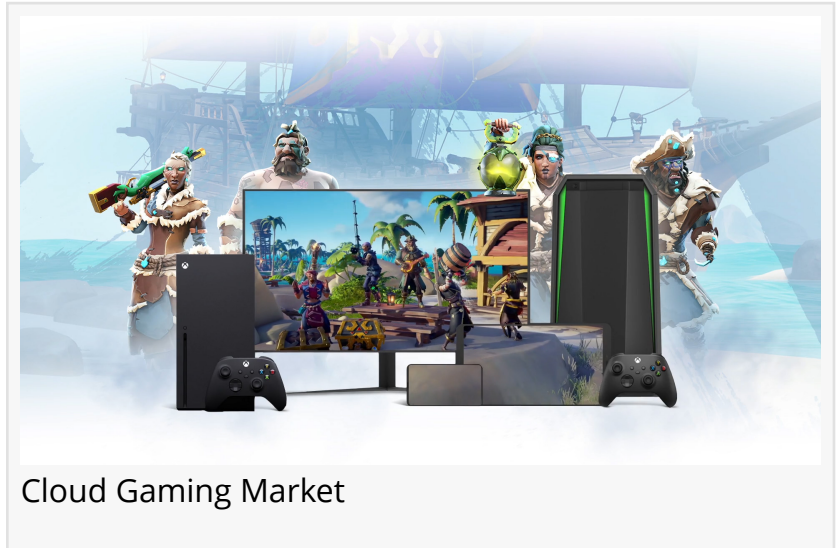


United States Cloud Gaming Market status and outlook 2024-2030 Report By Exactitude Consultancy

Global Cloud Gaming Market include NVIDIA, Intel, Google, Microsoft, Amazon, Advanced Micro Devices, Sony,

LUTON, BEDFORDSHIRE, UNITED KINGDOM, April 24, 2024

/EINPresswire.com/ -- The Market research report offers an elaborate study of the global [Cloud Gaming](#) Market to help players prepare themselves well to tackle future growth challenges and ensure continued business expansion. The report



Cloud Gaming Market

provides an up-to-date analysis of the current market scenario, including the latest trends and drivers influencing the Cloud Gaming market. The report includes comprehensive information on the market drivers, key trends and challenges, a deep analysis of technology trends, opportunities, value chains, future protocol, and strategies. The Cloud Gaming market report

studies the role of the leading market players involved in the industry including their commercial overview, financial summary and SWOT analysis. Furthermore, the report includes actionable insights into the Market's prospects based on input from industry professionals to assist readers in establishing effective strategies.

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The demand for cloud gaming is rapidly growing, driven by its convenience, accessibility, and enhanced gaming experience across diverse platforms.”

Exactitude Consultancy

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<https://exactitudeconsultancy.com/reports/23322/cloud-gaming-market/#request-a-sample>

**The market is expected to grow significantly, driven by the increasing adoption of mobile devices and the rise of cloud gaming services. **

Cloud gaming is expected to boost market growth.

Rising Mobile Cloud Gaming Trend Likely to Boost Market Growth

The rising mobile cloud gaming is poised to augment the cloud gaming market significantly. Mobile cloud gaming involves the streaming of high-fidelity gaming content directly to mobile devices, facilitated by cloud-based infrastructure, low-latency streaming protocols, and robust data center networks. This trend prevents the need for powerful local hardware, enabling users to access and play resource-intensive games on smartphones and tablets with minimal latency and without extensive downloads.

Moreover, the proliferation of subscription-based gaming platforms and the availability of vast game libraries on the cloud further drive the adoption of mobile cloud gaming, offering gamers unparalleled convenience and flexibility in their gaming experiences. Examples include services such as Google Stadia, Microsoft xCloud, and NVIDIA GeForce Now, which allow users to stream console-quality games on mobile devices with minimal latency. This trend offers unparalleled convenience and accessibility, driving increased adoption and expansion of the cloud gaming ecosystem.

Key players in the market include:

In this section, we assess the competitive landscape of the Cloud Gaming Market, focusing on key players.

