

Cloud Gaming Market: Global Industry Trends, Share, Size, Growth, Opportunity and Forecast 2023-2028

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Abstracts

The global cloud gaming market size reached US\$ 1,286.6 Million in 2022. Looking forward, IMARC Group expects the market to reach US\$ 13,581.3 Million by 2028, exhibiting a growth rate (CAGR) of 47.5% during 2023-2028.

Cloud gaming, also known as gaming on demand, is a form of web gaming that allows direct streaming of games onto the user's personal computer (PC), mobile device or console. This is achieved by establishing a remote connection with a third-party organization that has the software of the game stored in their server. It enables users to play games online without having to download or purchase the actual software. Cloud gaming also provides an integrated gaming experience on smart devices that allows the user to view another user's game through live video streaming. It aims to offer smooth and direct game-playing experience to the end users across various devices.

Increasing mobile gaming audience and digitalization in gaming technology are two of the key factors driving the market growth. Furthermore, constant update and maintenance of a backup are some of the benefits provided by cloud gaming. This eliminates the need for keeping physical copies of software and minimizes the overall gaming cost. Moreover, cloud gaming also offers a reduction of data storage and ease of accessibility to the users. All these factors have contributed to the overall popularity of cloud gaming. Additionally, improving network connectivity, availability of instant play games, and download- and installation-free gameplays on almost all operating systems and devices such as Android, Linux, Mac, iOS and Chrome OS are also catalyzing the market growth.

Key Market Segmentation:

IMARC Group provides an analysis of the key trends in each sub-segment of the global

cloud gaming market report, along with forecasts at the global and regional level from 2023-2028. Our report has categorized the market based on devices type, genre, technology and gamers.

Breakup by Devices Type:

- Smartphones
- Smart TVs
- Consoles
- Tablets
- PCs

Breakup by Genre:

- Adventure/Role Playing Games
- Puzzles
- Social Games
- Strategy
- Simulation
- Others

Breakup by Technology:

- Video Streaming
- File Streaming

Breakup by Gamers:

- Hardcore Gamers
- Casual Gamers

Breakup by Region:

- North America
- Europe
- Asia Pacific
- Middle East and Africa
- Latin America

Competitive Landscape:

The report has also analysed the competitive landscape of the market with some of the key players being Utomik B.V., Nvidia Corporation, Numecent Holdings Ltd., RemoteMyApp SP ZOO (Vortex), Parsec Cloud Inc., Paperspace, LiquidSky Software Inc., Simplay Gaming Ltd., Ubitus Inc., Microsoft Corporation, Sony, Amazon web services, Google, IBM Corporation, Samsung electronics, GameFly, CiiNow, Inc., etc.

Key Questions Answered in This Report

1. What was the size of the global cloud gaming market in 2022?
2. What is the expected growth rate of the global cloud gaming market during 2023-2028?
3. What are the key factors driving the global cloud gaming market?
4. What has been the impact of COVID-19 on the global cloud gaming market?
5. What is the breakup of the global cloud gaming market based on the devices type?
6. What is the breakup of the global cloud gaming market based on the technology?
7. What is the breakup of the global cloud gaming market based on the gamers?
8. What are the key regions in the global cloud gaming market?
9. Who are the key companies/players in the global cloud gaming market?

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