
7.2.1 Return Entertainment Details
7.2.2 Return Entertainment Major Business
7.2.3 Return Entertainment Cloud-native Games Product and Services
7.2.4 Return Entertainment Cloud-native Games Revenue, Gross Margin and Market Share (2019-2024)
7.2.5 Return Entertainment Recent Developments/Updates
7.2.6 Return Entertainment Competitive Strengths & Weaknesses
7.3 Pipeworks Studio
7.3.1 Pipeworks Studio Details
7.3.2 Pipeworks Studio Major Business
7.3.3 Pipeworks Studio Cloud-native Games Product and Services
7.3.4 Pipeworks Studio Cloud-native Games Revenue, Gross Margin and Market Share (2019-2024)
7.3.5 Pipeworks Studio Recent Developments/Updates
7.3.6 Pipeworks Studio Competitive Strengths & Weaknesses
7.4 Nvidia
7.4.1 Nvidia Details
7.4.2 Nvidia Major Business
7.4.3 Nvidia Cloud-native Games Product and Services
7.4.4 Nvidia Cloud-native Games Revenue, Gross Margin and Market Share (2019-2024)
7.4.5 Nvidia Recent Developments/Updates
7.4.6 Nvidia Competitive Strengths & Weaknesses
7.5 Tencent Cloud
7.5.1 Tencent Cloud Details
7.5.2 Tencent Cloud Major Business
7.5.3 Tencent Cloud Cloud-native Games Product and Services
7.5.4 Tencent Cloud Cloud-native Games Revenue, Gross Margin and Market Share (2019-2024)
7.5.5 Tencent Cloud Recent Developments/Updates
7.5.6 Tencent Cloud Competitive Strengths & Weaknesses
7.6 Microsoft
7.6.1 Microsoft Details
7.6.2 Microsoft Major Business
7.6.3 Microsoft Cloud-native Games Product and Services
7.6.4 Microsoft Cloud-native Games Revenue, Gross Margin and Market Share (2019-2024)

+44 20 8123 2220
info@marketpublishers.com

7.6.5 Microsoft Recent Developments/Updates
7.6.6 Microsoft Competitive Strengths & Weaknesses
7.7 Weiling Times
7.7.1 Weiling Times Details
7.7.2 Weiling Times Major Business
7.7.3 Weiling Times Cloud-native Games Product and Services
7.7.4 Weiling Times Cloud-native Games Revenue, Gross Margin and Market Share (2019-2024)
7.7.5 Weiling Times Recent Developments/Updates
7.7.6 Weiling Times Competitive Strengths & Weaknesses
7.8 Ubisoft
7.8.1 Ubisoft Details
7.8.2 Ubisoft Major Business
7.8.3 Ubisoft Cloud-native Games Product and Services
7.8.4 Ubisoft Cloud-native Games Revenue, Gross Margin and Market Share (2019-2024)
7.8.5 Ubisoft Recent Developments/Updates
7.8.6 Ubisoft Competitive Strengths & Weaknesses

8 INDUSTRY CHAIN ANALYSIS

8.1 Cloud-native Games Industry Chain
8.2 Cloud-native Games Upstream Analysis
8.3 Cloud-native Games Midstream Analysis
8.4 Cloud-native Games Downstream Analysis

9 RESEARCH FINDINGS AND CONCLUSION

10 APPENDIX

10.1 Methodology
10.2 Research Process and Data Source
10.3 Disclaimer

+44 20 8123 2220
info@marketpublishers.com

List Of Tables

LIST OF TABLES

Table 1. World Cloud-native Games Revenue by Region (2019, 2023 and 2030) & (USD Million), (by Headquarter Location)
Table 2. World Cloud-native Games Revenue by Region (2019-2024) & (USD Million), (by Headquarter Location)
Table 3. World Cloud-native Games Revenue by Region (2025-2030) & (USD Million), (by Headquarter Location)
Table 4. World Cloud-native Games Revenue Market Share by Region (2019-2024), (by Headquarter Location)
Table 5. World Cloud-native Games Revenue Market Share by Region (2025-2030), (by Headquarter Location)
Table 6. Major Market Trends
Table 7. World Cloud-native Games Consumption Value Growth Rate Forecast by Region (2019 & 2023 & 2030) & (USD Million)
Table 8. World Cloud-native Games Consumption Value by Region (2019-2024) & (USD Million)
Table 9. World Cloud-native Games Consumption Value Forecast by Region (2025-2030) & (USD Million)
Table 10. World Cloud-native Games Revenue by Player (2019-2024) & (USD Million)
Table 11. Revenue Market Share of Key Cloud-native Games Players in 2023
Table 12. World Cloud-native Games Industry Rank of Major Player, Based on Revenue in 2023
Table 13. Global Cloud-native Games Company Evaluation Quadrant
Table 14. Head Office of Key Cloud-native Games Player
Table 15. Cloud-native Games Market: Company Product Type Footprint
Table 16. Cloud-native Games Market: Company Product Application Footprint
Table 17. Cloud-native Games Mergers & Acquisitions Activity
Table 18. United States VS China Cloud-native Games Market Size Comparison, (2019 & 2023 & 2030) & (USD Million)
Table 19. United States VS China Cloud-native Games Consumption Value Comparison, (2019 & 2023 & 2030) & (USD Million)
Table 20. United States Based Cloud-native Games Companies, Headquarters (States, Country)
Table 21. United States Based Companies Cloud-native Games Revenue, (2019-2024) & (USD Million)
Table 22. United States Based Companies Cloud-native Games Revenue Market Share

