



Global Cloud Gaming Market 2016 Analysis and Forecast to 2020

Cloud Gaming Market Global Industry Analysis 2016

PUNE, INDIA, July 21, 2016 /EINPresswire.com/ -- Wiseguyreports.Com Adds "[Cloud Gaming Market - Global Industry Analysis, Size, Share, Growth, Trends and Forecast 2016 – 2020](#)" To Its Research Database.

Summary

Cloud Gaming Industry

The Cloud Gaming Market set for a potential growth mainly driven by new entrants in the market and improved network performances. The global cloud gaming market is witnessing increasing adoption of next generation technologies. The social media games and mobile games are contributing major share to the overall market as these two channels consists of huge customer base. Some of the key vendors in cloud gaming market are G-cluster Global Corp, gaikai, Inc, Amazon and others. The report provides unique insights into and in-depth analysis of global cloud gaming market, drivers and restraints as well as growth opportunities. It also contains analysis and forecasted revenues, competitive landscape, company profiles and industry trends.

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The report covers the global cloud gaming market in terms of the gaming audience, gaming devices, and gaming technologies. According to the statistics available, the total global population in the year 2013 was XX billion out of which XX billion had access to the internet (online users) and XX billion users are active gamers. Thus, these statistics clearly shows how much scope of growth is there for online games market space and now these users are moving towards the cloud gaming as it gives them freedom to instantly play online games without waiting to download the game, automatically updating the latest gaming software, versions and ease of playing the game from any of the game devices such as smartphones, smart TVs, tablets, pcs and game consoles.

This cloud gaming industry is confined not only to the entertainment purposes, but now it is also opened to;

Serious gaming (simulation based gaming) mainly used in defense, aerospace, healthcare verticals.

Gamification (learning by gaming) mainly utilized by the educational institutions (K12) and corporates. Corporates have started to move towards learning by gaming to increase the productivity of their employees.

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Report Scope

The report covers a brief about the global cloud gaming industry for 2015–2020. It also covers the

brief about the gaming ecosystem, gaming devices, gaming technology and gaming audience.

It analyzes the market according to the gaming audience, gaming devices, technology and regions.

It also analyzes the competitive landscape, vendor profiles, global generalist, companies to watch

for and business strategies and overview.

The report also forecasts the future growth of this industry in term of revenue, opportunities, restrains

in next five years i.e., from 2015–2020.

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