

# Global Cloud Gaming Platform and Services Market Growth (Status and Outlook) 2023-2029

<https://marketpublishers.com/r/GEA55A441643EN.html>

Date: March 2023

Pages: 123

Price: US\$ 3,660.00 (Single User License)

ID: GEA55A441643EN

## Abstracts

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

LPI (LP Information)' newest research report, the “Cloud Gaming Platform and Services Industry Forecast” looks at past sales and reviews total world Cloud Gaming Platform and Services sales in 2022, providing a comprehensive analysis by region and market sector of projected Cloud Gaming Platform and Services sales for 2023 through 2029. With Cloud Gaming Platform and Services sales broken down by region, market sector and sub-sector, this report provides a detailed analysis in US\$ millions of the world Cloud Gaming Platform and Services industry.

This Insight Report provides a comprehensive analysis of the global Cloud Gaming Platform and Services landscape and highlights key trends related to product segmentation, company formation, revenue, and market share, latest development, and M&A activity. This report also analyzes the strategies of leading global companies with a focus on Cloud Gaming Platform and Services portfolios and capabilities, market entry strategies, market positions, and geographic footprints, to better understand these firms' unique position in an accelerating global Cloud Gaming Platform and Services market.

This Insight Report evaluates the key market trends, drivers, and affecting factors shaping the global outlook for Cloud Gaming Platform and Services and breaks down the forecast by type, by application, geography, and market size to highlight emerging pockets of opportunity. With a transparent methodology based on hundreds of bottom-up qualitative and quantitative market inputs, this study forecast offers a highly nuanced view of the current state and future trajectory in the global Cloud Gaming Platform and Services.

The global Cloud Gaming Platform and Services market size is projected to grow from US\$ million in 2022 to US\$ million in 2029; it is expected to grow at a CAGR of % from 2023 to 2029.

United States market for Cloud Gaming Platform and Services is estimated to increase from US\$ million in 2022 to US\$ million by 2029, at a CAGR of % from 2023 through 2029.

China market for Cloud Gaming Platform and Services is estimated to increase from US\$ million in 2022 to US\$ million by 2029, at a CAGR of % from 2023 through 2029.

Europe market for Cloud Gaming Platform and Services is estimated to increase from US\$ million in 2022 to US\$ million by 2029, at a CAGR of % from 2023 through 2029.

Global key Cloud Gaming Platform and Services players cover Xbox Game Pass (Microsoft), Facebook Gaming, STADIA (Google), NetEase Games (Hong Kong NetEase), Ludium Lab, Luna (Amazon), PlayStation Now (SONY), Tencent and Antstream Arcade, etc. In terms of revenue, the global two largest companies occupied for a share nearly % in 2022.

This report presents a comprehensive overview, market shares, and growth opportunities of Cloud Gaming Platform and Services market by product type, application, key players and key regions and countries.

Market Segmentation:

Segmentation by type

Cloud Gaming Platform

Cloud Gaming Services

Segmentation by application

TV

Smartphone

## Computers

This report also splits the market by region:

### Americas

United States

Canada

Mexico

Brazil

### APAC

China

Japan

Korea

Southeast Asia

India

Australia

### Europe

Germany

France

UK

Italy

Russia

Middle East & Africa

Egypt

South Africa

Israel

Turkey

GCC Countries

The below companies that are profiled have been selected based on inputs gathered from primary experts and analyzing the company's coverage, product portfolio, its market penetration.

Xbox Game Pass (Microsoft)

Facebook Gaming

STADIA (Google)

NetEase Games (Hong Kong NetEase)

Ludium Lab

Luna (Amazon)

PlayStation Now (SONY)

Tencent

Antstream Arcade

Alibaba

BLACKNUT

MY.GAMES (My.com)

GameStream (NVIDIA)

Wiztivi

Arcade (Apple)

UTOMK

Ubisoft Connect (Ubisoft Entertainment)

Baidu

Huawei

Zhejiang Shiji Huatong

37Games

## Contents

### **1 SCOPE OF THE REPORT**

- 1.1 Market Introduction
- 1.2 Years Considered
- 1.3 Research Objectives
- 1.4 Market Research Methodology
- 1.5 Research Process and Data Source
- 1.6 Economic Indicators
- 1.7 Currency Considered
- 1.8 Market Estimation Caveats

### **2 EXECUTIVE SUMMARY**

- 2.1 World Market Overview
  - 2.1.1 Global Cloud Gaming Platform and Services Market Size 2018-2029
  - 2.1.2 Cloud Gaming Platform and Services Market Size CAGR by Region 2018 VS 2022 VS 2029
- 2.2 Cloud Gaming Platform and Services Segment by Type
  - 2.2.1 Cloud Gaming Platform
  - 2.2.2 Cloud Gaming Services
- 2.3 Cloud Gaming Platform and Services Market Size by Type
  - 2.3.1 Cloud Gaming Platform and Services Market Size CAGR by Type (2018 VS 2022 VS 2029)
  - 2.3.2 Global Cloud Gaming Platform and Services Market Size Market Share by Type (2018-2023)
- 2.4 Cloud Gaming Platform and Services Segment by Application
  - 2.4.1 TV
  - 2.4.2 Smartphone
  - 2.4.3 Computers
- 2.5 Cloud Gaming Platform and Services Market Size by Application
  - 2.5.1 Cloud Gaming Platform and Services Market Size CAGR by Application (2018 VS 2022 VS 2029)
  - 2.5.2 Global Cloud Gaming Platform and Services Market Size Market Share by Application (2018-2023)

