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Cloud Gaming-Global Market Status and Trend Report 2013-2023

https://marketpublishers.com/r/C14CC1B3455EN.html
Date: January 2018
Pages: 155
Price: US$ 2,480.00 (Single User License)
ID: C14CC1B3455EN

Abstracts

Report Summary

Cloud Gaming-Global Market Status and Trend Report 2013-2023 offers a comprehensive analysis on Cloud Gaming industry, standing on the readers' perspective, delivering detailed market data and penetrating insights. No matter the client is industry insider, potential entrant or investor, the report will provides useful data and information. Key questions answered by this report include:

Worldwide and Regional Market Size of Cloud Gaming 2013-2017, and development forecast 2018-2023
Main manufacturers/suppliers of Cloud Gaming worldwide, with company and product introduction, position in the Cloud Gaming market
Market status and development trend of Cloud Gaming by types and applications
Cost and profit status of Cloud Gaming, and marketing status
Market growth drivers and challenges

The report segments the global Cloud Gaming market as:

Global Cloud Gaming Market: Regional Segment Analysis (Regional Production Volume, Consumption Volume, Revenue and Growth Rate 2013-2023):

North America
Europe
China
Japan
Rest APAC

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Latin America

Global Cloud Gaming Market: Type Segment Analysis (Consumption Volume, Average Price, Revenue, Market Share and Trend 2013-2023):

Type 1
Type 2

Global Cloud Gaming Market: Application Segment Analysis (Consumption Volume and Market Share 2013-2023; Downstream Customers and Market Analysis)

PC
Connected TV
Tablet
Smartphone

Global Cloud Gaming Market: Manufacturers Segment Analysis (Company and Product introduction, Cloud Gaming Sales Volume, Revenue, Price and Gross Margin):

Sony
GameFly (PlayCast)
Nvidia
Ubitus
PlayGiga
Crytek GmbH
PlayKey
Utomik (Kalydo)
51ias.com (Gloud)
Cyber Cloud
Yunlian Technology
Liquidsky
Blacknut SAS
Alibaba Cloud
Baidu
Tencent Cloud
Ksyun (Kingsoft)
LeCloud

In a word, the report provides detailed statistics and analysis on the state of the

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industry; and is a valuable source of guidance and direction for companies and individuals interested in the market.

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Contents

CHAPTER 1 OVERVIEW OF CLOUD GAMING

1.1 Definition of Cloud Gaming in This Report
1.2 Commercial Types of Cloud Gaming
  1.2.1 Type
  1.2.2 Type
1.3 Downstream Application of Cloud Gaming
  1.3.1 PC
  1.3.2 Connected TV
  1.3.3 Tablet
  1.3.4 Smartphone
1.4 Development History of Cloud Gaming
1.5 Market Status and Trend of Cloud Gaming 2013-2023
  1.5.1 Global Cloud Gaming Market Status and Trend 2013-2023
  1.5.2 Regional Cloud Gaming Market Status and Trend 2013-2023

CHAPTER 2 GLOBAL MARKET STATUS AND FORECAST BY REGIONS

2.1 Market Development of Cloud Gaming 2013-2017
2.2 Production Market of Cloud Gaming by Regions
  2.2.1 Production Volume of Cloud Gaming by Regions
  2.2.2 Production Value of Cloud Gaming by Regions
2.3 Demand Market of Cloud Gaming by Regions
2.4 Production and Demand Status of Cloud Gaming by Regions
  2.4.1 Production and Demand Status of Cloud Gaming by Regions 2013-2017
  2.4.2 Import and Export Status of Cloud Gaming by Regions 2013-2017

CHAPTER 3 GLOBAL MARKET STATUS AND FORECAST BY TYPES

3.1 Production Volume of Cloud Gaming by Types
3.2 Production Value of Cloud Gaming by Types
3.3 Market Forecast of Cloud Gaming by Types

CHAPTER 4 GLOBAL MARKET STATUS AND FORECAST BY DOWNSTREAM INDUSTRY

4.1 Demand Volume of Cloud Gaming by Downstream Industry

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4.2 Market Forecast of Cloud Gaming by Downstream Industry

CHAPTER 5 MARKET DRIVING FACTOR ANALYSIS OF CLOUD GAMING

5.1 Global Economy Situation and Trend Overview
5.2 Cloud Gaming Downstream Industry Situation and Trend Overview

CHAPTER 6 CLOUD GAMING MARKET COMPETITION STATUS BY MAJOR MANUFACTURERS

6.1 Production Volume of Cloud Gaming by Major Manufacturers
6.2 Production Value of Cloud Gaming by Major Manufacturers
6.3 Basic Information of Cloud Gaming by Major Manufacturers
  6.3.1 Headquarters Location and Established Time of Cloud Gaming Major Manufacturer
  6.3.2 Employees and Revenue Level of Cloud Gaming Major Manufacturer
6.4 Market Competition News and Trend
  6.4.1 Merger, Consolidation or Acquisition News
  6.4.2 Investment or Disinvestment News
  6.4.3 New Product Development and Launch

