

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

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Abstracts

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

In United States 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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