### **3 CLOUD GAMING PLATFORM AND SERVICES MARKET SIZE BY PLAYER**

### 3.1 Cloud Gaming Platform and Services Market Size Market Share by Players

3.1.1 Global Cloud Gaming Platform and Services Revenue by Players (2018-2023)

3.1.2 Global Cloud Gaming Platform and Services Revenue Market Share by Players (2018-2023)

3.2 Global Cloud Gaming Platform and Services Key Players Head office and Products Offered

3.3 Market Concentration Rate Analysis

3.3.1 Competition Landscape Analysis

3.3.2 Concentration Ratio (CR3, CR5 and CR10) & (2021-2023)

3.4 New Products and Potential Entrants

3.5 Mergers & Acquisitions, Expansion

## 4 CLOUD GAMING PLATFORM AND SERVICES BY REGIONS

4.1 Cloud Gaming Platform and Services Market Size by Regions (2018-2023)

4.2 Americas Cloud Gaming Platform and Services Market Size Growth (2018-2023)

4.3 APAC Cloud Gaming Platform and Services Market Size Growth (2018-2023)

4.4 Europe Cloud Gaming Platform and Services Market Size Growth (2018-2023)

4.5 Middle East & Africa Cloud Gaming Platform and Services Market Size Growth (2018-2023)

## 5 AMERICAS

5.1 Americas Cloud Gaming Platform and Services Market Size by Country (2018-2023)

5.2 Americas Cloud Gaming Platform and Services Market Size by Type (2018-2023)

5.3 Americas Cloud Gaming Platform and Services Market Size by Application (2018-2023)

5.4 United States

5.5 Canada

5.6 Mexico

5.7 Brazil

## 6 APAC

6.1 APAC Cloud Gaming Platform and Services Market Size by Region (2018-2023)

6.2 APAC Cloud Gaming Platform and Services Market Size by Type (2018-2023)

6.3 APAC Cloud Gaming Platform and Services Market Size by Application (2018-2023)

6.4 China

6.5 Japan

- 6.6 Korea
- 6.7 Southeast Asia
- 6.8 India
- 6.9 Australia

## **7 EUROPE**

- 7.1 Europe Cloud Gaming Platform and Services by Country (2018-2023)
- 7.2 Europe Cloud Gaming Platform and Services Market Size by Type (2018-2023)
- 7.3 Europe Cloud Gaming Platform and Services Market Size by Application (2018-2023)
- 7.4 Germany
- 7.5 France
- 7.6 UK
- 7.7 Italy
- 7.8 Russia

## **8 MIDDLE EAST & AFRICA**

- 8.1 Middle East & Africa Cloud Gaming Platform and Services by Region (2018-2023)
- 8.2 Middle East & Africa Cloud Gaming Platform and Services Market Size by Type (2018-2023)
- 8.3 Middle East & Africa Cloud Gaming Platform and Services Market Size by Application (2018-2023)
- 8.4 Egypt
- 8.5 South Africa
- 8.6 Israel
- 8.7 Turkey
- 8.8 GCC Countries

## **9 MARKET DRIVERS, CHALLENGES AND TRENDS**

- 9.1 Market Drivers & Growth Opportunities
- 9.2 Market Challenges & Risks
- 9.3 Industry Trends

## **10 GLOBAL CLOUD GAMING PLATFORM AND SERVICES MARKET FORECAST**

- 10.1 Global Cloud Gaming Platform and Services Forecast by Regions (2024-2029)



- 10.1.1 Global Cloud Gaming Platform and Services Forecast by Regions (2024-2029)
- 10.1.2 Americas Cloud Gaming Platform and Services Forecast
- 10.1.3 APAC Cloud Gaming Platform and Services Forecast
- 10.1.4 Europe Cloud Gaming Platform and Services Forecast
- 10.1.5 Middle East & Africa Cloud Gaming Platform and Services Forecast
- 10.2 Americas Cloud Gaming Platform and Services Forecast by Country (2024-2029)
  - 10.2.1 United States Cloud Gaming Platform and Services Market Forecast
  - 10.2.2 Canada Cloud Gaming Platform and Services Market Forecast
  - 10.2.3 Mexico Cloud Gaming Platform and Services Market Forecast
  - 10.2.4 Brazil Cloud Gaming Platform and Services Market Forecast
- 10.3 APAC Cloud Gaming Platform and Services Forecast by Region (2024-2029)
  - 10.3.1 China Cloud Gaming Platform and Services Market Forecast
  - 10.3.2 Japan Cloud Gaming Platform and Services Market Forecast
  - 10.3.3 Korea Cloud Gaming Platform and Services Market Forecast
  - 10.3.4 Southeast Asia Cloud Gaming Platform and Services Market Forecast
  - 10.3.5 India Cloud Gaming Platform and Services Market Forecast
  - 10.3.6 Australia Cloud Gaming Platform and Services Market Forecast
- 10.4 Europe Cloud Gaming Platform and Services Forecast by Country (2024-2029)
  - 10.4.1 Germany Cloud Gaming Platform and Services Market Forecast
  - 10.4.2 France Cloud Gaming Platform and Services Market Forecast
  - 10.4.3 UK Cloud Gaming Platform and Services Market Forecast
  - 10.4.4 Italy Cloud Gaming Platform and Services Market Forecast
  - 10.4.5 Russia Cloud Gaming Platform and Services Market Forecast
- 10.5 Middle East & Africa Cloud Gaming Platform and Services Forecast by Region (2024-2029)
  - 10.5.1 Egypt Cloud Gaming Platform and Services Market Forecast
  - 10.5.2 South Africa Cloud Gaming Platform and Services Market Forecast
  - 10.5.3 Israel Cloud Gaming Platform and Services Market Forecast
  - 10.5.4 Turkey Cloud Gaming Platform and Services Market Forecast
  - 10.5.5 GCC Countries Cloud Gaming Platform and Services Market Forecast
- 10.6 Global Cloud Gaming Platform and Services Forecast by Type (2024-2029)
- 10.7 Global Cloud Gaming Platform and Services Forecast by Application (2024-2029)