+44 20 8123 2220
info@marketpublishers.com

(2019-2024)
Table 23. China Based Cloud-native Games Companies, Headquarters (Province, Country)
Table 24. China Based Companies Cloud-native Games Revenue, (2019-2024) & (USD Million)
Table 25. China Based Companies Cloud-native Games Revenue Market Share (2019-2024)
Table 26. Rest of World Based Cloud-native Games Companies, Headquarters (States, Country)
Table 27. Rest of World Based Companies Cloud-native Games Revenue, (2019-2024) & (USD Million)
Table 28. Rest of World Based Companies Cloud-native Games Revenue Market Share (2019-2024)
Table 29. World Cloud-native Games Market Size by Type, (USD Million), 2019 & 2023 & 2030
Table 30. World Cloud-native Games Market Size by Type (2019-2024) & (USD Million)
Table 31. World Cloud-native Games Market Size by Type (2025-2030) & (USD Million)
Table 32. World Cloud-native Games Market Size by Application, (USD Million), 2019 & 2023 & 2030
Table 33. World Cloud-native Games Market Size by Application (2019-2024) & (USD Million)
Table 34. World Cloud-native Games Market Size by Application (2025-2030) & (USD Million)
Table 35. DJ2 Entertainment Basic Information, Area Served and Competitors
Table 36. DJ2 Entertainment Major Business
Table 37. DJ2 Entertainment Cloud-native Games Product and Services
Table 38. DJ2 Entertainment Cloud-native Games Revenue, Gross Margin and Market Share (2019-2024) & (USD Million)
Table 39. DJ2 Entertainment Recent Developments/Updates
Table 40. DJ2 Entertainment Competitive Strengths & Weaknesses
Table 41. Return Entertainment Basic Information, Area Served and Competitors
Table 42. Return Entertainment Major Business
Table 43. Return Entertainment Cloud-native Games Product and Services
Table 44. Return Entertainment Cloud-native Games Revenue, Gross Margin and Market Share (2019-2024) & (USD Million)
Table 45. Return Entertainment Recent Developments/Updates
Table 46. Return Entertainment Competitive Strengths & Weaknesses
Table 47. Pipeworks Studio Basic Information, Area Served and Competitors
Table 48. Pipeworks Studio Major Business

+44 20 8123 2220
info@marketpublishers.com

Table 49. Pipeworks Studio Cloud-native Games Product and Services
Table 50. Pipeworks Studio Cloud-native Games Revenue, Gross Margin and Market Share (2019-2024) & (USD Million)
Table 51. Pipeworks Studio Recent Developments/Updates
Table 52. Pipeworks Studio Competitive Strengths & Weaknesses
Table 53. Nvidia Basic Information, Area Served and Competitors
Table 54. Nvidia Major Business
Table 55. Nvidia Cloud-native Games Product and Services
Table 56. Nvidia Cloud-native Games Revenue, Gross Margin and Market Share (2019-2024) & (USD Million)
Table 57. Nvidia Recent Developments/Updates
Table 58. Nvidia Competitive Strengths & Weaknesses
Table 59. Tencent Cloud Basic Information, Area Served and Competitors
Table 60. Tencent Cloud Major Business
Table 61. Tencent Cloud Cloud-native Games Product and Services
Table 62. Tencent Cloud Cloud-native Games Revenue, Gross Margin and Market Share (2019-2024) & (USD Million)
Table 63. Tencent Cloud Recent Developments/Updates
Table 64. Tencent Cloud Competitive Strengths & Weaknesses
Table 65. Microsoft Basic Information, Area Served and Competitors
Table 66. Microsoft Major Business
Table 67. Microsoft Cloud-native Games Product and Services
Table 68. Microsoft Cloud-native Games Revenue, Gross Margin and Market Share (2019-2024) & (USD Million)
Table 69. Microsoft Recent Developments/Updates
Table 70. Microsoft Competitive Strengths & Weaknesses
Table 71. Weiling Times Basic Information, Area Served and Competitors
Table 72. Weiling Times Major Business
Table 73. Weiling Times Cloud-native Games Product and Services
Table 74. Weiling Times Cloud-native Games Revenue, Gross Margin and Market Share (2019-2024) & (USD Million)
Table 75. Weiling Times Recent Developments/Updates
Table 76. Ubisoft Basic Information, Area Served and Competitors
Table 77. Ubisoft Major Business
Table 78. Ubisoft Cloud-native Games Product and Services
Table 79. Ubisoft Cloud-native Games Revenue, Gross Margin and Market Share (2019-2024) & (USD Million)
Table 80. Global Key Players of Cloud-native Games Upstream (Raw Materials)
Table 81. Cloud-native Games Typical Customers

