

# United States, EU, Japan, China, India and Southeast Asia Cloud Gaming Market Size, Status and Forecast 2021

<https://marketpublishers.com/r/U6C4BF7A3F9EN.html>

Date: March 2017

Pages: 134

Price: US\$ 3,300.00 (Single User License)

ID: U6C4BF7A3F9EN

## Abstracts

The report of United States, EU, Japan, China, India and Southeast Asia Cloud Gaming Market Size, Status and Forecast 2021 is a professional and in-depth study on the current state of the cloud gaming market. Annual estimates and forecasts are provided for the period 2017 through 2021. Also, a six-year historic analysis is provided for these markets. The global market for cloud gaming is expected to reach about 226.87 M USD by 2021 from 26.01 M USD in 2016, registering a Compounded Annual Growth Rate (CAGR) of 54.22% during the analysis period, 2016-2021.

The report provides a basic overview of the cloud gaming industry including definitions and applications. And development policies and plans are discussed.

Then, the report focuses on global cloud gaming industry players with information such as company profiles, product picture, market share and contact information. What's more, the cloud gaming industry development trends are analyzed.

This report studies cloud gaming focuses on top manufacturers in global market, with revenue and market share for each manufacturer, covering

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

Market Segment by Regions, this report splits Global into several key Regions, with revenue, market share and growth rate of cloud gaming in these regions, from 2011 to 2021 (forecast), like

China

USA

Europe

Japan

China

Southeast Asia

India

ROW

Split by applications, this report focuses on production, market share and growth rate of cloud gaming in each application, can be divided into

PC

Connected TV

Tablet

Smartphone

Finally, the overall research conclusions are offered.

In a word, the report provides major statistics on the state of the industry and is a valuable source of guidance and direction for companies and individuals interested in the market.

## Contents

### **1 INDUSTRY OVERVIEW**

- 1.1 Cloud Gaming Market Overview
  - 1.1.1 Cloud Gaming Product Scope
  - 1.1.2 Market Status and Outlook
- 1.2 Global Cloud Gaming Market Size and Analysis by Regions
  - 1.2.1 USA
  - 1.2.2 EU
  - 1.2.3 Japan
  - 1.2.4 China
  - 1.2.5 India
  - 1.2.6 Southeast Asia
- 1.3 Cloud Gaming Market by End Users/Application
  - 1.3.1 PC
  - 1.3.2 Connected TV
  - 1.3.3 Tablet
  - 1.3.4 Smartphone

### **2 GLOBAL CLOUD GAMING COMPETITION ANALYSIS BY PLAYERS**

- 2.1 Cloud Gaming Market Size (Value) by Players (2015-2016)
- 2.2 Competitive Status and Trend
  - 2.2.1 Market Concentration Rate
  - 2.2.2 Product/Service Differences
  - 2.2.3 New Entrants
  - 2.2.4 The Technology Trends in Future

### **3 COMPANY (TOP PLAYERS) PROFILES**

- 3.1 Sony (JP)
  - 3.1.1 Company Profile
  - 3.1.2 Main Business/Business Overview
  - 3.1.3 Products, Services and Solutions
  - 3.1.4 Cloud Gaming Revenue (Value) 2011-2016
  - 3.1.5 Recent Developments
- 3.2 GameFly (PlayCast) (US)
  - 3.2.1 Company Profile

