

# 2017 Top 5 Cloud Gaming Players in North America, Europe, Asia-Pacific, South America, Middle East and Africa

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## Abstracts

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The Global Cloud Gaming market size will be XX million (USD) in 2022, from the XX million (USD) in 2016, with a CAGR (Compound Annual Growth Rate) of XX% from between 2016 and 2022.

This report studies the global Cloud Gaming market, especially in North America, Europe, Asia-Pacific, South America, Middle East and Africa, focuses on the top 5 Cloud Gaming players in each region, with sales, price, revenue and market share from 2012 to 2017, the top players including

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

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

North America (United States, Canada and Mexico)

Asia-Pacific (China, Japan, Southeast Asia, India and Korea)

Europe (Germany, UK, France, Italy and Russia etc.

South America (Brazil, Chile, Peru and Argentina)

Middle East and Africa (Egypt, South Africa, Saudi Arabia)

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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