

Global TV and Cloud Gaming Market Growth (Status and Outlook) 2023-2029

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

This Insight Report provides a comprehensive analysis of the global TV and Cloud Gaming 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 TV and Cloud Gaming portfolios and capabilities, market entry strategies, market positions, and geographic footprints, to better understand these firms' unique position in an accelerating global TV and Cloud Gaming market.

This Insight Report evaluates the key market trends, drivers, and affecting factors shaping the global outlook for TV and Cloud Gaming 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 TV and Cloud Gaming.

The global TV and Cloud Gaming 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 TV and Cloud Gaming 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 TV and Cloud Gaming 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 TV and Cloud Gaming is estimated to increase from US\$ million in 2022 to US\$ million by 2029, at a CAGR of % from 2023 through 2029.

Global key TV and Cloud Gaming players cover Google Stadia, Nvidia GeForce Now, Sony PlayStation, Microsoft, TenCent Start, AppleTV and China Digital TV Holding, 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 TV and Cloud Gaming market by product type, application, key players and key regions and countries.

Market Segmentation:

Segmentation by type

Touch Screen Control

Handle Control

Keyboard Control

Dance Mat Control

Other

Segmentation by application

Single

Double

Multiplayer

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.

Google Stadia

Nvidia GeForce Now

Sony PlayStation

Microsoft

TenCent Start

AppleTV

China Digital TV Holding

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