- 3.2.2 Main Business/Business Overview
- 3.2.3 Products, Services and Solutions
- 3.2.4 Cloud Gaming Revenue (Value) 2011-2016
- 3.2.5 Recent Developments
- 3.3 Nvidia (US)
  - 3.3.1 Company Profile
  - 3.3.2 Main Business/Business Overview
  - 3.3.3 Products, Services and Solutions
  - 3.3.4 Cloud Gaming Revenue (Value) 2011-2016
  - 3.3.5 Recent Developments
- 3.4 Ubitus (TW)
  - 3.4.1 Company Profile
  - 3.4.2 Main Business/Business Overview
  - 3.4.3 Products, Services and Solutions
  - 3.4.4 Cloud Gaming Revenue (Value) 2011-2016
  - 3.4.5 Recent Developments
- 3.5 PlayGiga (ESP)
  - 3.5.1 Company Profile
  - 3.5.2 Main Business/Business Overview
  - 3.5.3 Products, Services and Solutions
  - 3.5.4 Cloud Gaming Revenue (Value) 2011-2016
  - 3.5.5 Recent Developments
- 3.6 Crytek GmbH (DE)
  - 3.6.1 Company Profile
  - 3.6.2 Main Business/Business Overview
  - 3.6.3 Products, Services and Solutions
  - 3.6.4 Cloud Gaming Revenue (Value) 2011-2016
  - 3.6.5 Recent Developments
- 3.7 PlayKey (RUS)
  - 3.7.1 Company Profile
  - 3.7.2 Main Business/Business Overview
  - 3.7.3 Products, Services and Solutions
  - 3.7.4 Cloud Gaming Revenue (Value) 2011-2016
  - 3.7.5 Recent Developments
- 3.8 Utomik (Kalydo) (US)
  - 3.8.1 Company Profile
  - 3.8.2 Main Business/Business Overview
  - 3.8.3 Products, Services and Solutions
  - 3.8.4 Cloud Gaming Revenue (Value) 2011-2016

- 3.8.5 Recent Developments
- 3.9 51ias.com (Gloud) (CN)
  - 3.9.1 Company Profile
  - 3.9.2 Main Business/Business Overview
  - 3.9.3 Products, Services and Solutions
  - 3.9.4 Cloud Gaming Revenue (Value) 2011-2016
  - 3.9.5 Recent Developments
- 3.10 Cyber Cloud (CN)
  - 3.10.1 Company Profile
  - 3.10.2 Main Business/Business Overview
  - 3.10.3 Products, Services and Solutions
  - 3.10.4 Cloud Gaming Revenue (Value) 2011-2016
  - 3.10.5 Recent Developments
- 3.11 Yunlian Technology (CN)
  - 3.11.1 Company Profile
  - 3.11.2 Main Business/Business Overview
  - 3.11.3 Products, Services and Solutions
  - 3.11.4 Cloud Gaming Revenue (Value) 2011-2016
  - 3.11.5 Recent Developments
- 3.12 Liquidsky (US)
  - 3.12.1 Company Profile
  - 3.12.2 Main Business/Business Overview
  - 3.12.3 Products, Services and Solutions
  - 3.12.4 Recent Developments
- 3.13 Blacknut SAS (FR)
  - 3.13.1 Company Profile
  - 3.13.2 Main Business/Business Overview
  - 3.13.3 Products, Services and Solutions
  - 3.13.4 Recent Developments
- 3.14 Alibaba Cloud (CN)
  - 3.14.1 Company Profile
  - 3.14.2 Main Business/Business Overview
  - 3.14.3 Products, Services and Solutions
  - 3.14.4 Recent Developments
- 3.15 Baidu (CN)
  - 3.15.1 Company Profile
  - 3.15.2 Main Business/Business Overview
  - 3.15.3 Products, Services and Solutions
  - 3.15.4 Recent Developments

