

2017-2022 China Cloud Gaming Market Report (Status and Outlook)

<https://marketpublishers.com/r/27AAA8EBE4FEN.html>

Date: November 2017

Pages: 117

Price: US\$ 3,360.00 (Single User License)

ID: 27AAA8EBE4FEN

Abstracts

The report requires updating with new data and is sent in 48 hours after order is placed.

In 2016, the Cloud Gaming market size was xx million USD in China, and it will be xx million USD in 2022, with a CAGR of xx% between 2016 and 2022.

In China market, the top players include

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

Split by product types/category, covering

Type 1

Type 2

Split by applications/end use industries, covers

PC

Connected TV

Tablet

Smartphone

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