

# 2017-2022 North America Cloud Gaming Market Report

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### **Abstracts**

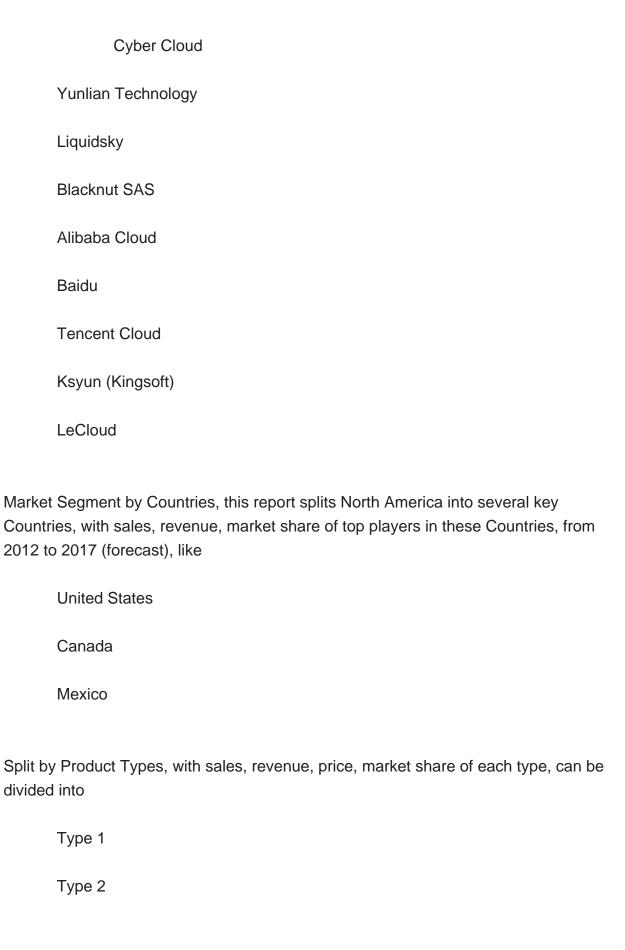
The report requires updating with new data and is sent in 48 hours after order is placed.

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

This report studies Cloud Gaming in North America market, especially in United States, Canada and Mexico, focuses on the top players in each country, covering

Sony	
GameFly (PlayCast)	
Nvidia	
Ubitus	
PlayGiga	
Crytek GmbH	
PlayKey	
Utomik (Kalydo)	
51ias.com (Gloud)	





Split by applications, this report focuses on sales, market share and growth rate of



### Cloud Gaming in each application, can be divided into

РС

Connected TV

**Tablet** 

Smartphone



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