+44 20 8123 2220
info@marketpublishers.com

LIST OF FIGURE

Figure 1. Cloud-native Games Picture
Figure 2. World Cloud-native Games Total Market Size: 2019 & 2023 & 2030, (USD Million)
Figure 3. World Cloud-native Games Total Market Size (2019-2030) & (USD Million)
Figure 4. World Cloud-native Games Revenue Market Share by Region (2019, 2023 and 2030) & (USD Million) , (by Headquarter Location)
Figure 5. World Cloud-native Games Revenue Market Share by Region (2019-2030), (by Headquarter Location)
Figure 6. United States Based Company Cloud-native Games Revenue (2019-2030) & (USD Million)
Figure 7. China Based Company Cloud-native Games Revenue (2019-2030) & (USD Million)
Figure 8. Europe Based Company Cloud-native Games Revenue (2019-2030) & (USD Million)
Figure 9. Japan Based Company Cloud-native Games Revenue (2019-2030) & (USD Million)
Figure 10. South Korea Based Company Cloud-native Games Revenue (2019-2030) & (USD Million)
Figure 11. ASEAN Based Company Cloud-native Games Revenue (2019-2030) & (USD Million)
Figure 12. India Based Company Cloud-native Games Revenue (2019-2030) & (USD Million)
Figure 13. Cloud-native Games Market Drivers
Figure 14. Factors Affecting Demand
Figure 15. World Cloud-native Games Consumption Value (2019-2030) & (USD Million)
Figure 16. World Cloud-native Games Consumption Value Market Share by Region (2019-2030)
Figure 17. United States Cloud-native Games Consumption Value (2019-2030) & (USD Million)
Figure 18. China Cloud-native Games Consumption Value (2019-2030) & (USD Million)
Figure 19. Europe Cloud-native Games Consumption Value (2019-2030) & (USD Million)
Figure 20. Japan Cloud-native Games Consumption Value (2019-2030) & (USD Million)
Figure 21. South Korea Cloud-native Games Consumption Value (2019-2030) & (USD Million)
Figure 22. ASEAN Cloud-native Games Consumption Value (2019-2030) & (USD

+44 20 8123 2220
info@marketpublishers.com

Million)
Figure 23. India Cloud-native Games Consumption Value (2019-2030) & (USD Million)
Figure 24. Producer Shipments of Cloud-native Games by Player Revenue ($MM) and Market Share (%): 2023
Figure 25. Global Four-firm Concentration Ratios (CR4) for Cloud-native Games Markets in 2023
Figure 26. Global Four-firm Concentration Ratios (CR8) for Cloud-native Games Markets in 2023
Figure 27. United States VS China: Cloud-native Games Revenue Market Share Comparison (2019 & 2023 & 2030)
Figure 28. United States VS China: Cloud-native Games Consumption Value Market Share Comparison (2019 & 2023 & 2030)
Figure 29. World Cloud-native Games Market Size by Type, (USD Million), 2019 & 2023 & 2030
Figure 30. World Cloud-native Games Market Size Market Share by Type in 2023
Figure 31. Video Streaming
Figure 32. File Streaming
Figure 33. World Cloud-native Games Market Size Market Share by Type (2019-2030)
Figure 34. World Cloud-native Games Market Size by Application, (USD Million), 2019 & 2023 & 2030
Figure 35. World Cloud-native Games Market Size Market Share by Application in 2023
Figure 36. PC
Figure 37. VR
Figure 38. SmartTV
Figure 39. Cloud-native Games Industrial Chain
Figure 40. Methodology
Figure 41. Research Process and Data Source

+44 20 8123 2220
info@marketpublishers.com

I would like to order

Product name: Global Cloud-native Games Supply, Demand and Key Producers, 2024-2030
Product link: https://marketpublishers.com/r/G02E1689E34AEN.html
Price: US$ 4,480.00 (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/G02E1689E34AEN.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

Custumer 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