

Evolution of Gaming: The State of Cloud Gaming

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Abstracts

An increasing number of companies and consumers in the video game sector have embraced the internet as a way to enable multiplayer connection, software distribution, and now cloud gaming. Cloud gaming allows a variety of connected devices to play games being run remotely on hardware in the cloud, using an internet-delivered video stream. This report focuses on this leading edge of the gaming industry's strategy to leverage today's connected consumer landscape. It compares the differences in implementation and business models between leading services, examines competitive advantages and disadvantages, and consumer demand for cloud gaming services. The types of consumers most interested in or with the most potential to subscribe to cloud gaming services are also discussed.

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