

# 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)

Cyber Cloud

Yunlian Technology

Liquidsky

Blacknut SAS

Alibaba Cloud

Baidu

Tencent Cloud

Ksyun (Kingsoft)

LeCloud

Market Segment by Countries, this report splits North America into several key Countries, with sales, revenue, market share of top players in these Countries, from 2012 to 2017 (forecast), like

United States

Canada

Mexico

Split by Product Types, with sales, revenue, price, market share of each type, can be divided into

Type 1

Type 2

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

Cloud Gaming in each application, can be divided into

PC

Connected TV

Tablet

Smartphone

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