### 3.16 Tencent Cloud (CN)

#### 3.16.1 Company Profile

#### 3.16.2 Main Business/Business Overview

#### 3.16.3 Products, Services and Solutions

#### 3.16.4 Recent Developments

### 3.17 Ksyun (CN)

#### 3.17.1 Company Profile

#### 3.17.2 Main Business/Business Overview

#### 3.17.3 Products, Services and Solutions

#### 3.17.4 Recent Developments

### 3.18 LeCloud (CN)

#### 3.18.1 Company Profile

#### 3.18.2 Main Business/Business Overview

#### 3.18.3 Products, Services and Solutions

#### 3.18.4 Recent Developments

## **4 GLOBAL CLOUD GAMING MARKET SIZE BY APPLICATION (2011-2016)**

### 4.1 Global Cloud Gaming Market Size by Application (2011-2016)

### 4.2 Potential Application of Cloud Gaming in Future

### 4.3 Top Consumer / End Users of Cloud Gaming

## **5 USA CLOUD GAMING DEVELOPMENT STATUS AND OUTLOOK**

### 5.1 USA Cloud Gaming Market Size (2011-2016)

### 5.2 USA Cloud Gaming Market Size and Market Share by Players (2016)

## **6 EU CLOUD GAMING DEVELOPMENT STATUS AND OUTLOOK**

### 6.1 EU Cloud Gaming Market Size (2011-2016)

### 6.2 EU Cloud Gaming Market Size and Market Share by Players (2016)

## **7 JAPAN CLOUD GAMING DEVELOPMENT STATUS AND OUTLOOK**

### 7.1 Japan Cloud Gaming Market Size (2011-2016)

### 7.2 Japan Cloud Gaming Market Size and Market Share by Players (2016)

## **8 CHINA CLOUD GAMING DEVELOPMENT STATUS AND OUTLOOK**

8.1 China Cloud Gaming Market Size and Forecast (2011-2016)

8.2 China Cloud Gaming Market Size and Market Share by Players (2016)

## **9 INDIA CLOUD GAMING DEVELOPMENT STATUS AND OUTLOOK**

9.1 India Cloud Gaming Market Size and Forecast (2011-2016)

9.2 India Cloud Gaming Market Size and Market Share by Players (2016)

## **10 SOUTHEAST ASIA CLOUD GAMING DEVELOPMENT STATUS AND OUTLOOK**

10.1 Southeast Asia Cloud Gaming Market Size and Forecast (2011-2016)

10.2 Southeast Asia Cloud Gaming Market Size and Market Share by Players (2016)

## **11 MARKET FORECAST BY REGIONS, TYPE AND APPLICATION (2016-2021)**

11.1 Global Cloud Gaming Market Size (Value) by Regions (2016-2021)

11.2 Global Cloud Gaming Market Size by Application (2016-2021)

11.3 The Market Drivers in Future

## **12 CLOUD GAMING MARKET DYNAMICS**

12.1 Cloud Gaming Market Opportunities

12.2 Cloud Gaming Challenge and Risk

12.2.1 Latency

12.2.2 Security

12.2.3 Packet Loss

12.3 Cloud Gaming Market Constraints and Threat

12.3.1 Network Bandwidth

12.3.2 Server Cost Pressure

12.3.3 Cloud Gaming Operators

12.4 Cloud Gaming Market Driving Force

12.4.1 Growing Demand from Emerging Markets

12.4.2 Development Status

## **13 MARKET EFFECT FACTORS ANALYSIS**

13.1 Technology Progress/Risk

13.1.1 Technology Progress in Related Industry

13.1.2 Problems of Existing Cloud Gaming Systems



13.2 Consumer Needs Trend/Customer Preference

13.3 External Environmental Change

13.3.1 Economic Fluctuations

13.3.2 Other Risk Factors

## **14 RESEARCH FINDING /CONCLUSION**

## **15 APPENDIX**

Disclosure Section

Research Methodology

Data Source

Disclaimer

Author List

The report requires updating with new data and is sent in 2-3 business days after order is placed.

