

Cloud Gaming Market Size, Share & Trends Analysis Report By Type (File Streaming, Video Streaming), By Gamer Type (Casual Gamers, Avid Gamers), By Device, By Region, And Segment Forecasts, 2023 - 2030

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Abstracts

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Cloud Gaming Market Growth & Trends

The global cloud gaming market size is estimated to reach USD 20.93 billion by 2030, growing at a CAGR of 45.5% from 2023 to 2030, according to a new study by Grand View Research, Inc. The trend of cloud-based gaming, including online game progress saving and file streaming, is expected to drive market growth.

Furthermore, cloud gaming is anticipated to attract developers and gamers because of its benefits of unlimited data storage and reduced stress on local device storage. Moreover, the advent of 5G technology and affordable access to various cloud-based games will likely aid in the expansion of the market. Companies are expected to increasingly offer cloud gaming features to users as a result of the availability of high-speed internet at low latency.

For instance, Microsoft Corporation's Xbox Cloud Gaming service uses high-speed internet to offer an immersive gaming experience without any requirement of expensive hardware. Furthermore, the onset of COVID-19 has enhanced the growth of the market as gamers switched to services that offered cloud gaming. This growth was also enhanced due to limited outdoor activities and social interactions during the government-issued lockdowns.

However, this surge in demand for gaming led to many cloud gaming services, such as Microsoft Corporation and Sony Group Corporation, encountering immense server loads due to high traffic during the peak of the pandemic. In addition, there was an increase in cloud-based gaming on smartphones during the pandemic due to popular multiplayer games such as Call of Duty and Player Unknown's Battlegrounds.

Cloud Gaming Market Report Highlights

By region, the Asia Pacific region accounted for the largest revenue share of more than 40% of the global market because of the high level of internet penetration in the region

By type, the file streaming segment is anticipated to grow at the fastest CAGR of more than 45% over the forecast period due to the trend of partial download so that users can launch certain sections of a videogame before it fully downloads

By device, the smartphones segment is expected to grow at the fastest CAGR of approximately 49% over the forecast period due to the growing penetration of budget smartphones and affordable mobile data plans

Contents

CHAPTER 1 METHODOLOGY AND SCOPE

- 1.1 Market Segmentation & Scope
- 1.2 Market Definitions
- 1.3 Information Procurement
 - 1.3.1 Information analysis
 - 1.3.2 Market formulation & data visualization
 - 1.3.3 Data validation & publishing
- 1.4 Research Scope and Assumptions
 - 1.4.1 List of data sources

CHAPTER 2 EXECUTIVE SUMMARY

- 2.1 Market Snapshot
- 2.2 Segment Snapshot
- 2.3 Competitive Landscape Snapshot

CHAPTER 3 MARKET VARIABLES, TRENDS & SCOPE

- 3.1 Market Lineage Outlook
- 3.2 Industry Value Chain Analysis
- 3.3 Market Dynamics
 - 3.3.1 Market driver analysis
 - 3.3.2 Market restraint analysis
- 3.4 Industry Analysis Tools
 - 3.4.1 PORTER's analysis
 - 3.4.2 Macroeconomic analysis
- 3.5 Cloud Gaming Market - Trend Analysis
 - 3.5.1 Technology trends
 - 3.5.2 Regulatory trends
 - 3.5.3 Vendor trends
 - 3.5.4 Buyer/end-user trends
- 3.6 Cloud Gaming Market - COVID-19 Impact Analysis
- 3.7 Data Generation & Storage Analysis
- 3.8 Network Traffic Trend Analysis

CHAPTER 4 TYPE ESTIMATES AND TREND ANALYSIS

- 4.1 Market Size Estimates & Forecasts and Trend Analysis, 2018 - 2030 (USD Million)
- 4.2 Type Movement Analysis & Market Share, 2022 & 2030
- 4.3 Cloud Gaming Market Estimates & Forecast, By Type, (USD Million)
 - 4.3.1 File streaming
 - 4.3.2 Video streaming

CHAPTER 5 DEVICE ESTIMATES AND TREND ANALYSIS

- 5.1 Market Size Estimates & Forecasts and Trend Analysis, 2018 - 2030 (USD Million)
- 5.2 Device Movement Analysis & Market Share, 2022 & 2030
- 5.3 Cloud Gaming Market Estimates & Forecast, By Device (USD Million)
 - 5.3.1 Smartphones
 - 5.3.2 Tablets
 - 5.3.3 Gaming consoles
 - 5.3.4 PCs & laptops
 - 5.3.5 Smart TVs
 - 5.3.6 Head-mounted displays

