

Cloud Gaming Market Share, competitor Strategy, Key Players and Future Forecast to 2022

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

PUNE, MAHARASHTRA, INDIA, May 18, 2017 /EINPresswire.com/ -- Market Scenario



Major key Players include Sony, GameFly, Nvidia, Ubitus, Playkey, HaiHong Holding, TongFang, B Ray Medica, ZhongQing Game”
Market Research Future

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 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

- 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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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

Taste the market data and market information presented through more than 50 market data tables and figures spread in 110 numbers of pages of the project report. Avail the in-depth table of content TOC & market synopsis on "[Global Cloud Gaming Market Research Report- Global Forecast 2022](#)"

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

Target Audience:

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

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

North America

Europe

Asia- Pacific

RoW

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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?

Related Report

Mobile application development platform Market on Market Information, by Deployment (Cloud (Public, Private, Hybrid), On Premises), by End User (SBUs and Large Business Units), by Verticals (Healthcare, Retail, Transportation, Logistic, Telecom) - Forecast 2016-2022. Know more about this report @ <https://www.marketresearchfuture.com/reports/mobile-application-development-platform-market>

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