

# Cloud Gaming 2017 Global Market Expected to Grow at CAGR 29.33% and Forecast to 2021

WiseGuyReports.Com Publish a New Market Research Report On – “Cloud Gaming 2017 Global Market Expected to Grow at CAGR 29.33% and Forecast to 2021”.

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/EINPresswire.com/ --

The analysts forecast the [global gaming market](#) to grow at a CAGR of 29.33% during the period 2016-2020.

The introduction and popularity of PCs and electronic devices and the rise of the internet have led to the development and commercialization of gaming across the globe. Individuals are passionate about interactive entertainment in the form of games, which have different genres and offer different user experiences in a broad variety of platforms.

Individuals require platforms such as TVs, consoles, mobile devices, and PCs to play video games. Various types of games are available for various kinds of gaming platforms. They are available in two major formats: physical and digital.

Games in the physical format are played through physical discs while those in the digital format are downloaded or are cloud-based.

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Covered in this report

The report covers the present scenario and the growth prospects of the global cloud gaming market for 2016-2020. To calculate the market size, the report considers the revenue generated from the web-based subscription of cloud-based gaming.

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

- Americas
- APAC
- EMEA



The report, Global Cloud Gaming Market 2016-2020, has been prepared based on an in-depth market analysis with inputs from industry experts. The report covers the market landscape and its growth prospects over the coming years. The report also includes a discussion of the key vendors operating in this market.

#### Key vendors

- G-Cluster
- Nvidia
- PlayGiga
- Sony Computer Entertainment
- Ubisoft Entertainment

#### Other prominent vendors

- Amazon
- CiiNOW
- Crytek
- GamingCloud
- Google
- Happy Cloud
- IBM
- Microsoft
- Nintendo
- Playcast Media Systems
- Samsung Electronics
- TransGaming
- Ubitus
- Valve

#### Market driver

- Reduced costs and installation time
- For a full, detailed list, view our report

#### Market challenge

- Concerns related to privacy and security
- For a full, detailed list, view our report

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#### Market trend

- Growth in free-to-play model
- For a full, detailed list, view our report

#### Key questions answered in this report

- What will the market size be in 2020 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?

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