

Cloud Gaming Market Development, market Trend, Key Players, Segmentation and Forecast to 2022.

Global Cloud Gaming Market on Market Information, by Type (Video streaming, File Streaming), by Cloud, by Server, by End user - Forecast 2016-2022

PUNE, MAHARASHTRA, INDIA, November 14, 2016 /EINPresswire.com/ -- Target Audience:



The Major Key Players are Sony (Japan), GameFly (USA), Nvidia (USA), Ubitus (USA), Playkey (USA), HaiHong Holding (Singapore), TongFang (China), B Ray Medica, ZhongQing Game (China) and others"

Market Research Future

- Hardware Providers
- Research organization
- Software Providers
- Application Developers

Market Segmentation

Segmentation by Type:

- Video streaming

- file streaming

Segmentation by End User:

- Serious Gamer

- Social Gamer

- Core Gamer

Segmentation by Cloud:

- Public,
- Private,
- Hybrid,
- Community

Segmentation by Server:

- G-Cluster,
- Play station,
- gamenow,
- Stream my game

Market Synopsis of [Global Cloud Gaming Market](#)

Market Scenario

Cloud gaming is a form of online gaming that enables direct and on-demand video streaming of games on computers, and mobile devices. This type of gaming enables the users to play any game at any place. The adoption of cloud gaming is increasing precipitously owing to various advantages offered by the technology. Some of its major advantages include elimination of expensive hardware, integration of gaming into computer and smart phone, enables instant playing of games, and easy spectating of games amongst others.

The cloud gaming market is expected to grow at a high CAGR of XX% and is expected to reach the market size of USD XX million by the end forecasted period from USD XX million in the 2016. The major reason for the high growth of this market is the rapid increase in the number of installed base of cloud-gaming capable devices such as the PlayStation 4, PC, and tablets amongst others.

Key players

The global competitors in gesture recognition sector are

- Sony (Japan),
- GameFly (USA),
- Nvidia (USA),
- Ubitus (USA),
- Playkey (USA),
- HaiHong Holding (Singapore),
- TongFang (China),
- B Ray Medica,
- ZhongQing Game (China)

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Study Objective of Cloud Gaming Market.

- To provide detailed analysis of the market structure along with forecast of the various segments and sub-segments of the Global Cloud Gaming Market
- To provide insights about factors affecting the market growth
- To analyze the Cloud Gaming Market based on various factors- value chain analysis, Porter's five force analysis etc.
- To provide historical and forecast revenue of the market segments and sub-segments with respect to four main geographies and their countries- North America, Europe, Asia, and Rest of the World (RoW)
- To provide country level analysis of the market with respect to the current market size and future prospective
- To provide country level analysis of the market for segment by type, by cloud, by end user, by server and sub-segments.

Regional Analysis

Asia pacific is dominating the market of Cloud Gaming with the market share of XX%. Due to high availability of low-cost smartphones and tablets and emerging trend of using digital technology in Region such as China and India and also due to the raising foreign investments. Therefore accounting for \$XX million and is expected to grow over \$XX billion by expected period. Cloud Gaming Market in North-America market is expected to grow at CAGR of XX% from \$ XX million in 2016 to \$XX million by expected period. The European market for Cloud Gaming Market is expected to grow at XX% CAGR (2016-expected period).

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Industry News

- In September 2016, Shoal Games Ltd. entered into a licensing arrangement with Rooplay Inc. to commercialize its innovative cloud-based gaming platform and consumer brand Rooplay
- In August 2016, LiquidSky launched Desktop-as-a-Service (DaaS) platform for cloud gaming

The market is divided into the following segments based on geography:

North America

- US
- Canada
- Mexico

Europe

- Germany
- France
- Italy
- U.K
- Rest of Europe

Asia- Pacific

- China
- India
- Japan
- Rest of Asia-Pacific

RoW

- Brazil
- Argentina
- Egypt
- South Africa Others

"Analysis also includes consumption. Import and export data for Regions North America, Europe, China, Japan, Southeast Asia, India."

Key questions answered in this report

- What will the market size be in 2022 and what will the growth rate be?
- What are the key market trends?
- What is driving this market?
- What are the challenges to market growth?
- Who are the key vendors in this market space?
- What are the market opportunities and threats faced by the key vendors?
- What are the strengths and weaknesses of the key vendors?

Reasons to Purchase this report:

From an insight perspective, this research report has focused on various levels of analyses—industry analysis (industry trends), market share analysis of top players, supply chain analysis, and company profiles, which together comprise and discuss the basic views on the competitive landscape, emerging and high-growth segments of the Global Cloud Gaming Market, high-growth regions, and market drivers, restraints, and opportunities.

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