# Cloud Gaming Market Report: Trends, Forecast and Competitive Analysis to 2030

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## Abstracts

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Cloud Gaming Trends and Forecast

The future of the global cloud gaming market looks promising with opportunities in the casual gamer, avid gamer, and hardcore gamer markets. The global cloud gaming market is expected to reach an estimated $14.0 billion by 2030 with a CAGR of 26.5% from 2024 to 2030. The major drivers for this market are rising popularity for digital games, emergence of 5G and fast broadband, and growing number of casual and professional gamers.

A more than 150-page report is developed to help in your business decisions. Sample figures with some insights are shown below.

Cloud Gaming by Segment

The study includes a forecast for the global cloud gaming by device, streaming type, end use, and region.

Cloud Gaming Market by Device [Shipment Analysis by Value from 2018 to 2030]:

Smartphone

Consoles

Laptop/Tablets

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Smart TV

Personal Computer

Cloud Gaming Market by Streaming Type [Shipment Analysis by Value from 2018 to 2030]:

Video Streaming

File Streaming

Cloud Gaming Market by End Use [Shipment Analysis by Value from 2018 to 2030]:

Casual Gamers

Avid Gamers

Hardcore Gamers

Cloud Gaming Market by Region [Shipment Analysis by Value from 2018 to 2030]:

North America

Europe

Asia Pacific

The Rest of the World
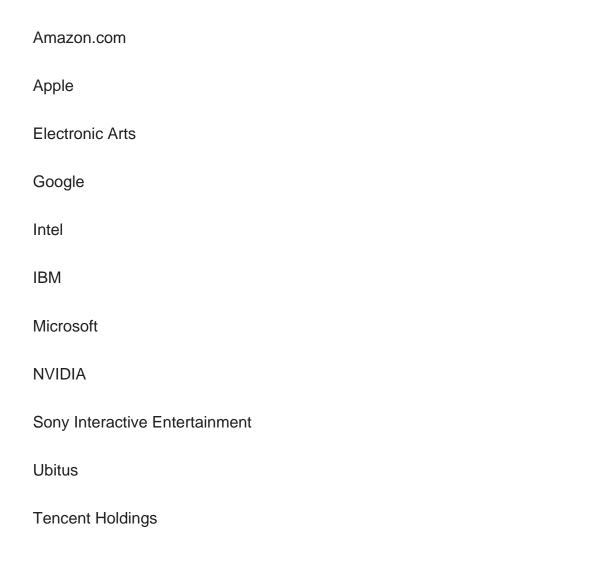
List of Cloud Gaming Companies

Companies in the market compete on the basis of product quality offered. Major players in this market focus on expanding their manufacturing facilities, R&D investments, infrastructure development, and leverage integration opportunities across the value

chain. With these strategies cloud gaming companies cater increasing demand, ensure competitive effectiveness, develop innovative products & technologies, reduce production costs, and expand their customer base. Some of the cloud gaming companies profiled in this report include-

Amazon.com

Apple

Electronic Arts

Google

Intel

IBM

Microsoft

NVIDIA

Sony Interactive Entertainment

Ubitus

Tencent Holdings

Cloud Gaming Market Insights

Lucintel forecasts that video is expected to witness highest growth over the forecast period due to its growing demand among gamers given to its simple gaming experience regardless of technical requirements.

Within this market, avid gamer is expected to witness highest growth over the forecast perioddue to growing demand for cloud gaming among these gamers to play for any purposes as well as they complete in-app purchases and subscribe to gaming platforms.

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APAC will remain the largest region due to availability of low-cost high-speed internet, widespread smartphone adoption, and presence of large gaming base in the region.

Features of the Global Cloud Gaming Market

Market Size Estimates: Cloud gaming market size estimation in terms of value ($B).

Trend and Forecast Analysis: Market trends (2018 to 2023) and forecast (2024 to 2030) by various segments and regions.

Segmentation Analysis: Cloud gaming market size by device, streaming type, end use, and region in terms of value ($B).

Regional Analysis: Cloud gaming market breakdown by North America, Europe, Asia Pacific, and Rest of the World.

Growth Opportunities: Analysis of growth opportunities in different devices, streaming types, end uses, and regions for the cloud gaming market.

Strategic Analysis: This includes M&A, new product development, and competitive landscape of the cloud gaming market.

Analysis of competitive intensity of the industry based on Porter's Five Forces model.

FAQ

Q.1 What is the cloud gaming market size?

Answer: The global cloud gaming market is expected to reach an estimated $14.0 billion by 2030.

Q.2 What is the growth forecast for cloud gaming market?

Answer: The global cloud gaming market is expected to grow with a CAGR of 26.5% from 2024 to 2030.

Q.3 What are the major drivers influencing the growth of the cloud gaming market?

Answer: The major drivers for this market are rising popularity for digital games,

emergence of 5G and fast broadband, and growing number of casual and professional gamers.

Q4. What are the major segments for cloud gaming market?

Answer: The future of the cloud gaming market looks promising with opportunities in the casual gamer, avid gamer, and hardcore gamer markets.

Q5. Who are the key cloud gaming market companies?

Answer: Some of the key cloud gaming companies are as follows:

Amazon.com

Apple

Electronic Arts

Google

Intel

IBM

Microsoft

NVIDIA

Sony Interactive Entertainment

Ubitus

Q6. Which cloud gaming market segment will be the largest in future?

Answer: Lucintel forecasts that video is expected to witness highest growth over the forecast period due to its growing demand among gamers given to its simple gaming experience regardless of technical requirements.

Q7. In cloud gaming market, which region is expected to be the largest in next 5 years?

Answer: APAC will remain the largest region due to availability of low-cost high-speed internet, widespread smartphone adoption, and presence of large gaming base in the region.

Q.8 Do we receive customization in this report?

Answer: Yes, Lucintel provides 10% customization without any additional cost.

This report answers following 11 key questions:

Q.1. What are some of the most promising, high-growth opportunities for the cloud gaming market by device (smartphone, consoles, laptop/tablets, smart TV, and personal computer), streaming type (video streaming and file streaming), end use (casual gamers, avid gamers, and hardcore gamers), and region (North America, Europe, Asia Pacific, and the Rest of the World)?

Q.2. Which segments will grow at a faster pace and why?

Q.3. Which region will grow at a faster pace and why?

Q.4. What are the key factors affecting market dynamics? What are the key challenges and business risks in this market?

Q.5. What are the business risks and competitive threats in this market?

Q.6. What are the emerging trends in this market and the reasons behind them?

Q.7. What are some of the changing demands of customers in the market?

Q.8. What are the new developments in the market? Which companies are leading these developments?

Q.9. Who are the major players in this market? What strategic initiatives are key players pursuing for business growth?

Q.10. What are some of the competing products in this market and how big of a threat do they pose for loss of market share by material or product substitution?

Q.11. What M&A activity has occurred in the last 5 years and what has its impact been on the industry?

For any questions related to Cloud Gaming Market, Cloud Gaming Market Size, Cloud Gaming Market Growth, Cloud Gaming Market Analysis, Cloud Gaming Market Report, Cloud Gaming Market Share, Cloud Gaming Market Trends, Cloud Gaming Market Forecast, Cloud Gaming Companies, write Lucintel analyst at email: helpdesk@lucintel.com. We will be glad to get back to you soon.

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