

2015-2027 Global Cloud Gaming Industry Market Research Report, Segment by Player, Type, Application, Marketing Channel, and Region

<https://marketpublishers.com/r/2098FCAB9ED4EN.html>

Date: May 2020

Pages: 116

Price: US\$ 3,460.00 (Single User License)

ID: 2098FCAB9ED4EN

Abstracts

The worldwide market for Cloud Gaming is estimated to grow at a CAGR of roughly X.X% in the next 8 years, and will reach X.X million US\$ in 2027, from X.X million US\$ in 2020.

The report covers market size status and forecast, value chain analysis, market segmentation of Top countries in Major Regions, such as North America, Europe, Asia-Pacific, Latin America and Middle East & Africa, by type, application and marketing channel. In addition, the report focuses on the driving factors, restraints, opportunities and PEST analysis of major regions.

Major Companies Covered

Microsoft

Ubitus

Sony

Nvidia

Google

EA

Loudplay.io

Tencent

Capcom

Blade SAS

Alibaba

Major Types Covered

PC

Connected TV
Smartphone

Major Applications Covered
Hardcore gamers
Casual gamers

Top Countries Data Covered in This Report

United States

Canada

Germany

UK

France

Italy

Spain

Russia

Netherlands

Turkey

Switzerland

Sweden

Poland

Belgium

China

Japan

South Korea

Australia

India

Taiwan

Indonesia

Thailand

Philippines

Malaysia

Brazil

Mexico

Argentina

Columbia

Chile

Saudi Arabia

UAE

Egypt
Nigeria
South Africa

Years considered for this report:

Historical Years: 2015-2019

Base Year: 2019

Estimated Year: 2020

Forecast Period: 2020-2027

Contents

1 INTRODUCTION

1.1 Objective of the Study

1.2 Definition of the Market

1.3 Market Scope

1.3.1 Market Segment by Type, Application and Marketing Channel

1.3.2 Major Regions Covered (North America, Europe, Asia Pacific, Mid East & Africa)

1.4 Years Considered for the Study (2015-2027)

1.5 Currency Considered (U.S. Dollar)

1.6 Stakeholders

2 KEY FINDINGS OF THE STUDY

3 MARKET DYNAMICS

3.1 Driving Factors for this Market

3.2 Factors Challenging the Market

3.3 Opportunities of the Global Cloud Gaming Market (Regions, Growing/Emerging Downstream Market Analysis)

3.4 Technological and Market Developments in the Cloud Gaming Market

3.5 Industry News by Region

3.6 Regulatory Scenario by Region/Country

3.7 Market Investment Scenario Strategic Recommendations Analysis

4 VALUE CHAIN OF THE CLOUD GAMING MARKET

4.1 Value Chain Status

4.2 Upstream Raw Material Analysis

4.3 Midstream Major Company Analysis (by Manufacturing Base, by Product Type)

4.4 Distributors/Traders

4.5 Downstream Major Customer Analysis (by Region)

5 GLOBAL CLOUD GAMING MARKET-SEGMENTATION BY TYPE

5.1 PC

5.2 Connected TV

5.3 Smartphone

6 GLOBAL CLOUD GAMING MARKET-SEGMENTATION BY APPLICATION

6.1 Hardcore gamers

6.2 Casual gamers

7 GLOBAL CLOUD GAMING MARKET-SEGMENTATION BY MARKETING CHANNEL

7.1 Traditional Marketing Channel (Offline)

7.2 Online Channel

8 COMPETITIVE INTELLIGENCE – COMPANY PROFILES

8.1 Microsoft

8.1.1 Microsoft Profile

8.1.2 Microsoft Sales, Growth Rate and Global Market Share from 2015-2020

8.1.3 Microsoft Product/Solution Launches and Enhancements Analysis

8.1.4 Microsoft Business Overview/Recent Development/Acquisitions

8.2 Ubitus

8.2.1 Ubitus Profile

8.2.2 Ubitus Sales, Growth Rate and Global Market Share from 2015-2020

8.2.3 Ubitus Product/Solution Launches and Enhancements Analysis

8.2.4 Ubitus Business Overview/Recent Development/Acquisitions

8.3 Sony

8.3.1 Sony Profile

8.3.2 Sony Sales, Growth Rate and Global Market Share from 2015-2020

8.3.3 Sony Product/Solution Launches and Enhancements Analysis

8.3.4 Sony Business Overview/Recent Development/Acquisitions

8.4 Nvidia

8.4.1 Nvidia Profile

8.4.2 Nvidia Sales, Growth Rate and Global Market Share from 2015-2020

8.4.3 Nvidia Product/Solution Launches and Enhancements Analysis

8.4.4 Nvidia Business Overview/Recent Development/Acquisitions

8.5 Google

8.5.1 Google Profile

8.5.2 Google Sales, Growth Rate and Global Market Share from 2015-2020

8.5.3 Google Product/Solution Launches and Enhancements Analysis

8.5.4 Google Business Overview/Recent Development/Acquisitions

8.6 EA

8.6.1 EA Profile

8.6.2 EA Sales, Growth Rate and Global Market Share from 2015-2020

8.6.3 EA Product/Solution Launches and Enhancements Analysis

8.6.4 EA Business Overview/Recent Development/Acquisitions

8.7 Loudplay.io

8.7.1 Loudplay.io Profile

8.7.2 Loudplay.io Sales, Growth Rate and Global Market Share from 2015-2020

8.7.3 Loudplay.io Product/Solution Launches and Enhancements Analysis

8.7.4 Loudplay.io Business Overview/Recent Development/Acquisitions

8.8 Tencent

8.8.1 Tencent Profile

8.8.2 Tencent Sales, Growth Rate and Global Market Share from 2015-2020

8.8.3 Tencent Product/Solution Launches and Enhancements Analysis

8.8.4 Tencent Business Overview/Recent Development/Acquisitions

8.9 Capcom

8.9.1 Capcom Profile

8.9.2 Capcom Sales, Growth Rate and Global Market Share from 2015-2020

8.9.3 Capcom Product/Solution Launches and Enhancements Analysis

8.9.4 Capcom Business Overview/Recent Development/Acquisitions

8.10 Blade SAS

8.10.1 Blade SAS Profile

8.10.2 Blade SAS Sales, Growth Rate and Global Market Share from 2015-2020

8.10.3 Blade SAS Product/Solution Launches and Enhancements Analysis

8.10.4 Blade SAS Business Overview/Recent Development/Acquisitions

8.11 Alibaba

8.11.1 Alibaba Profile

8.11.2 Alibaba Sales, Growth Rate and Global Market Share from 2015-2020

8.11.3 Alibaba Product/Solution Launches and Enhancements Analysis

8.11.4 Alibaba Business Overview/Recent Development/Acquisitions

9 GLOBAL CLOUD GAMING MARKET-SEGMENTATION BY GEOGRAPHY

10 NORTH AMERICA

10.1 North America Cloud Gaming Production, Ex-factory Price, Revenue, Gross Margin (%) and Gross Analysis from 2015-2020

10.2 North America Cloud Gaming Consumption, Terminal Price, Consumption Value and Channel Margin Analysis from 2015-2020

- 10.3 North America Cloud Gaming Production Analysis from 2015-2020
- 10.4 North America Cloud Gaming Consumption Analysis from 2015-2020
- 10.5 North America Cloud Gaming Import and Export from 2015-2020
- 10.6 North America Cloud Gaming Value, Production and Market Share by Type (2015-2020)
- 10.7 North America Cloud Gaming Consumption, Value and Market Share by Application (2015-2020)
- 10.8 North America Cloud Gaming by Country (United States, Canada)
 - 10.8.1 North America Cloud Gaming Sales by Country (2015-2020)
 - 10.8.2 North America Cloud Gaming Consumption Value by Country (2015-2020)
- 10.9 North America Cloud Gaming Market PEST Analysis

