

Video Game Streaming Services Market to Grow at a CAGR Of 6.26% During The Forecast Period 2017-2021

Orbis Research has added Latest Research Report on "Global Video Game Streaming Services Market 2017-2021" to its Database.

DALLAS, TEXAS, UNITED STATES, August 21, 2017 /EINPresswire.com/ -- Companies Mentioned: Alphabet, Amazon, and Microsoft, Cavetube, Dailymotion, DeNA, Dingit, DWANGO, Facebook, IBM, Infiniscene, Mobcrush, Panda TV, Smashcast, Valve, and VaughnSoft.

Video Streaming is the process of sending/broadcasting video and audio content over the Internet, which is played immediately by the receiver without the content being saved on the hard drive of the receiver. Video game streaming includes sending the video and audio of live gameplays. Video Game Streaming Service providers offer platforms to viewers where they can view video game streaming. The global video game streaming services market is a growing market, and there is an increase in the number of video game streaming service providers in the world. Major players in this field include Twitch, YouTube Gaming, and Mixer. Video game streaming requires the following hardware set up for its smooth functioning.



Analysts forecast the Global Video Game Streaming Services Market to Grow at a CAGR Of 6.26% During The Period 2017-2021.

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Covered in this report

The report covers the present scenario and the growth prospects of the global video game streaming services market for 2017-2021. To calculate the market size, the report considers the revenue generated from the subscription and advertisement services of the video game streaming services market.

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

- Americas
- APAC
- EMEA

Global Video Game Streaming Services Market 2017-2021, 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.

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Key vendors

- Alphabet
- Amazon
- Microsoft

Other prominent vendors

- Cavetube
- Dailymotion
- DeNA
- Dingit.tv
- DWANGO
- Facebook
- IBM
- Infiniscene
- Mobcrush
- Panda TV
- Smashcast
- Valve
- VaughnSoft

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Market driver

- Increasing growth of the HDR technology

Market challenge

- Growing competition in the market

Market trend

- Growth of video game streaming software for mobile devices

Key questions answered in this report

What will the market size be in 2021 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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