## **11 KEY PLAYERS ANALYSIS**

- 11.1 Xbox Game Pass (Microsoft)
  - 11.1.1 Xbox Game Pass (Microsoft) Company Information
  - 11.1.2 Xbox Game Pass (Microsoft) Cloud Gaming Platform and Services Product Offered

- 11.1.3 Xbox Game Pass (Microsoft) Cloud Gaming Platform and Services Revenue, Gross Margin and Market Share (2018-2023)
- 11.1.4 Xbox Game Pass (Microsoft) Main Business Overview
- 11.1.5 Xbox Game Pass (Microsoft) Latest Developments
- 11.2 Facebook Gaming
  - 11.2.1 Facebook Gaming Company Information
  - 11.2.2 Facebook Gaming Cloud Gaming Platform and Services Product Offered
  - 11.2.3 Facebook Gaming Cloud Gaming Platform and Services Revenue, Gross Margin and Market Share (2018-2023)
  - 11.2.4 Facebook Gaming Main Business Overview
  - 11.2.5 Facebook Gaming Latest Developments
- 11.3 STADIA (Google)
  - 11.3.1 STADIA (Google) Company Information
  - 11.3.2 STADIA (Google) Cloud Gaming Platform and Services Product Offered
  - 11.3.3 STADIA (Google) Cloud Gaming Platform and Services Revenue, Gross Margin and Market Share (2018-2023)
  - 11.3.4 STADIA (Google) Main Business Overview
  - 11.3.5 STADIA (Google) Latest Developments
- 11.4 NetEase Games (Hong Kong NetEase)
  - 11.4.1 NetEase Games (Hong Kong NetEase) Company Information
  - 11.4.2 NetEase Games (Hong Kong NetEase) Cloud Gaming Platform and Services Product Offered
  - 11.4.3 NetEase Games (Hong Kong NetEase) Cloud Gaming Platform and Services Revenue, Gross Margin and Market Share (2018-2023)
  - 11.4.4 NetEase Games (Hong Kong NetEase) Main Business Overview
  - 11.4.5 NetEase Games (Hong Kong NetEase) Latest Developments
- 11.5 Ludium Lab
  - 11.5.1 Ludium Lab Company Information
  - 11.5.2 Ludium Lab Cloud Gaming Platform and Services Product Offered
  - 11.5.3 Ludium Lab Cloud Gaming Platform and Services Revenue, Gross Margin and Market Share (2018-2023)
  - 11.5.4 Ludium Lab Main Business Overview
  - 11.5.5 Ludium Lab Latest Developments
- 11.6 Luna (Amazon)
  - 11.6.1 Luna (Amazon) Company Information
  - 11.6.2 Luna (Amazon) Cloud Gaming Platform and Services Product Offered
  - 11.6.3 Luna (Amazon) Cloud Gaming Platform and Services Revenue, Gross Margin and Market Share (2018-2023)
  - 11.6.4 Luna (Amazon) Main Business Overview

- 11.6.5 Luna (Amazon) Latest Developments
- 11.7 PlayStation Now (SONY)
  - 11.7.1 PlayStation Now (SONY) Company Information
  - 11.7.2 PlayStation Now (SONY) Cloud Gaming Platform and Services Product Offered
  - 11.7.3 PlayStation Now (SONY) Cloud Gaming Platform and Services Revenue, Gross Margin and Market Share (2018-2023)
  - 11.7.4 PlayStation Now (SONY) Main Business Overview
  - 11.7.5 PlayStation Now (SONY) Latest Developments
- 11.8 Tencent
  - 11.8.1 Tencent Company Information
  - 11.8.2 Tencent Cloud Gaming Platform and Services Product Offered
  - 11.8.3 Tencent Cloud Gaming Platform and Services Revenue, Gross Margin and Market Share (2018-2023)
  - 11.8.4 Tencent Main Business Overview
  - 11.8.5 Tencent Latest Developments
- 11.9 Antstream Arcade
  - 11.9.1 Antstream Arcade Company Information
  - 11.9.2 Antstream Arcade Cloud Gaming Platform and Services Product Offered
  - 11.9.3 Antstream Arcade Cloud Gaming Platform and Services Revenue, Gross Margin and Market Share (2018-2023)
  - 11.9.4 Antstream Arcade Main Business Overview
  - 11.9.5 Antstream Arcade Latest Developments
- 11.10 Alibaba
  - 11.10.1 Alibaba Company Information
  - 11.10.2 Alibaba Cloud Gaming Platform and Services Product Offered
  - 11.10.3 Alibaba Cloud Gaming Platform and Services Revenue, Gross Margin and Market Share (2018-2023)
  - 11.10.4 Alibaba Main Business Overview
  - 11.10.5 Alibaba Latest Developments
- 11.11 BLACKNUT
  - 11.11.1 BLACKNUT Company Information
  - 11.11.2 BLACKNUT Cloud Gaming Platform and Services Product Offered
  - 11.11.3 BLACKNUT Cloud Gaming Platform and Services Revenue, Gross Margin and Market Share (2018-2023)
  - 11.11.4 BLACKNUT Main Business Overview
  - 11.11.5 BLACKNUT Latest Developments
- 11.12 MY.GAMES (My.com)
  - 11.12.1 MY.GAMES (My.com) Company Information
  - 11.12.2 MY.GAMES (My.com) Cloud Gaming Platform and Services Product Offered