## List Of Tables

### LIST OF TABLES AND FIGURES

Figure Cloud Gaming Concept  
Figure Basic Idea of Cloud Gaming  
Figure Global Cloud Gaming Market Size (2011-2016)  
Table Global Cloud Gaming Market Size and Growth Rate by Regions (2011-2016)  
Figure Global Cloud Gaming Market Share by Regions in 2016  
Figure USA Cloud Gaming Market Size and Growth Rate by Regions (2011-2016)  
Figure EU Cloud Gaming Market Size and Growth Rate by Regions (2011-2016)  
Figure Japan Cloud Gaming Market Size and Growth Rate by Regions (2011-2016)  
Figure China Cloud Gaming Market Size and Growth Rate by Regions (2011-2016)  
Figure India Cloud Gaming Market Size and Growth Rate by Regions (2011-2016)  
Figure Southeast Asia Cloud Gaming Market Size and Growth Rate by Regions (2011-2016)  
Figure Global Cloud Gaming Market Share by Application in 2016  
Figure Cloud Gaming Market Size and Growth Rate in PC (2011-2016)  
Figure Cloud Gaming Market Size and Growth Rate in Connected TV (2011-2016)  
Figure Cloud Gaming Market Size and Growth Rate in Tablet (2011-2016)  
Figure Cloud Gaming Market Size and Growth Rate in Smartphone (2011-2016)  
Table Cloud Gaming Revenue (Million USD) by Players (2015-2016)  
Figure Cloud Gaming Market Size Share by Players in 2015  
Figure Cloud Gaming Market Size Share by Players in 2016  
Figure Top 3 Cloud Game Manufacturer Market Share in 2016  
Figure Top 6 Cloud Game Manufacturer Market Share in 2016  
Figure Product/Service of Major Vendors of Cloud Gaming Market  
Figure Architecture of Cloud Gaming  
Table Dynamics of New Entrants  
Table Gaikai Basic Information List  
Table OnLive Basic Information List  
Table Main Business/Business Overview of Sony  
Table Cloud Gaming Products, Services and Solutions Introduction of Sony  
Table Cloud Gaming Business Revenue (Million USD) of Sony 2011-2016  
Figure Sony Cloud Gaming Business Revenue and Growth Rate 2011-2016  
Figure Sony Cloud Gaming Business Revenue and Global Market Share 2011-2016  
Table Recent Developments of Gaikai  
Table Recent Developments of OnLive  
Table GameFly (PlayCast) Basic Information List

Table Main Business/Business Overview of GameFly (PlayCast)  
Table Cloud Gaming Products, Services and Solutions Introduction of GameFly (PlayCast)  
Table Cloud Gaming Business Revenue (Million USD) of GameFly (PlayCast) 2011-2016  
Figure GameFly (PlayCast) Cloud Gaming Business Revenue and Growth Rate 2011-2016  
Figure GameFly (PlayCast) Cloud Gaming Business Revenue and Global Market Share 2011-2016  
Table Recent Developments of GameFly (PlayCast)  
Table Nvidia Basic Information List  
Table Main Business/Business Overview of Nvidia  
Table Cloud Gaming Products, Services and Solutions Introduction of Nvidia  
Table Cloud Gaming Business Revenue (Million USD) of Nvidia 2011-2016  
Figure Nvidia Cloud Gaming Business Revenue and Growth Rate 2011-2016  
Figure Nvidia Cloud Gaming Business Revenue and Global Market Share 2011-2016  
Table Recent Developments of Nvidia  
Table Ubitus Basic Information List  
Table Main Business/Business Overview of Ubitus  
Table Cloud Gaming Products, Services and Solutions Introduction of Ubitus  
Table Cloud Gaming Business Revenue (Million USD) of Ubitus 2011-2016  
Figure Ubitus Cloud Gaming Business Revenue and Growth Rate 2011-2016  
Figure Ubitus Cloud Gaming Business Revenue and Global Market Share 2011-2016  
Table Recent Developments of Ubitus  
Table PlayGiga Basic Information List  
Table Main Business/Business Overview of PlayGiga  
Table Cloud Gaming Products, Services and Solutions Introduction of PlayGiga  
Table Cloud Gaming Business Revenue (Million USD) of PlayGiga 2011-2016  
Figure PlayGiga Cloud Gaming Business Revenue and Growth Rate 2011-2016  
Figure PlayGiga Cloud Gaming Business Revenue and Global Market Share 2011-2016  
Table Recent Developments of PlayGiga  
Table Crytek GmbH Basic Information List  
Table Main Business/Business Overview of Crytek GmbH  
Table Cloud Gaming Products, Services and Solutions Introduction of Crytek GmbH  
Table Cloud Gaming Business Revenue (Million USD) of Crytek GmbH 2011-2016  
Figure Crytek GmbH Cloud Gaming Business Revenue and Growth Rate 2011-2016  
Figure Crytek GmbH Cloud Gaming Business Revenue and Global Market Share 2011-2016  
Table Recent Developments of Crytek GmbH

