

## Report Information

More information from: <https://www.marketresearchfuture.com/reports/cloud-gaming-market-1368>

# Cloud Gaming Market Research Report - Global Forecast till 2030

Report / Search Code: MRFR/ICT/0860-CR

Publish Date: February, 2020

[Request Sample](#)

Price	1-user PDF : \$ 4950.0	Enterprise PDF : \$ 7250.0
-------	------------------------	----------------------------

## Description:

### Cloud Gaming Market Overview:

The global Cloud Gaming Market is expected to reach \$22.53 billion at a CAGR of 58.75% by 2030 . Cloud gaming is a technology that is associated with the future of the gaming industry. Cloud gaming is an important part of providing a seamless gaming experience to all the users who are presently using any device without the need for additional hardware setup. There is an increasing demand for an innovative and impressive gaming environment as well as digitalization of network, and high-speed internet which is likely to drive the market growth.

- October 2022- Intel has announced the launch of individual data center GPUs developed to power Android-based cloud computing. The company said that it also realizes Datacentre GPUs and its USD329 Intel Arc 770 for mid-range gaming computers. The scheduling might not be correct since several GPU chips are available in the market. However, the cloud gaming industry has not been acing this year as Google shuts cloud gaming service Stadia by January 2023. After three years of launch, Stadia is finally put down to rest. The firm stated that it has proven over the period and will keep on providing that cloud computing and technology. In addition, other market players, such as Nvidia's GeForce Now, Microsoft's Xbox Cloud Gaming, and Amazon Luna, continue to offer their services. The platform had initially scheduled to go big on introducing incorporations and other in-house studios, but now that all isn't happening anymore, shutting down. Cloud gaming is believed to be a hopeful concept for gamers who want to have fun with games without having to build a specked-out system that can cost a lot of money and, in some cases, have high maintenance and energy costs. Cloud gaming solves several problems.

### Covid-19 Analysis:

The global cloud gaming market is expected to register a CAGR of 24.6% and account for a market value of 3,806.52 million in 2023 which is the forecasted period. Looking at the cover 19 situations that have drastically impacted the market scenario. The impact involves overall revenue, value size, and share downfall. Various governmental policies that were imposed due to the pandemic situation temporarily shut down all the manufacturing units. In this way manufacturing production as well as purchasing sectors are drastically impacted. Supply chain and distribution, future impacts, and overall growth are found to show negative data. Overall the major players were also impacted as well as the upcoming market opportunities and challenges. All these factors and domains are drastically impacted due to the outbreak of coronavirus. It is believed that by the year 2022 things will get back to normal and growth will resume as it is predicted until the forecasted period.

- October 2022- even though the company underwent several significant changes during the pandemic, Microsoft is still believed to be the market leader of cloud gaming, all thanks to Xbox Cloud Gaming. On the other hand, it believes that technology has a long way to go. As Microsoft continues to push forward its effort to find approval for the Activision deal from UK's Competition and Markets Authority (CMA), the company's latest legal filing indicates its view towards its cloud gaming platform that has been dubbed "immature." The company thinks that the growing demand for cloud gaming technology won't restrict the demand for console gaming for some time at least.

### Dynamics:

- Drivers:**

The major factors that drive the growth of the global cloud gaming market involve demand for low latency, innovative and impressive gaming environments. Gamers also demand a seamless experience without the need for any

additional hardware setup. Other factors include the emergence of 5G Technology, introduction of lowering in the technological barriers, and associated high cost. In addition to this many market players and telecom providers are trying their best to enter into partnerships and collaborations to provide a 5G cloud gaming experience to all the gamers.

- **Opportunities:**

Factors that boost the opportunities to grow the cloud gaming market are growing affordable internet plans all over the world as well as the investments made in 5G technology projects. Major market players are trying their best to get high-speed internet and connectivity which boosts the opportunity for smartphones and smartphones TVs for gaming. In addition to this, the increasing advantage of smartphones is expected to show some potential boost in cloud-based gaming solutions. The factors of body unity hence are concluded as smartphones and smart TV segments which are potentially thought to show growth during the forecasted period.