Key players include:

NVIDIA, Intel, Google, Microsoft, Amazon, Advanced Micro Devices, Sony, IBM, Tencent, and Jump Gaming

Key events include:

December 2023 - Meta's VR headsets support Xbox Cloud Gaming, with a beta version of the app available for Meta Quest 2, 3, or Pro. Users can stream numerous Xbox games via an Xbox Game Pass Ultimate subscription, a Bluetooth controller, and a Quest headset. The beta app is accessible from the Meta Quest Store, and various Bluetooth controllers, including Xbox, PS4, and Switch Pro, are compatible. Support for PS5 controllers is expected in the future.

October 2023 - Samsung Electronics Co., a leading smartphone manufacturer, introduced a cloud gaming service for mobile devices. This initiative aims to explore new revenue streams

from its vast user base of 1 billion Galaxy users, given the sluggish growth in global mobile phone sales.

October 2023 - Netflix trialled its cloud gaming service in the U.S., enabling members to play games on TV-connected devices and smart TVs using their smartphones as controllers. This beta phase, similar to previous tests in Canada and the U.K., offers a limited game selection and requires downloading a dedicated controller app.

March 2023 - Ubitus K.K. entered into a partnership with Google, Inc. to bring advancement in the development of cloud-based game streaming. In contrast, Google Cloud is chosen as a cloud provider for Ubitus' GameCloud solution.

March 2023 - Microsoft Corporation partnered with Boosteroid, a cloud gaming platform provider, to involve more gamers worldwide and aims to develop gaming operations in Ukraine and Russia.

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The competitive analysis reveals a dynamic landscape in the Cloud Gaming Market, with each key player adopting distinct strategies to secure their positions. Market leaders face pressure from agile newcomers, making innovation and adaptability key factors for sustained success.

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In this section, we provide a breakdown of the Cloud Gaming Market into segments based on different criteria, including the type of analysis, industry verticals, and geographic regions.

Cloud Gaming Market by Offering, (USD Billion)

Infrastructure

Game Platform Services

Cloud Gaming Market by Device Type, (USD Billion)

Smartphones

Tablets

Gaming Consoles

PCs And Laptops

Smart TVs

Head Mounted Displays

Cloud Gaming Market by Solution Type, (USD Billion)

Video Streaming

File Streaming

Cloud Gaming Market by Gamer Type, (USD Billion)

Casual Gamers

Avid Gamers

Hardcore Gamers

Geographical Regions:

North America (United States, Mexico & Canada)

Asia-Pacific (Taiwan, Hong Kong, Singapore, Vietnam, China, Malaysia, Japan, Philippines, Korea, Thailand, India, Indonesia, and Australia).

South America (Brazil, Venezuela, Argentina, Ecuador, Peru, Colombia, etc.)

Europe (Turkey, Spain, Turkey, Netherlands Denmark, Belgium, Switzerland, Germany, Russia UK, Italy, France, etc.)

The Middle East and Africa (South Africa, Saudi Arabia, UAE, Israel, Egypt, etc.)

North America is anticipated to gain considerable market share. Early acceptance of cloud technology, rising demand for online gaming, and widespread availability of efficient internet infrastructure are projected to boost market expansion in North America.

Key Objectives:

Estimate the current Cloud Gaming market size and predict future growth based on identified

is stated in the report.

Details regarding the profit margins and price patterns have been inculcated in the report.

Cloud Gaming Market Research Report:

- Understanding the Market
- Assessing Market Opportunities
- Evaluating Market Challenges
- Competitive Analysis
- Consumer Insights
- Market Forecasting
- Risk Assessment
- Decision Support
- Information Dissemination
- Benchmarking and Performance Evaluation
- Policy and Regulatory Guidance
- Educational and Research Purposes

Key questions to be addressed in the report:

What is the present Cloud Gaming market size in terms of revenue and volume, and how much growth is expected during the forecast period?

Which are the key developments that are anticipated to stimulate Cloud Gaming market trends?

Which factors will trigger product demand and how much product consumption is estimated?

What are the upcoming business opportunities and restraints?

Which region will dominate the global Cloud Gaming market share?

Key findings and conclusions of the report:

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