CHAPTER 6 GAMER TYPE ESTIMATES AND TREND ANALYSIS

- 6.1 Market Size Estimates & Forecasts and Trend Analysis, 2018 - 2030 (USD Million)
- 6.2 Gamer Type Movement Analysis & Market Share, 2022 & 2030
- 6.3 Cloud Gaming Market Estimates & Forecast, By Gamer Type, (USD Million)
 - 6.3.1 Casual gamers
 - 6.3.2 Avid gamers
 - 6.3.3 Lifestyle gamers

CHAPTER 7 REGIONAL OUTLOOK

- 7.1 Cloud Gaming Market Share By Region, 2022 & 2030
- 7.2 North America
 - 7.2.1 North America cloud gaming market, 2018 - 2030 (USD Million)
 - 7.2.2 U.S.
 - 7.2.2.1 U.S. cloud gaming market, 2018 - 2030 (USD Million)
 - 7.2.3 Canada
 - 7.2.3.1 Canada cloud gaming market, 2018 - 2030 (USD Million)
- 7.3 Europe
 - 7.3.1 Europe cloud gaming market, 2018 - 2030 (USD Million)

7.3.2 UK

7.3.2.1 UK cloud gaming market, 2018 - 2030 (USD Million)

7.3.3 Germany

7.3.3.1 Germany cloud gaming market, 2018 - 2030 (USD Million)

7.3.4 Italy

7.3.4.1 Italy cloud gaming market, 2018 - 2030 (USD Million)

7.3.5 France

7.3.5.1 France cloud gaming market, 2018 - 2030 (USD Million)

7.3.6 Spain

7.3.6.1 Spain cloud gaming market, 2018 - 2030 (USD Million)

7.4 Asia Pacific

7.4.1 Asia Pacific cloud gaming market, 2018 - 2030 (USD Million)

7.4.2 China

7.4.2.1 China cloud gaming market, 2018 - 2030 (USD Million)

7.4.3 Japan

7.4.3.1 Japan cloud gaming market, 2018 - 2030 (USD Million)

7.4.4 South Korea

7.4.4.1 South Korea cloud gaming market, 2018 - 2030 (USD Million)

7.4.5 India

7.4.5.1 India cloud gaming market, 2018 - 2030 (USD Million)

7.5 Latin America

7.5.1 Latin America cloud gaming market, 2018 - 2030 (USD Million)

7.5.2 Brazil

7.5.2.1 Brazil cloud gaming market, 2018 - 2030 (USD Million)

7.5.3 Mexico

7.5.3.1 Mexico cloud gaming market, 2018 - 2030 (USD Million)

7.6 MEA

7.6.1 MEA cloud gaming market, 2018 - 2030 (USD Million)

7.6.2 Saudi Arabia

7.6.2.1 Saudi Arabia cloud gaming market, 2018 - 2030 (USD Million)

7.6.3 South Africa

7.6.3.1 South Africa cloud gaming market, 2018 - 2030 (USD Million)

CHAPTER 8 COMPETITIVE LANDSCAPE

8.1 Key Participants

8.1.1 Amazon.com, Inc.

8.1.2 Apple Inc.

8.1.3 Electronic Arts, Inc.

- 8.1.4 Google, LLC
- 8.1.5 Intel Corporation
- 8.1.6 IBM Corporation
- 8.1.7 Microsoft Corporation
- 8.1.8 NVIDIA Corporation
- 8.1.9 Sony Interactive Entertainment
- 8.1.10 Ubitus Inc.
- 8.1.11 Tencent Holdings Inc.
- 8.2 Recent Development & Impact Analysis, By Key Market Participants
- 8.3 Company Categorization
- 8.4 Participant's Overview
- 8.5 Financial Performance
- 8.6 Product Benchmarking
- 8.7 Company Heat Map Analysis
- 8.8 Company Market Share Analysis, 2022
- 8.9 Strategy Mapping
 - 8.9.1 Research & development
 - 8.9.2 Partnership
 - 8.9.3 New product/feature launch
 - 8.9.4 Expansion?

List Of Tables

LIST OF TABLES

Table 1 Cloud gaming market revenue estimates and forecast, by type, 2018 - 2030 (USD Million)

Table 2 Cloud gaming market revenue estimates and forecast, by device, 2018 - 2030 (USD Million)

Table 3 Cloud gaming market revenue estimates and forecast, by gamer type, 2018 - 2030 (USD Million)