- **Restraints:**

Some of the factors that restrain the growth of the cloud gaming market include the need for low latency networks and high bitrates, other factors include the cost associated with obtaining an internet connection with the required bandwidth. This installation may be high and may not be available in some countries. Other problems are posed by the network, latency, and less responsiveness. It is believed that all these restraining factors may be introduced in the future when telecom providers will initiate high-speed connectivity.

- **Value Chain Analysis:**

The various benefits that are provided by cloud gaming technology are immense. These benefits include playing games directly over an external cloud server without even downloading the entire game. These games can be accessed using any device which directly reduces the cost of hardware setup as well as storage space available. In addition to this Google itself introduced its game streaming service called stadia which provides online streaming of games across smartphones, laptops, tablets, and others. These are some of the factors which are responsible for providing extra value to the cloud gaming market.

**Segmentation:**

The global cloud gaming market is segmented based on device analysis, based on streaming type analysis, and based on end-users.

**Based on The Device Analysis:**

The global cloud gaming market is classified based on the device analysis into smartphones, laptops/ tablets, and personal computers, smart TV, consoles. The laptop tablets and personal computers segments are said to lead the market during the forecasted period. The reason that is driving the adoption of new innovative games is the early use of PCS and laptops for gaming and also the availability of high-end computers.

**Based on The Streaming Type Analysis:**

Based on the streaming type analysis the global cloud gaming market is bifurcated into live streaming and file streaming.

**Based on The End Users Analysis:**

Based on the end-users analysis, the global market of cloud gaming is divided into casual gamers, avid gamers, and hard-core gamers.

- October 2022- Opposite to what people think, Xbox has disclosed that it has no plans to release a streaming stick anytime soon. Microsoft Gaming CEO Phil Spencer disclosed that the organization had been developing the long-rumored device but decided to collaborate with Samsung on cloud gaming earlier this year. This has caused the Xbox Cloud Gaming app to come to 2022 Samsung TVs and monitors in June, with the ability for "other TV partnerships" down the line.

**Regional Analysis:**

The market of cloud gaming is divided into five regions, which are- Europe, North America, Asia Pacific, and the Middle East and Africa Latin America.

The Asia Pacific dominates the market due to the demand for gaming content from countries such as China, Japan, India, and South Korea.

North America and Europe are expected to make significant growth in the cloud gaming market shares. The early adoption of cloud Technology, high penetration of efficient internet facilities, rising opportunities from collaborations, acquisitions, and investments are driving the growth in the market of North America and Europe.

The regions of Latin America and the Middle East and Africa are estimated to show some study growth rates due to the increasing adoption of smartphones and major investments from market players in the Middle East and Africa which would boost the demand for the cloud gaming industry. All these factors are estimated to show the study growth rate in Latin America and the Middle East and Africa.

- October 2022- Vivo, the Chinese handset maker, has shown its technology and innovation in smartphone technologies such as design, imaging, and 5G. It has also partnered with Reliance Jio's gaming platform — JioGamesCloud, powered by Jio True 5G.

### Competitive Landscape:

The prominent key players of the cloud gaming market in the global market are mentioned down below-

- Sony Corporation (Japan)
- GameFly (US)
- Nvidia Corporation (US)
- Ubitus Inc. (US), Playkey (US)
- PlayGiga (Spain)
- Tsinghua Tongfang Co., Ltd (China)
- Microsoft Corporation (US)
- Zynga, Inc. (US)
- Cirrascale Corporation (US)
- Google (US)
- Hatch Entertainment Ltd (Finland)

All these prominent key players play a major role in the dynamics and growth of the cloud gaming market. These major key players opt for many strategies and policies to widen their customer base. These policies and strategies mainly include collaborations, mergers, acquisitions, extensions, joint ventures, establishments, new production processes, innovations, technology widening the existing products, partnerships, etc. All these important methods are opted to get the needs of customers and develop a strong potential growth base. These major key players contribute a major amount to the sugar frequency and are very helpful in developing innovations to improve the market.

