

2020-2025 Global Cloud Gaming Backend Service Market Report - Production and Consumption Professional Analysis (Impact of COVID-19)

<https://marketpublishers.com/r/2EDB9A065229EN.html>

Date: August 2021

Pages: 119

Price: US\$ 3,360.00 (Single User License)

ID: 2EDB9A065229EN

Abstracts

Mobile backend as a service (MBaaS), also known as 'backend as a service' (BaaS), is a model for providing web app and mobile app developers with a way to link their applications to backend cloud storage and APIs exposed by back end applications while also providing features such as user management, push notifications, and integration with social networking services

This report elaborates the market size, market characteristics, and market growth of the Cloud Gaming Backend Service industry, and breaks down according to the type, application, and consumption area of Cloud Gaming Backend Service. The report also conducted a PESTEL analysis of the industry to study the main influencing factors and entry barriers of the industry.

In Chapter 3.4 of the report, the impact of the COVID-19 outbreak on the industry was fully assessed. Fully risk assessment and industry recommendations were made for Cloud Gaming Backend Service in a special period. This chapter also compares the markets of Pre COVID-19 and Post COVID-19.

In addition, chapters 8-12 consider the impact of COVID-19 on the regional economy.

Key players in the global Cloud Gaming Backend Service market covered in Chapter 13:

brainCloud

ChilliConnect

Google Cloud

GameAnalytics

Microsoft (Azure Playfab)

AWS (GameLift and Gamespark)

SpatialOS

In Chapter 6, on the basis of types, the Cloud Gaming Backend Service market from 2015 to 2025 is primarily split into:

- Professional Services
- Support and Maintenance
- Access and Identity Management
- Usage Analytics
- Others

In Chapter 7, on the basis of applications, the Cloud Gaming Backend Service market from 2015 to 2025 covers:

- Small and Medium Enterprises
- Large Enterprises

Geographically, the detailed analysis of production, trade of the following countries is covered in Chapter 4.2, 5:

- United States
- Europe
- China
- Japan
- India

Geographically, the detailed analysis of consumption, revenue, market share and growth rate of the following regions are covered in Chapter 8, 9, 10, 11, 12:

- North America (Covered in Chapter 8)
 - United States
 - Canada
 - Mexico
- Europe (Covered in Chapter 9)
 - Germany
 - UK
 - France
 - Italy
 - Spain
 - Others
- Asia-Pacific (Covered in Chapter 10)
 - China
 - Japan

India
South Korea
Southeast Asia
Others
Middle East and Africa (Covered in Chapter 11)
Saudi Arabia
UAE
South Africa
Others
South America (Covered in Chapter 12)
Brazil
Others

Years considered for this report:

Historical Years: 2015-2019

Base Year: 2019

Estimated Year: 2020

Forecast Period: 2020-2025

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