- 11.12.3 MY.GAMES (My.com) Cloud Gaming Platform and Services Revenue, Gross Margin and Market Share (2018-2023)
- 11.12.4 MY.GAMES (My.com) Main Business Overview
- 11.12.5 MY.GAMES (My.com) Latest Developments
- 11.13 GameStream (NVIDIA)
  - 11.13.1 GameStream (NVIDIA) Company Information
  - 11.13.2 GameStream (NVIDIA) Cloud Gaming Platform and Services Product Offered
  - 11.13.3 GameStream (NVIDIA) Cloud Gaming Platform and Services Revenue, Gross Margin and Market Share (2018-2023)
  - 11.13.4 GameStream (NVIDIA) Main Business Overview
  - 11.13.5 GameStream (NVIDIA) Latest Developments
- 11.14 Wiztivi
  - 11.14.1 Wiztivi Company Information
  - 11.14.2 Wiztivi Cloud Gaming Platform and Services Product Offered
  - 11.14.3 Wiztivi Cloud Gaming Platform and Services Revenue, Gross Margin and Market Share (2018-2023)
  - 11.14.4 Wiztivi Main Business Overview
  - 11.14.5 Wiztivi Latest Developments
- 11.15 Arcade (Apple)
  - 11.15.1 Arcade (Apple) Company Information
  - 11.15.2 Arcade (Apple) Cloud Gaming Platform and Services Product Offered
  - 11.15.3 Arcade (Apple) Cloud Gaming Platform and Services Revenue, Gross Margin and Market Share (2018-2023)
  - 11.15.4 Arcade (Apple) Main Business Overview
  - 11.15.5 Arcade (Apple) Latest Developments
- 11.16 UTOMK
  - 11.16.1 UTOMK Company Information
  - 11.16.2 UTOMK Cloud Gaming Platform and Services Product Offered
  - 11.16.3 UTOMK Cloud Gaming Platform and Services Revenue, Gross Margin and Market Share (2018-2023)
  - 11.16.4 UTOMK Main Business Overview
  - 11.16.5 UTOMK Latest Developments
- 11.17 Ubisoft Connect (Ubisoft Entertainment)
  - 11.17.1 Ubisoft Connect (Ubisoft Entertainment) Company Information
  - 11.17.2 Ubisoft Connect (Ubisoft Entertainment) Cloud Gaming Platform and Services Product Offered
  - 11.17.3 Ubisoft Connect (Ubisoft Entertainment) Cloud Gaming Platform and Services Revenue, Gross Margin and Market Share (2018-2023)
  - 11.17.4 Ubisoft Connect (Ubisoft Entertainment) Main Business Overview

11.17.5 Ubisoft Connect (Ubisoft Entertainment) Latest Developments

11.18 Baidu

11.18.1 Baidu Company Information

11.18.2 Baidu Cloud Gaming Platform and Services Product Offered

11.18.3 Baidu Cloud Gaming Platform and Services Revenue, Gross Margin and Market Share (2018-2023)

11.18.4 Baidu Main Business Overview

11.18.5 Baidu Latest Developments

11.19 Huawei

11.19.1 Huawei Company Information

11.19.2 Huawei Cloud Gaming Platform and Services Product Offered

11.19.3 Huawei Cloud Gaming Platform and Services Revenue, Gross Margin and Market Share (2018-2023)

11.19.4 Huawei Main Business Overview

11.19.5 Huawei Latest Developments

11.20 Zhejiang Shiji Huatong

11.20.1 Zhejiang Shiji Huatong Company Information

11.20.2 Zhejiang Shiji Huatong Cloud Gaming Platform and Services Product Offered

11.20.3 Zhejiang Shiji Huatong Cloud Gaming Platform and Services Revenue, Gross Margin and Market Share (2018-2023)

11.20.4 Zhejiang Shiji Huatong Main Business Overview

11.20.5 Zhejiang Shiji Huatong Latest Developments

11.21 37Games

11.21.1 37Games Company Information

11.21.2 37Games Cloud Gaming Platform and Services Product Offered

11.21.3 37Games Cloud Gaming Platform and Services Revenue, Gross Margin and Market Share (2018-2023)