11 EUROPE

- 11.1 Europe Cloud Gaming Production, Ex-factory Price, Revenue, Gross Margin (%) and Gross Analysis from 2015-2020
- 11.2 Europe Cloud Gaming Consumption, Terminal Price, Consumption Value and Channel Margin Analysis from 2015-2020
- 11.3 Europe Cloud Gaming Production Analysis from 2015-2020
- 11.4 Europe Cloud Gaming Consumption Analysis from 2015-2020
- 11.5 Europe Cloud Gaming Import and Export from 2015-2020
- 11.6 Europe Cloud Gaming Value, Production and Market Share by Type (2015-2020)
- 11.7 Europe Cloud Gaming Consumption, Value and Market Share by Application (2015-2020)
- 11.8 Europe Cloud Gaming by Country (Germany, UK, France, Italy, Spain, Russia, Netherlands, Turkey, Switzerland, Sweden, Poland, Belgium)
 - 11.8.1 Europe Cloud Gaming Sales by Country (2015-2020)
 - 11.8.2 Europe Cloud Gaming Consumption Value by Country (2015-2020)
- 11.9 Europe Cloud Gaming Market PEST Analysis

12 ASIA-PACIFIC

- 12.1 Asia-Pacific Cloud Gaming Production, Ex-factory Price, Revenue, Gross Margin (%) and Gross Analysis from 2015-2020
- 12.2 Asia-Pacific Cloud Gaming Consumption, Terminal Price, Consumption Value and Channel Margin Analysis from 2015-2020
- 12.3 Asia-Pacific Cloud Gaming Production Analysis from 2015-2020
- 12.4 Asia-Pacific Cloud Gaming Consumption Analysis from 2015-2020
- 12.5 Asia-Pacific Cloud Gaming Import and Export from 2015-2020

12.6 Asia-Pacific Cloud Gaming Value, Production and Market Share by Type (2015-2020)

12.7 Asia-Pacific Cloud Gaming Consumption, Value and Market Share by Application (2015-2020)

12.8 Asia-Pacific Cloud Gaming by Country (China, Japan, South Korea, Australia, India, Taiwan, Indonesia, Thailand, Philippines, Malaysia)

12.8.1 Asia-Pacific Cloud Gaming Sales by Country (2015-2020)

12.8.2 Asia-Pacific Cloud Gaming Consumption Value by Country (2015-2020)

12.9 Asia-Pacific Cloud Gaming Market PEST Analysis

13 LATIN AMERICA

13.1 Latin America Cloud Gaming Production, Ex-factory Price, Revenue, Gross Margin (%) and Gross Analysis from 2015-2020

13.2 Latin America Cloud Gaming Consumption, Terminal Price, Consumption Value and Channel Margin Analysis from 2015-2020

13.3 Latin America Cloud Gaming Production Analysis from 2015-2020

13.4 Latin America Cloud Gaming Consumption Analysis from 2015-2020

13.5 Latin America Cloud Gaming Import and Export from 2015-2020

13.6 Latin America Cloud Gaming Value, Production and Market Share by Type (2015-2020)

13.7 Latin America Cloud Gaming Consumption, Value and Market Share by Application (2015-2020)

13.8 Latin America Cloud Gaming by Country (Brazil, Mexico, Argentina, Columbia, Chile)

13.8.1 Latin America Cloud Gaming Sales by Country (2015-2020)

13.8.2 Latin America Cloud Gaming Consumption Value by Country (2015-2020)

13.9 Latin America Cloud Gaming Market PEST Analysis

14 MIDDLE EAST & AFRICA

14.1 Middle East & Africa Cloud Gaming Production, Ex-factory Price, Revenue, Gross Margin (%) and Gross Analysis from 2015-2020

14.2 Middle East & Africa Cloud Gaming Consumption, Terminal Price, Consumption Value and Channel Margin Analysis from 2015-2020