Table 4 Company heat map analysis

Table 5 Key companies undergoing research & development

Table 6 Key companies involved in the partnership

Table 7 Key companies involved in new product launch

Table 8 Key companies involved in expansions

List Of Figures

LIST OF FIGURES

- Fig. 1 Information procurement (1/2)
- Fig. 2 Information procurement (2/2)
- Fig. 3 Information Procurement
- Fig. 4 Data Analysis Models
- Fig. 5 Market Formulation and Validation
- Fig. 6 Data Validating & Publishing
- Fig. 7 Market snapshot
- Fig. 8 Segment snapshot
- Fig. 9 Industry snapshot
- Fig. 10 Cloud Gaming Market Value, 2022 & 2030, (USD Million)
- Fig. 11 Value chain analysis
- Fig. 12 Market dynamics
- Fig. 13 Key market restraint/challenges impact
- Fig. 14 PORTER's Analysis
- Fig. 15 PESTEL Analysis
- Fig. 16 Cloud gaming market, by type, key takeaways, 2018 - 2030 Revenue (USD Million)
- Fig. 17 Cloud gaming market, by type market share, 2022 & 2030
- Fig. 18 File streaming market estimates & forecasts, 2018 - 2030 (USD Million)
- Fig. 19 Video streaming market estimates & forecasts, 2018 - 2030 (USD Million)
- Fig. 20 Cloud gaming market, by device, key takeaways, 2018 - 2030 Revenue (USD Million)
- Fig. 21 Cloud gaming market, by device: market share, 2022 & 2030
- Fig. 22 Smartphones market estimates & forecasts, 2018 - 2030 (USD Million)
- Fig. 23 Tablets enforcement market estimates & forecasts, 2018 - 2030 (USD Million)
- Fig. 24 Gaming consoles market estimates & forecasts, 2018 - 2030 (USD Million)
- Fig. 25 PCs & laptops enforcement market estimates & forecasts, 2018 - 2030 (USD Million)
- Fig. 26 Smart TVs market estimates & forecasts, 2018 - 2030 (USD Million)
- Fig. 27 Head-mounted displays enforcement market estimates & forecasts, 2018 - 2030 (USD Million)
- Fig. 28 Cloud gaming market, by gamer type, key takeaways, 2018 - 2030 Revenue (USD Million)
- Fig. 29 Cloud gaming market, by gamer type market share, 2022 & 2030

- Fig. 30 Casual gamers market estimates & forecasts, 2018 - 2030 (USD Million)
- Fig. 31 Avid gamers market estimates & forecasts, 2018 - 2030 (USD Million)
- Fig. 32 Lifestyle gamers market estimates & forecasts, 2018 - 2030 (USD Million)
- Fig. 33 Cloud gaming market revenue, by region, 2022 & 2030 (USD Million)
- Fig. 34 North America cloud gaming market estimates & forecast, 2018 - 2030 (USD Million)
- Fig. 35 U.S. cloud gaming market estimates & forecast, 2018 - 2030 (USD Million)
- Fig. 36 Canada cloud gaming market estimates & forecast, 2018 - 2030 (USD Million)
- Fig. 37 Europe cloud gaming market estimates & forecast, 2018 - 2030 (USD Million)
- Fig. 38 UK cloud gaming market estimates & forecast, 2018 - 2030 (USD Million)
- Fig. 39 Germany cloud gaming market estimates & forecast, 2018 - 2030 (USD Million)
- Fig. 40 Italy cloud gaming market estimates & forecast, 2018 - 2030 (USD Million)
- Fig. 41 France cloud gaming market estimates & forecast, 2018 - 2030 (USD Million)
- Fig. 42 Spain cloud gaming market estimates & forecast, 2018 - 2030 (USD Million)
- Fig. 43 Asia Pacific cloud gaming market estimates & forecast, 2018 - 2030 (USD Million)
- Fig. 44 China cloud gaming market estimates & forecast, 2018 - 2030 (USD Million)
- Fig. 45 Japan cloud gaming market estimates & forecast, 2018 - 2030 (USD Million)
- Fig. 46 South Korea cloud gaming market estimates & forecast, 2018 - 2030 (USD Million)
- Fig. 47 India cloud gaming market estimates & forecast, 2018 - 2030 (USD Million)
- Fig. 48 Latin America cloud gaming market estimates & forecast, 2018 - 2030 (USD Million)
- Fig. 49 Brazil cloud gaming market estimates & forecast, 2018 - 2030 (USD Million)
- Fig. 50 Mexico cloud gaming market estimates & forecast, 2018 - 2030 (USD Million)
- Fig. 51 MEA cloud gaming market estimates & forecast, 2018 - 2030 (USD Million)
- Fig. 52 Saudi Arabia cloud gaming market estimates & forecast, 2018 - 2030 (USD Million)
- Fig. 53 South Africa cloud gaming market estimates & forecast, 2018 - 2030 (USD Million)
- Fig. 54 Key company categorization
- Fig. 55 Company Market Share Analysis, 2022
- Fig. 56 Strategy framework

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