

Cloud Gaming Market - Forecasts from 2018 to 2023

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Abstracts

Cloud gaming market is projected to witness a CAGR of 26.12% during the forecast period to reach a total market size of US\$4.284 billion by 2023, increasing from US\$1.065 billion in 2017. Cloud gaming refers to a game that resides on a company server rather than on the gamer's device. The gamer enters the game by installing a client program that can access the server where the games are running. Gamer does not require any physical copies, updates, and backup as the game is stored on a cloud platform reducing the overall cost of playing the game.

Widespread availability of high-speed internet and increasing proliferation of mobile phones, televisions, laptops, and tablets are augmenting the demand for cloud gaming. Reduction in the access time as well as declining cost of purchasing games is further fuelling the demand for cloud gaming. Rising social media and growing number of mobile gamers will propel the market growth during the forecast period. Free-to-play models have successfully attracted many subscriptions which also contribute to the market growth. The growth of e-Sports worldwide will boost the demand for cloud gaming in the coming years.

This research study examines the current market trends related to the demand, supply, and sales, in addition to the recent developments. Major drivers, restraints, and opportunities have been covered to provide an exhaustive picture of the market. The analysis presents in-depth information regarding the development, trends, and industry policies and regulations implemented in each of the geographical regions. Further, the overall regulatory framework of the market has been exhaustively covered to offer stakeholders a better understanding of the key factors affecting the overall market environment.

Identification of key industry players in the industry and their revenue contribution to the overall business or relevant segment aligned to the study have been covered as a part

of competitive intelligence done through extensive secondary research. Various studies and data published by industry associations, analyst reports, investor presentations, press releases and journals among others have been taken into consideration while conducting the secondary research. Both bottom-up and top down approaches have been utilized to determine the market size of the overall market and key segments. The values obtained are correlated with the primary inputs of the key stakeholders in the cloud gaming value chain. Last step involves complete market engineering which includes analyzing the data from different sources and existing proprietary datasets while using various data triangulation methods for market breakdown and forecasting.

Market intelligence is presented in the form of analysis, charts, and graphics to help the clients in gaining faster and efficient understanding of the market.

Major industry players profiled as part of the report are Amazon Web Services, Google, NVIDIA, and Playgiga among others.

SEGMENTATION

By Platform

Smartphones

PCs

Others

By Service Type

Video Streaming

File Streaming

By Geography

North America

U.S.

Canada

Mexico

Others

South America

Brazil

Others

Europe

UK

Germany

France

Others

Middle East and Africa

Saudi Arabia

UAE

Israel

Others

Asia-Pacific

Japan

China

India

Others

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