

Cloud Gaming Backend Service Market, Global Outlook and Forecast 2022-2028

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Abstracts

Game BaaS is the bridge architecture between Platform-as-a-Service (PaaS) and Games-as-a-Service (GaaS). In order to create cloud-based technologies or toolsets for game development, BaaS uses SDKs (software development kits) and APIs (application programming interfaces). To power up games running on a GaaS model, BaaS features like user account and profile management, push notifications, cloud storage, social interactions, commerce, and game telemetry are made easily integrated into game applications through APIs. This greatly reduces the time and manpower required to build such services from scratch.

This report contains market size and forecasts of Cloud Gaming Backend Service in Global, including the following market information:

Global Cloud Gaming Backend Service Market Revenue, 2017-2022, 2023-2028, (\$ millions)

Global top five companies in 2021 (%)

The global Cloud Gaming Backend Service market was valued at 403.8 million in 2021 and is projected to reach US\$ 1304.1 million by 2028, at a CAGR of 18.2% during the forecast period 2022-2028.

The U.S. Market is Estimated at \$ Million in 2021, While China is Forecast to Reach \$ Million by 2028.

Professional Services Segment to Reach \$ Million by 2028, with a % CAGR in next six years.

The global key manufacturers of Cloud Gaming Backend Service include AWS, Microsoft Azure, Google, ChilliConnect (Unity), Photon Engine, brainCloud, Tavant Technologies, Back4App and ShepHertz, etc. In 2021, the global top five players have a share approximately % in terms of revenue.

MARKET MONITOR GLOBAL, INC (MMG) has surveyed the Cloud Gaming Backend Service companies, and industry experts on this industry, involving the revenue, demand, product type, recent developments and plans, industry trends, drivers, challenges, obstacles, and potential risks.

Total Market by Segment:

Global Cloud Gaming Backend Service Market, by Type, 2017-2022, 2023-2028 (\$ millions)

Global Cloud Gaming Backend Service Market Segment Percentages, by Type, 2021 (%)

Professional Services

Support and Maintenance

Access and Identity Management

Usage Analytics

Others

Global Cloud Gaming Backend Service Market, by Application, 2017-2022, 2023-2028 (\$ millions)

Global Cloud Gaming Backend Service Market Segment Percentages, by Application, 2021 (%)

SMEs

Large Enterprises

Global Cloud Gaming Backend Service Market, By Region and Country, 2017-2022,
2023-2028 (\$ Millions)

Global Cloud Gaming Backend Service Market Segment Percentages, By Region and
Country, 2021 (%)

North America

US

Canada

Mexico

Europe

Germany

France

U.K.

Italy

Russia

Nordic Countries

Benelux

Rest of Europe

Asia

China

Japan

South Korea

Southeast Asia

India

Rest of Asia

South America

Brazil

Argentina

Rest of South America

Middle East & Africa

Turkey

Israel

Saudi Arabia

UAE

Rest of Middle East & Africa

Competitor Analysis

The report also provides analysis of leading market participants including:

Key companies Cloud Gaming Backend Service revenues in global market, 2017-2022 (estimated), (\$ millions)

Key companies Cloud Gaming Backend Service revenues share in global market, 2021 (%)

Further, the report presents profiles of competitors in the market, key players include:

AWS

Microsoft Azure

Google

ChilliConnect (Unity)

Photon Engine

brainCloud

Tavant Technologies

Back4App

ShepHertz

XtraLife

Huawei

Tencent

LeanCloud

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