CHAPTER 7 CLOUD GAMING MAJOR MANUFACTURERS INTRODUCTION AND MARKET DATA

7.1 Sony
  7.1.1 Company profile
  7.1.2 Representative Cloud Gaming Product
  7.1.3 Cloud Gaming Sales, Revenue, Price and Gross Margin of Sony
7.2 GameFly (PlayCast)
  7.2.1 Company profile
  7.2.2 Representative Cloud Gaming Product
  7.2.3 Cloud Gaming Sales, Revenue, Price and Gross Margin of GameFly (PlayCast)
7.3 Nvidia
  7.3.1 Company profile
  7.3.2 Representative Cloud Gaming Product
  7.3.3 Cloud Gaming Sales, Revenue, Price and Gross Margin of Nvidia
7.4 Ubitus
  7.4.1 Company profile
  7.4.2 Representative Cloud Gaming Product

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7.4.3 Cloud Gaming Sales, Revenue, Price and Gross Margin of Ubitus
7.5 PlayGiga
7.5.1 Company profile
7.5.2 Representative Cloud Gaming Product
7.5.3 Cloud Gaming Sales, Revenue, Price and Gross Margin of PlayGiga
7.6 Crytek GmbH
7.6.1 Company profile
7.6.2 Representative Cloud Gaming Product
7.6.3 Cloud Gaming Sales, Revenue, Price and Gross Margin of Crytek GmbH
7.7 PlayKey
7.7.1 Company profile
7.7.2 Representative Cloud Gaming Product
7.7.3 Cloud Gaming Sales, Revenue, Price and Gross Margin of PlayKey
7.8 Utomik (Kalydo)
7.8.1 Company profile
7.8.2 Representative Cloud Gaming Product
7.8.3 Cloud Gaming Sales, Revenue, Price and Gross Margin of Utomik (Kalydo)
7.9 51ias.com (Gloud)
7.9.1 Company profile
7.9.2 Representative Cloud Gaming Product
7.9.3 Cloud Gaming Sales, Revenue, Price and Gross Margin of 51ias.com (Gloud)
7.10 Cyber Cloud
7.10.1 Company profile
7.10.2 Representative Cloud Gaming Product
7.10.3 Cloud Gaming Sales, Revenue, Price and Gross Margin of Cyber Cloud
7.11 Yunlian Technology
7.11.1 Company profile
7.11.2 Representative Cloud Gaming Product
7.11.3 Cloud Gaming Sales, Revenue, Price and Gross Margin of Yunlian Technology
7.12 Liquidsky
7.12.1 Company profile
7.12.2 Representative Cloud Gaming Product
7.12.3 Cloud Gaming Sales, Revenue, Price and Gross Margin of Liquidsky
7.13 Blacknut SAS
7.13.1 Company profile
7.13.2 Representative Cloud Gaming Product
7.13.3 Cloud Gaming Sales, Revenue, Price and Gross Margin of Blacknut SAS
7.14 Alibaba Cloud
7.14.1 Company profile

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7.14.2 Representative Cloud Gaming Product
7.14.3 Cloud Gaming Sales, Revenue, Price and Gross Margin of Alibaba Cloud
7.15 Baidu
7.15.1 Company profile
7.15.2 Representative Cloud Gaming Product
7.15.3 Cloud Gaming Sales, Revenue, Price and Gross Margin of Baidu
7.16 Tencent Cloud
7.17 Ksyun (Kingsoft)
7.18 LeCloud

CHAPTER 8 UPSTREAM AND DOWNSTREAM MARKET ANALYSIS OF CLOUD GAMING

8.1 Industry Chain of Cloud Gaming
8.2 Upstream Market and Representative Companies Analysis
8.3 Downstream Market and Representative Companies Analysis

CHAPTER 9 COST AND GROSS MARGIN ANALYSIS OF CLOUD GAMING

9.1 Cost Structure Analysis of Cloud Gaming
9.2 Raw Materials Cost Analysis of Cloud Gaming
9.3 Labor Cost Analysis of Cloud Gaming
9.4 Manufacturing Expenses Analysis of Cloud Gaming

CHAPTER 10 MARKETING STATUS ANALYSIS OF CLOUD GAMING

10.1 Marketing Channel
10.1.1 Direct Marketing
10.1.2 Indirect Marketing
10.1.3 Marketing Channel Development Trend
10.2 Market Positioning
10.2.1 Pricing Strategy
10.2.2 Brand Strategy
10.2.3 Target Client
10.3 Distributors/Traders List

CHAPTER 11 REPORT CONCLUSION

CHAPTER 12 RESEARCH METHODOLOGY AND REFERENCE

+44 20 8123 2220
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12.1 Methodology/Research Approach
12.1.1 Research Programs/Design
12.1.2 Market Size Estimation
12.1.3 Market Breakdown and Data Triangulation
12.2 Data Source
12.2.1 Secondary Sources
12.2.2 Primary Sources
12.3 Reference

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