

North America Cloud Gaming Market by Manufacturers, Countries, Type and Application, Forecast to 2022

<https://marketpublishers.com/r/NCC927010BEEN.html>

Date: May 2017

Pages: 123

Price: US\$ 4,480.00 (Single User License)

ID: NCC927010BEEN

Abstracts

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.

Scope of the Report:

This report focuses on the Cloud Gaming in North America market, especially in United States, Canada and Mexico. This report categorizes the market based on manufacturers, countries, type and application.

Market Segment by Manufacturers, this report covers

Sony

GameFly (PlayCast)

Nvidia

Ubitus

PlayGiga

Crytek GmbH

PlayKey

Utomik (Kalydo)

51ias.com (Gload)

Cyber Cloud

Yunlian Technology

Liquidsky

Blacknut SAS

Alibaba Cloud

Baidu

Tencent Cloud

Ksyun (Kingsoft)

LeCloud

Market Segment by Countries, covering

United States

Canada

Mexico

Market Segment by Type, covers

Type 1

Type 2

Market Segment by Applications, can be divided into

PC

Connected TV

Tablet

Smartphone

There are 15 Chapters to deeply display the North America Cloud Gaming market.

Chapter 1, to describe Cloud Gaming Introduction, product type and application, market overview, market analysis by countries, market opportunities, market risk, market driving force;

Chapter 2, to analyze the manufacturers of Cloud Gaming, with profile, main business, news, sales, price, revenue and market share in 2016 and 2017;

Chapter 3, to display the competitive situation among the top manufacturers, with profile, main business, news, sales, price, revenue and market share in 2016 and 2017;

Chapter 4, to show the North America market by countries, covering United States, Canada and Mexico, with sales, revenue and market share of Cloud Gaming, for each country, from 2012 to 2017;

Chapter 5 and 6, to show the market by type and application, with sales, price, revenue, market share and growth rate by type, application, from 2012 to 2017;

Chapter 7, 8 and 9, to analyze the segment market in United States, Canada and Mexico, by manufacturers, type and application, with sales, price, revenue and market share by manufacturers, types and applications;

Chapter 10, Cloud Gaming market forecast, by countries, type and application, with sales, price and revenue, from 2017 to 2022;

Chapter 11, to analyze the manufacturing cost, key raw materials and manufacturing process etc.

Chapter 12, to analyze the industrial chain, sourcing strategy and downstream end users (buyers);

Chapter 13, to describe sales channel, distributors, traders, dealers etc.

Chapter 14 and 15, to describe Cloud Gaming Research Findings and Conclusion, Appendix, methodology and data source

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