

Global Cloud Gaming Market, By [Gaming Audience (Social, Serious, Core), Devices (Smartphones, Smart TVs, Consoles, Tablets, PCs), Technology (Data Streaming Technology, Server Technology, Gaming as a Service) Regions] – Trends & Forecast: 2015–2020

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Abstracts

The Cloud Gaming Market set for a potential growth mainly driven by new entrants in the market and improved network performances. The global cloud gaming market is witnessing increasing adoption of next generation technologies. The social media games and mobile games are contributing major share to the overall market as these two channels consists of huge customer base. Some of the key vendors in cloud gaming market are G-cluster Global Corp, gaikai, Inc, Amazon and others. The report provides unique insights into and in-depth analysis of global cloud gaming market, drivers and restraints as well as growth opportunities. It also contains analysis and forecasted revenues, competitive landscape, company profiles and industry trends.

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