

Cloud Gaming Market Expected to Reach USD 21.95 Billion by 2030 | Top Players such as -Shadow, Blacknut, Luna and Sony

Leveraging cloud technology in gaming industry fuel demand & engagement of multi-players for different games, boosting the market growth.

PORTLAND, PORTLAND, OR, UNITED STATE, February 13, 2023 /EINPresswire.com/ -- Allied Market Research published a new report, titled, "[Cloud Gaming Market](#) Expected to Reach USD 21.95 Billion by 2030 | Top Players such as -Shadow, Blacknut, Luna and Sony." The report offers an extensive analysis of key growth

strategies, drivers, opportunities, key segment, Porter's Five Forces analysis, and competitive landscape. This study is a helpful source of information for market players, investors, VPs, stakeholders, and new entrants to gain thorough understanding of the industry and determine steps to be taken to gain competitive advantage.

The global cloud gaming market size was valued at USD 244 million in 2020, and is projected to reach USD 21,954 million by 2030, registering a CAGR of 57.2% from 2021 to 2030.

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Advantages such as more affordability as compared to conventional gaming consoles and independent operation mode of technologies drive the growth of the global cloud gaming market. However, high latency issues and the offering of lesser details as compared to traditional gaming platforms hinder the market growth. On the other hand, new-age network evolutions and enhanced security and privacy present new opportunities in the coming years.

The cloud gaming market is segmented on the basis of offering, device type, solution and region. By offering, the market is bifurcated into infrastructure and gaming platform services. By device



type, the market is classified into smartphones, tablets, gaming consoles, PC & laptops, smart TV, and HMD. By solution, the market is divided into video streaming and file streaming. By region, the market is analyzed across North America, Europe, Asia-Pacific and LAMEA.

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Based on solution, the video streaming segment accounted for the highest share in 2020, contributing to nearly two-thirds of the total share of the global cloud gaming market, and is projected to maintain its lead position during the forecast period. However, the file streaming segment is estimated to witness the largest CAGR of 59.7% from 2021 to 2030.

Based on offering, the infrastructure segment contributed to the highest share in 2020, accounting for nearly four-fifths of the total share, and is estimated to maintain its leadership status during the forecast period. However, the gaming platform services segment is expected to witness the largest CAGR of 58.3% from 2021 to 2030.

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Based on region, Asia-Pacific held the highest share in 2020, contributing to more than two-fifths of the total market share, and is estimated to maintain its dominant share by 2030. Moreover, this region is expected to portray the highest CAGR of 58.5% during the forecast period. The research also analyzes regions including North America, Europe, and LAMEA.

Leading players of the global cloud gaming industry analyzed in the research include Blacknut, Amazon Luna, Microsoft Corporation, Google LLC, Shadow, NVIDIA Corporation, Ubitus K.K., Tencent, Sony Group Corporation, and Vortex (RemoteMyApp) Sp. z o. o.

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Covid-19 Scenario:

□ Owing to lockdown restrictions implemented by governments of many countries, the time spent on playing video games increased by nearly 71%. This led to the growth of the cloud gaming market during the pandemic.

□ According to the report by Reuters, the number of users for cloud gaming platforms raised to more than 932 million in 2020. This showed a significant rise in market growth.

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your requirements.

Lastly, this report provides market intelligence most comprehensively. The report structure has been kept such that it offers maximum business value. It provides critical insights into the market dynamics and will enable strategic decision-making for the existing market players as well as those willing to enter the market.

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Pawan Kumar, the CEO of Allied Market Research, is leading the organization toward providing high-quality data and insights. We are in professional corporate relations with various companies. This helps us dig out market data that helps us generate accurate research data tables and confirm utmost accuracy in our market forecasting. Every data company in the domain is concerned. Our secondary data procurement methodology includes deep presented in the reports published by us is extracted through primary interviews with top officials from leading online and offline research and discussion with knowledgeable professionals and analysts in the industry.

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