11.21.4 37Games Main Business Overview

11.21.5 37Games Latest Developments

## **12 RESEARCH FINDINGS AND CONCLUSION**

## List Of Tables

### LIST OF TABLES

- Table 1. Cloud Gaming Platform and Services Market Size CAGR by Region (2018 VS 2022 VS 2029) & (\$ Millions)
- Table 2. Major Players of Cloud Gaming Platform
- Table 3. Major Players of Cloud Gaming Services
- Table 4. Cloud Gaming Platform and Services Market Size CAGR by Type (2018 VS 2022 VS 2029) & (\$ Millions)
- Table 5. Global Cloud Gaming Platform and Services Market Size by Type (2018-2023) & (\$ Millions)
- Table 6. Global Cloud Gaming Platform and Services Market Size Market Share by Type (2018-2023)
- Table 7. Cloud Gaming Platform and Services Market Size CAGR by Application (2018 VS 2022 VS 2029) & (\$ Millions)
- Table 8. Global Cloud Gaming Platform and Services Market Size by Application (2018-2023) & (\$ Millions)
- Table 9. Global Cloud Gaming Platform and Services Market Size Market Share by Application (2018-2023)
- Table 10. Global Cloud Gaming Platform and Services Revenue by Players (2018-2023) & (\$ Millions)
- Table 11. Global Cloud Gaming Platform and Services Revenue Market Share by Player (2018-2023)
- Table 12. Cloud Gaming Platform and Services Key Players Head office and Products Offered
- Table 13. Cloud Gaming Platform and Services Concentration Ratio (CR3, CR5 and CR10) & (2021-2023)
- Table 14. New Products and Potential Entrants
- Table 15. Mergers & Acquisitions, Expansion
- Table 16. Global Cloud Gaming Platform and Services Market Size by Regions 2018-2023 & (\$ Millions)
- Table 17. Global Cloud Gaming Platform and Services Market Size Market Share by Regions (2018-2023)
- Table 18. Global Cloud Gaming Platform and Services Revenue by Country/Region (2018-2023) & (\$ millions)
- Table 19. Global Cloud Gaming Platform and Services Revenue Market Share by Country/Region (2018-2023)
- Table 20. Americas Cloud Gaming Platform and Services Market Size by Country

(2018-2023) & (\$ Millions)

Table 21. Americas Cloud Gaming Platform and Services Market Size Market Share by Country (2018-2023)

Table 22. Americas Cloud Gaming Platform and Services Market Size by Type (2018-2023) & (\$ Millions)

Table 23. Americas Cloud Gaming Platform and Services Market Size Market Share by Type (2018-2023)

Table 24. Americas Cloud Gaming Platform and Services Market Size by Application (2018-2023) & (\$ Millions)

Table 25. Americas Cloud Gaming Platform and Services Market Size Market Share by Application (2018-2023)

Table 26. APAC Cloud Gaming Platform and Services Market Size by Region (2018-2023) & (\$ Millions)

Table 27. APAC Cloud Gaming Platform and Services Market Size Market Share by Region (2018-2023)

Table 28. APAC Cloud Gaming Platform and Services Market Size by Type (2018-2023) & (\$ Millions)

Table 29. APAC Cloud Gaming Platform and Services Market Size Market Share by Type (2018-2023)

Table 30. APAC Cloud Gaming Platform and Services Market Size by Application (2018-2023) & (\$ Millions)

Table 31. APAC Cloud Gaming Platform and Services Market Size Market Share by Application (2018-2023)

Table 32. Europe Cloud Gaming Platform and Services Market Size by Country (2018-2023) & (\$ Millions)

Table 33. Europe Cloud Gaming Platform and Services Market Size Market Share by Country (2018-2023)

Table 34. Europe Cloud Gaming Platform and Services Market Size by Type (2018-2023) & (\$ Millions)

Table 35. Europe Cloud Gaming Platform and Services Market Size Market Share by Type (2018-2023)

Table 36. Europe Cloud Gaming Platform and Services Market Size by Application (2018-2023) & (\$ Millions)

Table 37. Europe Cloud Gaming Platform and Services Market Size Market Share by Application (2018-2023)

Table 38. Middle East & Africa Cloud Gaming Platform and Services Market Size by Region (2018-2023) & (\$ Millions)

Table 39. Middle East & Africa Cloud Gaming Platform and Services Market Size Market Share by Region (2018-2023)

Table 40. Middle East & Africa Cloud Gaming Platform and Services Market Size by Type (2018-2023) & (\$ Millions)

Table 41. Middle East & Africa Cloud Gaming Platform and Services Market Size Market Share by Type (2018-2023)

Table 42. Middle East & Africa Cloud Gaming Platform and Services Market Size by Application (2018-2023) & (\$ Millions)

Table 43. Middle East & Africa Cloud Gaming Platform and Services Market Size Market Share by Application (2018-2023)

Table 44. Key Market Drivers & Growth Opportunities of Cloud Gaming Platform and Services

Table 45. Key Market Challenges & Risks of Cloud Gaming Platform and Services

Table 46. Key Industry Trends of Cloud Gaming Platform and Services

Table 47. Global Cloud Gaming Platform and Services Market Size Forecast by Regions (2024-2029) & (\$ Millions)

Table 48. Global Cloud Gaming Platform and Services Market Size Market Share Forecast by Regions (2024-2029)

Table 49. Global Cloud Gaming Platform and Services Market Size Forecast by Type (2024-2029) & (\$ Millions)

Table 50. Global Cloud Gaming Platform and Services Market Size Forecast by Application (2024-2029) & (\$ Millions)

Table 51. Xbox Game Pass (Microsoft) Details, Company Type, Cloud Gaming Platform and Services Area Served and Its Competitors

Table 52. Xbox Game Pass (Microsoft) Cloud Gaming Platform and Services Product Offered

Table 53. Xbox Game Pass (Microsoft) Cloud Gaming Platform and Services Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 54. Xbox Game Pass (Microsoft) Main Business

Table 55. Xbox Game Pass (Microsoft) Latest Developments

Table 56. Facebook Gaming Details, Company Type, Cloud Gaming Platform and Services Area Served and Its Competitors

Table 57. Facebook Gaming Cloud Gaming Platform and Services Product Offered

Table 58. Facebook Gaming Main Business

Table 59. Facebook Gaming Cloud Gaming Platform and Services Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 60. Facebook Gaming Latest Developments

Table 61. STADIA (Google) Details, Company Type, Cloud Gaming Platform and Services Area Served and Its Competitors