### Recent Developments:

Given below are some of the recent developments seen in the cloud gaming market:

Advancements made in the digitalization of networks. Availability of high-speed internet and potential work on a 5G network.

Advancement in telecommunication and dissipation of information through social media, television, and the internet.

### Report Overview:

The global cloud gaming market is expected to register a CAGR of 24.6% and account for a market value of 3,806.52 million in 2023.

The global cloud gaming market in the global market research report consists of the following elements which are mentioned down below-

### Market overview

- Covid 19 analysis
- Market dynamics
- Value chain analysis
- Market segmentation
- Regional analysis

### Recent developments

In the global cloud gaming market research report, there are major factors that drive the growth of the market. The report consists of opportunities that may further in the future and hands the global market of IP telephony. Various factors restrain the growth of sugar-free confectioneries and hamper the development of such a fine-based market. Disney search report also consists of videos analysis based on Covid 19 impact market dynamics, different segmentations, regional analysis, etc. This research report also consists of various strategies and policies followed by the major key players that drive the cloud gaming market. The future growth rate is also discussed and mentioned in this research report.

### Table of Content:

Contents
1 Executive Summary
2 Scope Of The Report
2.1 Market Definition
2.2 Scope Of The Study

- 2.2.1 Research Objectives
- 2.2.2 Assumptions & Limitations
- 2.3 Market Structure
- 3 Market Research Methodology
  - 3.1 Research Process
  - 3.2 Secondary Research
  - 3.3 Primary Research
  - 3.4 Forecast Model
- 4 Market Landscape
  - 4.1 Porter's Five Forces Analysis
    - 4.1.1 Threat Of New Entrants
    - 4.1.2 Bargaining Power Of Suppliers
    - 4.1.3 Bargaining Power Of Buyers
    - 4.1.4 Threat Of Substitutes
    - 4.1.5 Intensity Of Rivalry
  - 4.2 Value Chain/Supply Chain Of The Global Cloud Gaming Market
- 5 Industry Overview Of The Global Cloud Gaming Market
  - 5.1 Introduction
  - 5.2 Growth Drivers
  - 5.3 Impact Analysis
  - 5.4 Market Challenges
- 6 Market Trends
  - 6.1 Introduction
  - 6.2 Growth Trends
  - 6.3 Impact Analysis
- 7 Global Cloud Gaming Market, By Type
  - 7.1 Introduction
  - 7.2 Video Streaming
    - 7.2.1 Market Estimates & Forecast, 2020–2027
    - 7.2.2 Market Estimates & Forecast, By Region, 2020–2027
  - 7.3 File Streaming
    - 7.3.1 Market Estimates & Forecast, 2020–2027
    - 7.3.2 Market Estimates & Forecast, By Region, 2020–2027
- 8 Global Cloud Gaming Market, By Deployment
  - 8.1 Introduction
  - 8.2 Public Cloud
    - 8.2.1 Market Estimates & Forecast, 2020–2027
    - 8.2.2 Market Estimates & Forecast, By Region, 2020–2027
  - 8.3 Private Cloud
    - 8.3.1 Market Estimates & Forecast, 2020–2027
    - 8.3.2 Market Estimates & Forecast, By Region, 2020–2027
  - 8.4 Hybrid Cloud
    - 8.4.1 Market Estimates & Forecast, 2020–2027
    - 8.4.2 Market Estimates & Forecast, By Region, 2020–2027
- 9 Global Cloud Gaming Market, By Gaming System
  - 9.1 Introduction
  - 9.2 G Cluster

