

# Cloud Gaming Market - Global Outlook and Forecast 2021-2027

https://marketpublishers.com/r/C1889241A5F2EN.html

Date: January 2021

Pages: 101

Price: US\$ 3,250.00 (Single User License)

ID: C1889241A5F2EN

## **Abstracts**

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

Global Cloud Gaming Market Revenue, 2016-2021, 2022-2027, (\$ millions) Global top five companies in 2020 (%)

The global Cloud Gaming market was valued at 137.6 million in 2020 and is projected to reach US\$ 441.9 million by 2027, at a CAGR of 33.9% during the forecast period.

MARKET MONITOR GLOBAL, INC (MMG) has surveyed the Cloud Gaming 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 Market, By Type, 2016-2021, 2022-2027 (\$ millions) Global Cloud Gaming Market Segment Percentages, By Type, 2020 (%)

Video Streaming

File Streaming

China Cloud Gaming Market, By Application, 2016-2021, 2022-2027 (\$ millions) China Cloud Gaming Market Segment Percentages, By Application, 2020 (%)

PC



Conn	ected TV	
Table	yt .	
Smar	tphone	
Global Cloud Gaming Market, By Region and Country, 2016-2021, 2022-2027 (\$ Millions) Global Cloud Gaming Market Segment Percentages, By Region and Country, 2020 (%)		
North	orth America	
	US	
	Canada	
	Mexico	
Europ	pe e	
	Germany	
	France	
	U.K.	
	Italy	
	Russia	
	Nordic Countries	
	Benelux	
	Rest of Europe	

Asia



China
Japan
South Korea
Southeast Asia
India
Rest of Asia
America
Brazil
Argentina
Rest of South America
East & Africa
Turkey
Israel
Saudi Arabia
UAE
Rest of Middle East & Africa
alysis

Total Cloud Gaming Market Competitors Revenues in Global, by Players 2016-2021

The report also provides analysis of leading market participants including:



(Estimated), (\$ millions)

Total Cloud Gaming Market Competitors Revenues Share in Global, by Players 2020 (%)

Further, the report presents profiles of competitors in the market, including the following:

e	r, the report presents profiles of competitors in the market, including the
	Sony
	GameFly (PlayCast)
	Nvidia
	Ubitus
	PlayGiga
	Crytek GmbH
	PlayKey
	Utomik (Kalydo)
	51ias.com (Gloud)
	Cyber Cloud
	Yunlian Technology
	Liquidsky
	BlacknutSAS
	Alibaba Cloud
	Baidu
	Tencent Cloud

Ksyun (Kingsoft)



LeCloud



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