

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

<https://marketpublishers.com/r/C0FFD404499EN.html>

Date: January 2018

Pages: 155

Price: US\$ 2,980.00 (Single User License)

ID: C0FFD404499EN

Abstracts

Report Summary

Cloud Gaming-India 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:

Whole India and Regional Market Size of Cloud Gaming 2013-2017, and development forecast 2018-2023

Main market players of Cloud Gaming in India, 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 India Cloud Gaming market as:

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

North India

Northeast India

East India

South India

West India

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

Type 1

Type 2

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

PC

Connected TV

Tablet

Smartphone

India Cloud Gaming Market: Players 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 (Gload)

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 industry; and is a valuable source of guidance and direction for companies and

individuals interested in the market.

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 India Cloud Gaming Market Status and Trend 2013-2023
 - 1.5.2 Regional Cloud Gaming Market Status and Trend 2013-2023

CHAPTER 2 INDIA MARKET STATUS AND FORECAST BY REGIONS

- 2.1 Market Status of Cloud Gaming in India 2013-2017
- 2.2 Consumption Market of Cloud Gaming in India by Regions
 - 2.2.1 Consumption Volume of Cloud Gaming in India by Regions
 - 2.2.2 Revenue of Cloud Gaming in India by Regions
- 2.3 Market Analysis of Cloud Gaming in India by Regions
 - 2.3.1 Market Analysis of Cloud Gaming in North India 2013-2017
 - 2.3.2 Market Analysis of Cloud Gaming in Northeast India 2013-2017
 - 2.3.3 Market Analysis of Cloud Gaming in East India 2013-2017
 - 2.3.4 Market Analysis of Cloud Gaming in South India 2013-2017
 - 2.3.5 Market Analysis of Cloud Gaming in West India 2013-2017
- 2.4 Market Development Forecast of Cloud Gaming in India 2017-2023
 - 2.4.1 Market Development Forecast of Cloud Gaming in India 2017-2023
 - 2.4.2 Market Development Forecast of Cloud Gaming by Regions 2017-2023

CHAPTER 3 INDIA MARKET STATUS AND FORECAST BY TYPES

- 3.1 Whole India Market Status by Types
 - 3.1.1 Consumption Volume of Cloud Gaming in India by Types
 - 3.1.2 Revenue of Cloud Gaming in India by Types

- 3.2 India Market Status by Types in Major Countries
 - 3.2.1 Market Status by Types in North India
 - 3.2.2 Market Status by Types in Northeast India
 - 3.2.3 Market Status by Types in East India
 - 3.2.4 Market Status by Types in South India
 - 3.2.5 Market Status by Types in West India
- 3.3 Market Forecast of Cloud Gaming in India by Types

CHAPTER 4 INDIA MARKET STATUS AND FORECAST BY DOWNSTREAM INDUSTRY

- 4.1 Demand Volume of Cloud Gaming in India by Downstream Industry
- 4.2 Demand Volume of Cloud Gaming by Downstream Industry in Major Countries
 - 4.2.1 Demand Volume of Cloud Gaming by Downstream Industry in North India
 - 4.2.2 Demand Volume of Cloud Gaming by Downstream Industry in Northeast India
 - 4.2.3 Demand Volume of Cloud Gaming by Downstream Industry in East India
 - 4.2.4 Demand Volume of Cloud Gaming by Downstream Industry in South India
 - 4.2.5 Demand Volume of Cloud Gaming by Downstream Industry in West India
- 4.3 Market Forecast of Cloud Gaming in India by Downstream Industry

CHAPTER 5 MARKET DRIVING FACTOR ANALYSIS OF CLOUD GAMING

- 5.1 India Economy Situation and Trend Overview
- 5.2 Cloud Gaming Downstream Industry Situation and Trend Overview

CHAPTER 6 CLOUD GAMING MARKET COMPETITION STATUS BY MAJOR PLAYERS IN INDIA

- 6.1 Sales Volume of Cloud Gaming in India by Major Players
- 6.2 Revenue of Cloud Gaming in India by Major Players
- 6.3 Basic Information of Cloud Gaming by Major Players
 - 6.3.1 Headquarters Location and Established Time of Cloud Gaming Major Players
 - 6.3.2 Employees and Revenue Level of Cloud Gaming Major Players
- 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

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
 - 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

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

I would like to order

Product name: Cloud Gaming-India Market Status and Trend Report 2013-2023

Product link: <https://marketpublishers.com/r/C0FFD404499EN.html>

Price: US\$ 2,980.00 (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/C0FFD404499EN.html>

To pay by Wire Transfer, please, fill in your contact details in the form below:

First name:
Last name:
Email:
Company:
Address:
City:
Zip code:
Country:
Tel:
Fax:
Your message:

****All fields are required**

Customer signature _____

Please, note that by ordering from marketpublishers.com you are agreeing to our Terms & Conditions at <https://marketpublishers.com/docs/terms.html>

To place an order via fax simply print this form, fill in the information below and fax the completed form to +44 20 7900 3970