

# Global Cloud Games Market Research Report with Opportunities and Strategies to Boost Growth- COVID-19 Impact and Recovery

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## Abstracts

Cloud gaming, sometimes called gaming on demand, is a type of online gaming. Currently there are two main types of cloud gaming: cloud gaming based on video streaming and cloud gaming based on file streaming. Cloud gaming aims to provide end users frictionless and direct play-ability of games across various devices.

Based on the Cloud Games market development status, competitive landscape and development model in different regions of the world, this report is dedicated to providing niche markets, potential risks and comprehensive competitive strategy analysis in different fields. From the competitive advantages of different types of products and services, the development opportunities and consumption characteristics and structure analysis of the downstream application fields are all analyzed in detail. To Boost Growth during the epidemic era, this report analyzes in detail for the potential risks and opportunities which can be focused on.

In Chapter 2.4 of the report, we share our perspectives for the impact of COVID-19 from the long and short term.

In chapter 3.4, we provide the influence of the crisis on the industry chain, especially for marketing channels.

In chapters 8-13, we update the timely industry economic revitalization plan of the country-wise government.

Key players in the global Cloud Games market covered in Chapter 5:

Simplyplay

LiquidSky Software Inc.

Happy Cloud

Cirrascale Corporation

Sony  
RemoteMyApp  
SFR  
Parsec Cloud Inc.  
Nvidia  
Broadmedia  
G-Cluster  
Paperspace  
Ubitus

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

Smartphones  
PCs  
Others

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

Video Streaming  
File Streaming

Geographically, the detailed analysis of consumption, revenue, market share and growth rate, historic and forecast (2015-2025) of the following regions are covered in Chapter 8-13:

North America (Covered in Chapter 9)

United States

Canada

Mexico

Europe (Covered in Chapter 10)

Germany

UK

France

Italy

Spain

Russia

Others

Asia-Pacific (Covered in Chapter 11)

China

Japan

South Korea  
Australia  
India  
South America (Covered in Chapter 12)  
Brazil  
Argentina  
Columbia  
Middle East and Africa (Covered in Chapter 13)  
UAE  
Egypt  
South Africa

Years considered for this report:

Historical Years: 2015-2019

Base Year: 2019

Estimated Year: 2020

Forecast Period: 2020-2025

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