14.3 Middle East & Africa Cloud Gaming Production Analysis from 2015-2020

14.4 Middle East & Africa Cloud Gaming Consumption Analysis from 2015-2020

14.5 Middle East & Africa Cloud Gaming Import and Export from 2015-2020

14.6 Middle East & Africa Cloud Gaming Value, Production and Market Share by Type

(2015-2020)

14.7 Middle East & Africa Cloud Gaming Consumption, Value and Market Share by Application (2015-2020)

14.8 Middle East & Africa Cloud Gaming by Country (Saudi Arabia, UAE, Egypt, Nigeria, South Africa)

14.8.1 Middle East & Africa Cloud Gaming Sales by Country (2015-2020)

14.8.2 Middle East & Africa Cloud Gaming Consumption Value by Country (2015-2020)

14.9 Middle East & Africa Cloud Gaming Market PEST Analysis

15 FUTURE FORECAST OF THE GLOBAL CLOUD GAMING MARKET FROM 2020-2027

15.1 Future Forecast of the Global Cloud Gaming Market from 2020-2027 Segment by Region

15.2 Global Cloud Gaming Production and Growth Rate Forecast by Type (2020-2027)

15.3 Global Cloud Gaming Consumption and Growth Rate Forecast by Application (2020-2027)

16 APPENDIX

16.1 Methodology

16.2 Research Data Source

List Of Tables

LIST OF TABLES AND FIGURES

Global Cloud Gaming Market Value (\$) and Growth Rate of Cloud Gaming from 2015-2027

Global Cloud Gaming Production and Growth Rate Segment by Product Type from 2015-2027

Global Cloud Gaming Consumption and Growth Rate Segment by Application from 2015-2027

Figure Cloud Gaming Picture

Table Product Specifications of Cloud Gaming

Table Driving Factors for this Market

Table Industry News of Cloud Gaming Market

Figure Value Chain Status of Cloud Gaming

Table Midstream Major Company Analysis (by Manufacturing Base, by Product Type)

Table Distributors/Traders

Table Downstream Major Customer Analysis (by Region, by Preference)

Table Global Cloud Gaming Production and Growth Rate Segment by Product Type from 2015-2020

Table Global Cloud Gaming Value (\$) and Growth Rate Segment by Product Type from 2015-2020

Figure PC of Cloud Gaming

Figure Connected TV of Cloud Gaming

Figure Smartphone of Cloud Gaming

Table Global Cloud Gaming Consumption and Growth Rate Segment by Application from 2015-2020

Table Global Cloud Gaming Value (\$) and Growth Rate Segment by Application from 2015-2020

Figure Hardcore gamers of Cloud Gaming

Figure Casual gamers of Cloud Gaming

Table Global Cloud Gaming Consumption and Growth Rate Segment by Marketing Channel from 2015-2020

Table Global Cloud Gaming Value (\$) and Growth Rate Segment by Marketing Channel from 2015-2020

Figure Traditional Marketing Channel (Offline) of Cloud Gaming

Figure Online Channel of Cloud Gaming

Table Microsoft Profile (Company Name, Plants Distribution, Sales Region)