Table PlayKey Basic Information List

Table Main Business/Business Overview of PlayKey

Table Cloud Gaming Products, Services and Solutions Introduction of PlayKey

Table Cloud Gaming Business Revenue (Million USD) of PlayKey 2011-2016

Figure PlayKey Cloud Gaming Business Revenue and Growth Rate 2011-2016

Figure PlayKey Cloud Gaming Business Revenue and Global Market Share 2011-2016

Table Recent Developments of PlayKey

Table Utomik (Kalydo) Basic Information List

Table Main Business/Business Overview of Utomik (Kalydo)

Table Cloud Gaming Products, Services and Solutions Introduction of Utomik (Kalydo)

Table Cloud Gaming Business Revenue (Million USD) of Utomik (Kalydo) 2011-2016

Figure Utomik (Kalydo) Cloud Gaming Business Revenue and Growth Rate 2011-2016

Figure Utomik (Kalydo) Cloud Gaming Business Revenue and Global Market Share 2011-2016

Table Recent Developments of Utomik (Kalydo)

Table 51ias.com Basic Information List

Table Main Business/Business Overview of 51ias.com

Table Cloud Gaming Products, Services and Solutions Introduction of 51ias.com

Table Cloud Gaming Business Revenue (Million USD) of 51ias.com 2011-2016

Figure 51ias.com Cloud Gaming Business Revenue and Growth Rate 2011-2016

Figure 51ias.com Cloud Gaming Business Revenue and Global Market Share 2011-2016

Table Recent Developments of 51ias.com

Table Cyber Cloud Basic Information List

Table Main Business/Business Overview of Cyber Cloud

Table Cloud Gaming Products, Services and Solutions Introduction of Cyber Cloud

Table Cloud Gaming Business Revenue (Million USD) of Cyber Cloud 2011-2016

Figure Cyber Cloud Cloud Gaming Business Revenue and Growth Rate 2011-2016

Figure Cyber Cloud Cloud Gaming Business Revenue and Global Market Share 2011-2016

Table Yunlian Technology Basic Information List

Table Main Business/Business Overview of Yunlian Technology

Table Cloud Gaming Business Revenue (Million USD) of Yunlian Technology 2011-2016

Figure Yunlian Technology Cloud Gaming Business Revenue and Growth Rate 2011-2016

Figure Yunlian Technology Cloud Gaming Business Revenue and Global Market Share 2011-2016