Table 62. STADIA (Google) Cloud Gaming Platform and Services Product Offered

Table 63. STADIA (Google) Main Business



- Table 64. STADIA (Google) Cloud Gaming Platform and Services Revenue (\$ million), Gross Margin and Market Share (2018-2023)
- Table 65. STADIA (Google) Latest Developments
- Table 66. NetEase Games (Hong Kong NetEase) Details, Company Type, Cloud Gaming Platform and Services Area Served and Its Competitors
- Table 67. NetEase Games (Hong Kong NetEase) Cloud Gaming Platform and Services Product Offered
- Table 68. NetEase Games (Hong Kong NetEase) Main Business
- Table 69. NetEase Games (Hong Kong NetEase) Cloud Gaming Platform and Services Revenue (\$ million), Gross Margin and Market Share (2018-2023)
- Table 70. NetEase Games (Hong Kong NetEase) Latest Developments
- Table 71. Ludium Lab Details, Company Type, Cloud Gaming Platform and Services Area Served and Its Competitors
- Table 72. Ludium Lab Cloud Gaming Platform and Services Product Offered
- Table 73. Ludium Lab Main Business
- Table 74. Ludium Lab Cloud Gaming Platform and Services Revenue (\$ million), Gross Margin and Market Share (2018-2023)
- Table 75. Ludium Lab Latest Developments
- Table 76. Luna (Amazon) Details, Company Type, Cloud Gaming Platform and Services Area Served and Its Competitors
- Table 77. Luna (Amazon) Cloud Gaming Platform and Services Product Offered
- Table 78. Luna (Amazon) Main Business
- Table 79. Luna (Amazon) Cloud Gaming Platform and Services Revenue (\$ million), Gross Margin and Market Share (2018-2023)
- Table 80. Luna (Amazon) Latest Developments
- Table 81. PlayStation Now (SONY) Details, Company Type, Cloud Gaming Platform and Services Area Served and Its Competitors
- Table 82. PlayStation Now (SONY) Cloud Gaming Platform and Services Product Offered
- Table 83. PlayStation Now (SONY) Main Business
- Table 84. PlayStation Now (SONY) Cloud Gaming Platform and Services Revenue (\$ million), Gross Margin and Market Share (2018-2023)
- Table 85. PlayStation Now (SONY) Latest Developments
- Table 86. Tencent Details, Company Type, Cloud Gaming Platform and Services Area Served and Its Competitors
- Table 87. Tencent Cloud Gaming Platform and Services Product Offered
- Table 88. Tencent Main Business
- Table 89. Tencent Cloud Gaming Platform and Services Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 90. Tencent Latest Developments

Table 91. Antstream Arcade Details, Company Type, Cloud Gaming Platform and Services Area Served and Its Competitors

Table 92. Antstream Arcade Cloud Gaming Platform and Services Product Offered

Table 93. Antstream Arcade Main Business

Table 94. Antstream Arcade Cloud Gaming Platform and Services Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 95. Antstream Arcade Latest Developments

Table 96. Alibaba Details, Company Type, Cloud Gaming Platform and Services Area Served and Its Competitors

Table 97. Alibaba Cloud Gaming Platform and Services Product Offered

Table 98. Alibaba Main Business

Table 99. Alibaba Cloud Gaming Platform and Services Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 100. Alibaba Latest Developments

Table 101. BLACKNUT Details, Company Type, Cloud Gaming Platform and Services Area Served and Its Competitors

Table 102. BLACKNUT Cloud Gaming Platform and Services Product Offered

Table 103. BLACKNUT Cloud Gaming Platform and Services Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 104. BLACKNUT Main Business

Table 105. BLACKNUT Latest Developments

Table 106. MY.GAMES (My.com) Details, Company Type, Cloud Gaming Platform and Services Area Served and Its Competitors

Table 107. MY.GAMES (My.com) Cloud Gaming Platform and Services Product Offered

Table 108. MY.GAMES (My.com) Main Business

Table 109. MY.GAMES (My.com) Cloud Gaming Platform and Services Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 110. MY.GAMES (My.com) Latest Developments

Table 111. GameStream (NVIDIA) Details, Company Type, Cloud Gaming Platform and Services Area Served and Its Competitors

Table 112. GameStream (NVIDIA) Cloud Gaming Platform and Services Product Offered

Table 113. GameStream (NVIDIA) Main Business

Table 114. GameStream (NVIDIA) Cloud Gaming Platform and Services Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 115. GameStream (NVIDIA) Latest Developments

Table 116. Wiztivi Details, Company Type, Cloud Gaming Platform and Services Area Served and Its Competitors

Table 117. Wiztivi Cloud Gaming Platform and Services Product Offered

Table 118. Wiztivi Main Business

Table 119. Wiztivi Cloud Gaming Platform and Services Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 120. Wiztivi Latest Developments

Table 121. Arcade (Apple) Details, Company Type, Cloud Gaming Platform and Services Area Served and Its Competitors

Table 122. Arcade (Apple) Cloud Gaming Platform and Services Product Offered

Table 123. Arcade (Apple) Main Business

Table 124. Arcade (Apple) Cloud Gaming Platform and Services Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 125. Arcade (Apple) Latest Developments

Table 126. UTOMK Details, Company Type, Cloud Gaming Platform and Services Area Served and Its Competitors

Table 127. UTOMK Cloud Gaming Platform and Services Product Offered

Table 128. UTOMK Main Business

Table 129. UTOMK Cloud Gaming Platform and Services Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 130. UTOMK Latest Developments

Table 131. Ubisoft Connect (Ubisoft Entertainment) Details, Company Type, Cloud Gaming Platform and Services Area Served and Its Competitors