Figure Microsoft Sales and Growth Rate from 2015-2020

Figure Microsoft Revenue (\$) and Global Market Share from 2015-2020
Table Microsoft Cloud Gaming Sales, Price, Revenue, Gross Margin (2015-2020)
Table Ubitus Profile (Company Name, Plants Distribution, Sales Region)
Figure Ubitus Sales and Growth Rate from 2015-2020
Figure Ubitus Revenue (\$) and Global Market Share from 2015-2020
Table Ubitus Cloud Gaming Sales, Price, Revenue, Gross Margin (2015-2020)
Table Sony Profile (Company Name, Plants Distribution, Sales Region)
Figure Sony Sales and Growth Rate from 2015-2020
Figure Sony Revenue (\$) and Global Market Share from 2015-2020
Table Sony Cloud Gaming Sales, Price, Revenue, Gross Margin (2015-2020)
Table Nvidia Profile (Company Name, Plants Distribution, Sales Region)
Figure Nvidia Sales and Growth Rate from 2015-2020
Figure Nvidia Revenue (\$) and Global Market Share from 2015-2020
Table Nvidia Cloud Gaming Sales, Price, Revenue, Gross Margin (2015-2020)
Table Google Profile (Company Name, Plants Distribution, Sales Region)
Figure Google Sales and Growth Rate from 2015-2020
Figure Google Revenue (\$) and Global Market Share from 2015-2020
Table Google Cloud Gaming Sales, Price, Revenue, Gross Margin (2015-2020)
Table EA Profile (Company Name, Plants Distribution, Sales Region)
Figure EA Sales and Growth Rate from 2015-2020
Figure EA Revenue (\$) and Global Market Share from 2015-2020
Table EA Cloud Gaming Sales, Price, Revenue, Gross Margin (2015-2020)
Table Loudplay.io Profile (Company Name, Plants Distribution, Sales Region)
Figure Loudplay.io Sales and Growth Rate from 2015-2020
Figure Loudplay.io Revenue (\$) and Global Market Share from 2015-2020
Table Loudplay.io Cloud Gaming Sales, Price, Revenue, Gross Margin (2015-2020)
Table Tencent Profile (Company Name, Plants Distribution, Sales Region)
Figure Tencent Sales and Growth Rate from 2015-2020
Figure Tencent Revenue (\$) and Global Market Share from 2015-2020
Table Tencent Cloud Gaming Sales, Price, Revenue, Gross Margin (2015-2020)
Table Capcom Profile (Company Name, Plants Distribution, Sales Region)
Figure Capcom Sales and Growth Rate from 2015-2020
Figure Capcom Revenue (\$) and Global Market Share from 2015-2020
Table Capcom Cloud Gaming Sales, Price, Revenue, Gross Margin (2015-2020)
Table Blade SAS Profile (Company Name, Plants Distribution, Sales Region)
Figure Blade SAS Sales and Growth Rate from 2015-2020
Figure Blade SAS Revenue (\$) and Global Market Share from 2015-2020
Table Blade SAS Cloud Gaming Sales, Price, Revenue, Gross Margin (2015-2020)
Table Alibaba Profile (Company Name, Plants Distribution, Sales Region)

Figure Alibaba Sales and Growth Rate from 2015-2020

Figure Alibaba Revenue (\$) and Global Market Share from 2015-2020

Table Alibaba Cloud Gaming Sales, Price, Revenue, Gross Margin (2015-2020)

Table Global Cloud Gaming Production Value (\$) by Region from 2015-2020

Table Global Cloud Gaming Production Value Share by Region from 2015-2020

Table Global Cloud Gaming Production by Region from 2015-2020

Table Global Cloud Gaming Consumption Value (\$) by Region from 2015-2020

Table Global Cloud Gaming Consumption by Region from 2015-2020

Table North America Cloud Gaming Production, Ex-factory Price Revenue (\$), Gross Margin (%) and Gross (\$) Analysis from 2015-2020

Table North America Cloud Gaming Consumption, Terminal Price, Consumption Value (\$) and Channel Margin Analysis from 2015-2020

Table North America Cloud Gaming Import and Export from 2015-2020

Table North America Cloud Gaming Value (\$) by Type (2015-2020)

Table North America Cloud Gaming Production by Type (2015-2020)

Table North America Cloud Gaming Consumption by Application (2015-2020)

Table North America Cloud Gaming Consumption by Country (2015-2020)

Table North America Cloud Gaming Consumption Value (\$) by Country (2015-2020)

Figure North America Cloud Gaming Market PEST Analysis

Table Europe Cloud Gaming Production, Ex-factory Price Revenue (\$), Gross Margin (%) and Gross (\$) Analysis from 2015-2020

Table Europe Cloud Gaming Consumption, Terminal Price, Consumption Value (\$) and Channel Margin Analysis from 2015-2020