Table Liquidsky Basic Information List

Table Main Business/Business Overview of Liquidsky  
Table Cloud Gaming Products, Services and Solutions Introduction of Liquidsky  
Table Recent Developments of Liquidsky  
Table Blacknut SAS Basic Information List  
Table Main Business/Business Overview of Blacknut SAS  
Table Cloud Gaming Products, Services and Solutions Introduction of Blacknut SAS  
Table Alibaba Cloud Basic Information List  
Table Main Business/Business Overview of Alibaba Cloud  
Table Cloud Gaming Products, Services and Solutions Introduction of Alibaba Cloud  
Table Recent Developments of Alibaba Cloud  
Table Baidu Basic Information List  
Table Main Business/Business Overview of Baidu  
Table Cloud Gaming Products, Services and Solutions Introduction of Baidu  
Table Recent Developments of Baidu  
Table Tencent Cloud Basic Information List  
Table Main Business/Business Overview of Tencent Cloud  
Table Cloud Gaming Products, Services and Solutions Introduction of Tencent Cloud  
Table Ksyun Basic Information List  
Table Main Business/Business Overview of Ksyun  
Table Cloud Gaming Products, Services and Solutions Introduction of Ksyun  
Table Recent Developments of Ksyun  
Table LeCloud Basic Information List  
Table Main Business/Business Overview of LeCloud  
Table Cloud Gaming Products, Services and Solutions Introduction of LeCloud  
Table Global Cloud Gaming Revenue (Million USD) by Application (2011-2016)  
Figure Global Cloud Gaming Market Size by Application in 2012  
Figure Global Cloud Gaming Market Size by Application in 2013  
Figure Global Cloud Gaming Market Size by Application in 2014  
Figure Global Cloud Gaming Market Size by Application in 2015  
Figure Global Cloud Gaming Market Size by Application in 2016  
Figure Business Model of Cloud Gaming  
Figure USA Cloud Gaming Revenue (Million USD) and Growth Rate by Regions (2011-2016)  
Table USA Cloud Gaming Revenue (Million USD) by Players (2016)  
Figure USA Cloud Gaming Market Size Share by Players in 2016  
Figure EU Cloud Gaming Revenue (Million USD) and Growth Rate by Regions (2011-2016)  
Table EU Cloud Gaming Revenue (Million USD) by Players (2016)  
Figure EU Cloud Gaming Market Size Share by Players in 2016

Figure Japan Cloud Gaming Revenue (Million USD) and Growth Rate by Regions (2011-2016)

Table Japan Cloud Gaming Revenue (Million USD) by Players (2016)

Figure Japan Cloud Gaming Market Size Share by Players in 2016

Figure China Cloud Gaming Revenue (Million USD) and Growth Rate by Regions (2011-2016)

Table China Cloud Gaming Revenue (Million USD) by Players (2016)

Figure China Cloud Gaming Market Size Share by Players in 2016

Figure India Cloud Gaming Revenue (Million USD) and Growth Rate by Regions (2011-2016)

Table India Cloud Gaming Revenue (Million USD) by Players (2016)

Figure India Cloud Gaming Market Size Share by Players in 2016

Figure Southeast Asia Cloud Gaming Revenue (Million USD) and Growth Rate by Regions (2011-2016)

Table Southeast Asia Cloud Gaming Revenue (Million USD) by Players (2016)

Figure Southeast Asia Cloud Gaming Market Size Share by Players in 2016

Figure Global Cloud Gaming Revenue (Million USD) by Regions (2016-2021)

Table Global Cloud Gaming Revenue (Million USD) by Regions (2016-2021)

Figure Global Cloud Gaming Market Size Share by Regions in 2017

Figure Global Cloud Gaming Market Size Share by Regions in 2021

Table Global Cloud Gaming Revenue (Million USD) by Application (2016-2021)

Figure Global Cloud Gaming Market Size by Application in 2017

Figure Global Cloud Gaming Market Size by Application in 2021

Table Market Drivers in Future of Cloud Gaming

Figure Structure of the Cloud Gaming Industry – Devices

Table Critical Risk Areas

Figure the Influence of Network Bandwidth on Cloud Gaming Performance

Figure Adapt Rendering Parameters to Network Environment

Figure Ultrafast-Broadband Networks - Pivotal Element for Content Dematerialization

Figure Service Model of Cloud Gaming

Figure per Region with Year-On-Year Growth Rates of 2016 Global Games Market

Top 20 Countries by Game Revenues in 2016

Figure Cloud Gaming Value Chain

Table Investment Details of Cross-terminal Game Operating Platform

Table Data Source



## I would like to order

Product name: United States, EU, Japan, China, India and Southeast Asia Cloud Gaming Market Size, Status and Forecast 2021

Product link: <https://marketpublishers.com/r/U6C4BF7A3F9EN.html>

Price: US\$ 3,300.00 (Single User License / Electronic Delivery)

If you want to order Corporate License or Hard Copy, please, contact our Customer Service:

[info@marketpublishers.com](mailto:info@marketpublishers.com)

## Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/U6C4BF7A3F9EN.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