Table 132. Ubisoft Connect (Ubisoft Entertainment) Cloud Gaming Platform and Services Product Offered

Table 133. Ubisoft Connect (Ubisoft Entertainment) Main Business

Table 134. Ubisoft Connect (Ubisoft Entertainment) Cloud Gaming Platform and Services Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 135. Ubisoft Connect (Ubisoft Entertainment) Latest Developments

Table 136. Baidu Details, Company Type, Cloud Gaming Platform and Services Area Served and Its Competitors

Table 137. Baidu Cloud Gaming Platform and Services Product Offered

Table 138. Baidu Main Business

Table 139. Baidu Cloud Gaming Platform and Services Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 140. Baidu Latest Developments

Table 141. Huawei Details, Company Type, Cloud Gaming Platform and Services Area Served and Its Competitors

Table 142. Huawei Cloud Gaming Platform and Services Product Offered

Table 143. Huawei Main Business

Table 144. Huawei Cloud Gaming Platform and Services Revenue (\$ million), Gross

Margin and Market Share (2018-2023)

Table 145. Huawei Latest Developments

Table 146. Zhejiang Shiji Huatong Details, Company Type, Cloud Gaming Platform and Services Area Served and Its Competitors

Table 147. Zhejiang Shiji Huatong Cloud Gaming Platform and Services Product Offered

Table 148. Zhejiang Shiji Huatong Main Business

Table 149. Zhejiang Shiji Huatong Cloud Gaming Platform and Services Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 150. Zhejiang Shiji Huatong Latest Developments

Table 151. 37Games Details, Company Type, Cloud Gaming Platform and Services Area Served and Its Competitors

Table 152. 37Games Cloud Gaming Platform and Services Product Offered

Table 153. 37Games Cloud Gaming Platform and Services Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 154. 37Games Main Business

Table 155. 37Games Latest Developments

## List Of Figures

### LIST OF FIGURES

Figure 1. Cloud Gaming Platform and Services Report Years Considered

Figure 2. Research Objectives

Figure 3. Research Methodology

Figure 4. Research Process and Data Source

Figure 5. Global Cloud Gaming Platform and Services Market Size Growth Rate 2018-2029 (\$ Millions)

Figure 6. Cloud Gaming Platform and Services Sales by Geographic Region (2018, 2022 & 2029) & (\$ millions)

Figure 7. Cloud Gaming Platform and Services Sales Market Share by Country/Region (2022)

Figure 8. Cloud Gaming Platform and Services Sales Market Share by Country/Region (2018, 2022 & 2029)

Figure 9. Global Cloud Gaming Platform and Services Market Size Market Share by Type in 2022

Figure 10. Cloud Gaming Platform and Services in TV

Figure 11. Global Cloud Gaming Platform and Services Market: TV (2018-2023) & (\$ Millions)

Figure 12. Cloud Gaming Platform and Services in Smartphone

Figure 13. Global Cloud Gaming Platform and Services Market: Smartphone (2018-2023) & (\$ Millions)

Figure 14. Cloud Gaming Platform and Services in Computers

Figure 15. Global Cloud Gaming Platform and Services Market: Computers (2018-2023) & (\$ Millions)

Figure 16. Global Cloud Gaming Platform and Services Market Size Market Share by Application in 2022

Figure 17. Global Cloud Gaming Platform and Services Revenue Market Share by Player in 2022

Figure 18. Global Cloud Gaming Platform and Services Market Size Market Share by Regions (2018-2023)

Figure 19. Americas Cloud Gaming Platform and Services Market Size 2018-2023 (\$ Millions)

Figure 20. APAC Cloud Gaming Platform and Services Market Size 2018-2023 (\$ Millions)

Figure 21. Europe Cloud Gaming Platform and Services Market Size 2018-2023 (\$ Millions)

Figure 22. Middle East & Africa Cloud Gaming Platform and Services Market Size 2018-2023 (\$ Millions)

Figure 23. Americas Cloud Gaming Platform and Services Value Market Share by Country in 2022

Figure 24. United States Cloud Gaming Platform and Services Market Size Growth 2018-2023 (\$ Millions)

Figure 25. Canada Cloud Gaming Platform and Services Market Size Growth 2018-2023 (\$ Millions)

Figure 26. Mexico Cloud Gaming Platform and Services Market Size Growth 2018-2023 (\$ Millions)

Figure 27. Brazil Cloud Gaming Platform and Services Market Size Growth 2018-2023 (\$ Millions)

Figure 28. APAC Cloud Gaming Platform and Services Market Size Market Share by Region in 2022

Figure 29. APAC Cloud Gaming Platform and Services Market Size Market Share by Type in 2022

Figure 30. APAC Cloud Gaming Platform and Services Market Size Market Share by Application in 2022

Figure 31. China Cloud Gaming Platform and Services Market Size Growth 2018-2023 (\$ Millions)

Figure 32. Japan Cloud Gaming Platform and Services Market Size Growth 2018-2023 (\$ Millions)

Figure 33. Korea Cloud Gaming Platform and Services Market Size Growth 2018-2023 (\$ Millions)

Figure 34. Southeast Asia Cloud Gaming Platform and Services Market Size Growth 2018-2023 (\$ Millions)

Figure 35. India Cloud Gaming Platform and Services Market Size Growth 2018-2023 (\$ Millions)

Figure 36. Australia Cloud Gaming Platform and Services Market Size Growth 2018-2023 (\$ Millions)

Figure 37. Europe Cloud Gaming Platform and Services Market Size Market Share by Country in 2022

Figure 38. Europe Cloud Gaming Platform and Services Market Size Market Share by Type (2018-2023)