Table Europe Cloud Gaming Import and Export from 2015-2020

Table Europe Cloud Gaming Value (\$) by Type (2015-2020)

Table Europe Cloud Gaming Production by Type (2015-2020)

Table Europe Cloud Gaming Consumption by Application (2015-2020)

Table Europe Cloud Gaming Consumption by Country (2015-2020)

Table Europe Cloud Gaming Consumption Value (\$) by Country (2015-2020)

Figure Europe Cloud Gaming Market PEST Analysis

Table Asia-Pacific Cloud Gaming Production, Ex-factory Price Revenue (\$), Gross Margin (%) and Gross (\$) Analysis from 2015-2020

Table Asia-Pacific Cloud Gaming Consumption, Terminal Price, Consumption Value (\$) and Channel Margin Analysis from 2015-2020

Table Asia-Pacific Cloud Gaming Import and Export from 2015-2020

Table Asia-Pacific Cloud Gaming Value (\$) by Type (2015-2020)

Table Asia-Pacific Cloud Gaming Production by Type (2015-2020)

Table Asia-Pacific Cloud Gaming Consumption by Application (2015-2020)

Table Asia-Pacific Cloud Gaming Consumption by Country (2015-2020)

Table Asia-Pacific Cloud Gaming Consumption Value (\$) by Country (2015-2020)

Figure Asia-Pacific Cloud Gaming Market PEST Analysis

Table Latin America Cloud Gaming Production, Ex-factory Price Revenue (\$), Gross Margin (%) and Gross (\$) Analysis from 2015-2020

Table Latin America Cloud Gaming Consumption, Terminal Price, Consumption Value (\$) and Channel Margin Analysis from 2015-2020

Table Latin America Cloud Gaming Import and Export from 2015-2020

Table Latin America Cloud Gaming Value (\$) by Type (2015-2020)

Table Latin America Cloud Gaming Production by Type (2015-2020)

Table Latin America Cloud Gaming Consumption by Application (2015-2020)

Table Latin America Cloud Gaming Consumption by Country (2015-2020)

Table Latin America Cloud Gaming Consumption Value (\$) by Country (2015-2020)

Figure Latin America Cloud Gaming Market PEST Analysis

Table Middle East & Africa Cloud Gaming Production, Ex-factory Price Revenue (\$), Gross Margin (%) and Gross (\$) Analysis from 2015-2020

Table Middle East & Africa Cloud Gaming Consumption, Terminal Price, Consumption Value (\$) and Channel Margin Analysis from 2015-2020

Table Middle East & Africa Cloud Gaming Import and Export from 2015-2020

Table Middle East & Africa Cloud Gaming Value (\$) by Type (2015-2020)

Table Middle East & Africa Cloud Gaming Production by Type (2015-2020)

Table Middle East & Africa Cloud Gaming Consumption by Application (2015-2020)

Table Middle East & Africa Cloud Gaming Consumption by Country (2015-2020)

Table Middle East & Africa Cloud Gaming Consumption Value (\$) by Country (2015-2020)

Figure Middle East & Africa Cloud Gaming Market PEST Analysis

Table Global Cloud Gaming Value (\$) and Growth Rate Forecast by Region (2020-2027)

Table Global Cloud Gaming Production and Growth Rate Forecast by Region (2020-2027)

Table Global Cloud Gaming Consumption and Growth Rate Forecast by Region (2020-2027)

Table Global Cloud Gaming Production and Growth Rate Forecast by Type (2020-2027)

Table Global Cloud Gaming Consumption and Growth Rate Forecast by Application (2020-2027)

I would like to order

Product name: 2015-2027 Global Cloud Gaming Industry Market Research Report, Segment by Player, Type, Application, Marketing Channel, and Region

Product link: <https://marketpublishers.com/r/2098FCAB9ED4EN.html>

Price: US\$ 3,460.00 (Single User License / Electronic Delivery)

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

info@marketpublishers.com

Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/2098FCAB9ED4EN.html>