Figure 39. Europe Cloud Gaming Platform and Services Market Size Market Share by Application (2018-2023)

Figure 40. Germany Cloud Gaming Platform and Services Market Size Growth 2018-2023 (\$ Millions)

Figure 41. France Cloud Gaming Platform and Services Market Size Growth 2018-2023

(\$ Millions)

Figure 42. UK Cloud Gaming Platform and Services Market Size Growth 2018-2023 (\$ Millions)

Figure 43. Italy Cloud Gaming Platform and Services Market Size Growth 2018-2023 (\$ Millions)

Figure 44. Russia Cloud Gaming Platform and Services Market Size Growth 2018-2023 (\$ Millions)

Figure 45. Middle East & Africa Cloud Gaming Platform and Services Market Size Market Share by Region (2018-2023)

Figure 46. Middle East & Africa Cloud Gaming Platform and Services Market Size Market Share by Type (2018-2023)

Figure 47. Middle East & Africa Cloud Gaming Platform and Services Market Size Market Share by Application (2018-2023)

Figure 48. Egypt Cloud Gaming Platform and Services Market Size Growth 2018-2023 (\$ Millions)

Figure 49. South Africa Cloud Gaming Platform and Services Market Size Growth 2018-2023 (\$ Millions)

Figure 50. Israel Cloud Gaming Platform and Services Market Size Growth 2018-2023 (\$ Millions)

Figure 51. Turkey Cloud Gaming Platform and Services Market Size Growth 2018-2023 (\$ Millions)

Figure 52. GCC Country Cloud Gaming Platform and Services Market Size Growth 2018-2023 (\$ Millions)

Figure 53. Americas Cloud Gaming Platform and Services Market Size 2024-2029 (\$ Millions)

Figure 54. APAC Cloud Gaming Platform and Services Market Size 2024-2029 (\$ Millions)

Figure 55. Europe Cloud Gaming Platform and Services Market Size 2024-2029 (\$ Millions)

Figure 56. Middle East & Africa Cloud Gaming Platform and Services Market Size 2024-2029 (\$ Millions)

Figure 57. United States Cloud Gaming Platform and Services Market Size 2024-2029 (\$ Millions)

Figure 58. Canada Cloud Gaming Platform and Services Market Size 2024-2029 (\$ Millions)

Figure 59. Mexico Cloud Gaming Platform and Services Market Size 2024-2029 (\$ Millions)

Figure 60. Brazil Cloud Gaming Platform and Services Market Size 2024-2029 (\$ Millions)

Figure 61. China Cloud Gaming Platform and Services Market Size 2024-2029 (\$ Millions)

Figure 62. Japan Cloud Gaming Platform and Services Market Size 2024-2029 (\$ Millions)

Figure 63. Korea Cloud Gaming Platform and Services Market Size 2024-2029 (\$ Millions)

Figure 64. Southeast Asia Cloud Gaming Platform and Services Market Size 2024-2029 (\$ Millions)

Figure 65. India Cloud Gaming Platform and Services Market Size 2024-2029 (\$ Millions)

Figure 66. Australia Cloud Gaming Platform and Services Market Size 2024-2029 (\$ Millions)

Figure 67. Germany Cloud Gaming Platform and Services Market Size 2024-2029 (\$ Millions)

Figure 68. France Cloud Gaming Platform and Services Market Size 2024-2029 (\$ Millions)

Figure 69. UK Cloud Gaming Platform and Services Market Size 2024-2029 (\$ Millions)

Figure 70. Italy Cloud Gaming Platform and Services Market Size 2024-2029 (\$ Millions)

Figure 71. Russia Cloud Gaming Platform and Services Market Size 2024-2029 (\$ Millions)

Figure 72. Spain Cloud Gaming Platform and Services Market Size 2024-2029 (\$ Millions)

Figure 73. Egypt Cloud Gaming Platform and Services Market Size 2024-2029 (\$ Millions)

Figure 74. South Africa Cloud Gaming Platform and Services Market Size 2024-2029 (\$ Millions)

Figure 75. Israel Cloud Gaming Platform and Services Market Size 2024-2029 (\$ Millions)

Figure 76. Turkey Cloud Gaming Platform and Services Market Size 2024-2029 (\$ Millions)

Figure 77. GCC Countries Cloud Gaming Platform and Services Market Size 2024-2029 (\$ Millions)

Figure 78. Global Cloud Gaming Platform and Services Market Size Market Share Forecast by Type (2024-2029)

Figure 79. Global Cloud Gaming Platform and Services Market Size Market Share Forecast by Application (2024-2029)



## I would like to order

Product name: Global Cloud Gaming Platform and Services Market Growth (Status and Outlook)  
2023-2029

Product link: <https://marketpublishers.com/r/GEA55A441643EN.html>

Price: US\$ 3,660.00 (Single User License / Electronic Delivery)

If you want to order Corporate License or Hard Copy, please, contact our Customer Service:

[info@marketpublishers.com](mailto:info@marketpublishers.com)

## Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/GEA55A441643EN.html>

To pay by Wire Transfer, please, fill in your contact details in the form below:

First name:  
Last name:  
Email:  
Company:  
Address:  
City:  
Zip code:  
Country:  
Tel:  
Fax:  
Your message:

**\*\*All fields are required**

Customer signature \_\_\_\_\_

Please, note that by ordering from marketpublishers.com you are agreeing to our Terms & Conditions at <https://marketpublishers.com/docs/terms.html>

To place an order via fax simply print this form, fill in the information below and fax the completed form to +44 20 7900 3970