- 9.2.1 Market Estimates & Forecast, 2020–2027
- 9.2.2 Market Estimates & Forecast, By Region, 2020–2027
- 9.3 Steam In-Home Streaming
  - 9.3.1 Market Estimates & Forecast, 2020–2027
  - 9.3.2 Market Estimates & Forecast, By Region, 2020–2027
- 9.4 Remote Play
  - 9.4.1 Market Estimates & Forecast, 2020–2027
  - 9.4.2 Market Estimates & Forecast, By Region, 2020–2027
- 9.5 StreamMyGame
  - 9.5.1 Market Estimates & Forecast, 2020–2027
  - 9.5.2 Market Estimates & Forecast, By Region, 2020–2027
- 9.6 PlayStation
  - 9.6.1 Market Estimates & Forecast, 2020–2027
  - 9.6.2 Market Estimates & Forecast, By Region, 2020–2027
- 9.7 Others
  - 9.7.1 Market Estimates & Forecast, 2020–2027
  - 9.7.2 Market Estimates & Forecast, By Region, 2020–2027
- 10 Global Cloud Gaming Market, By End User
  - 10.1 Introduction
  - 10.2 Casual Gamers
    - 10.2.1 Market Estimates & Forecast, 2020–2027
    - 10.2.2 Market Estimates & Forecast, By Region, 2020–2027
  - 10.3 Serious Gamers
    - 10.3.1 Market Estimates & Forecast, 2020–2027
    - 10.3.2 Market Estimates & Forecast, By Region, 2020–2027
  - 10.4 Social Gamers
    - 10.4.1 Market Estimates & Forecast, 2020–2027
    - 10.4.2 Market Estimates & Forecast, By Region, 2020–2027
- 11 Global Cloud Gaming Market, By Region
  - 11.1 Introduction
  - 11.2 North America
    - 11.2.1 Market Estimates & Forecast, 2020–2027
    - 11.2.2 Market Estimates & Forecast, By Type, 2020–2027
    - 11.2.3 Market Estimates & Forecast, By Deployment, 2020–2027
    - 11.2.4 Market Estimates & Forecast, By Gaming System, 2020–2027
    - 11.2.5 Market Estimates & Forecast, By End User, 2020–2027
    - 11.2.6 US
      - 11.2.6.1 Market Estimates & Forecast, 2020–2027
      - 11.2.6.2 Market Estimates & Forecast, By Type, 2020–2027
      - 11.2.6.3 Market Estimates & Forecast, By Deployment, 2020–2027
      - 11.2.6.4 Market Estimates & Forecast, By Gaming System, 2020–2027
      - 11.2.6.5 Market Estimates & Forecast, By End User, 2020–2027
    - 11.2.7 Canada
      - 11.2.7.1 Market Estimates & Forecast, 2020–2027
      - 11.2.7.2 Market Estimates & Forecast, By Type, 2020–2027
      - 11.2.7.3 Market Estimates & Forecast, By Deployment, 2020–2027

- 11.2.7.4 Market Estimates & Forecast, By Gaming System, 2020–2027
- 11.2.7.5 Market Estimates & Forecast, By End User, 2020–2027
- 11.2.8 Mexico
  - 11.2.8.1 Market Estimates & Forecast, 2020–2027
  - 11.2.8.2 Market Estimates & Forecast, By Type, 2020–2027
  - 11.2.8.3 Market Estimates & Forecast, By Deployment, 2020–2027
  - 11.2.8.4 Market Estimates & Forecast, By Gaming System, 2020–2027
  - 11.2.8.5 Market Estimates & Forecast, By End User, 2020–2027
- 11.3 Europe
  - 11.3.1 Market Estimates & Forecast, 2020–2027
  - 11.3.2 Market Estimates & Forecast, By Type, 2020–2027
  - 11.3.3 Market Estimates & Forecast, By Deployment, 2020–2027
  - 11.3.4 Market Estimates & Forecast, By Gaming System, 2020–2027
  - 11.3.5 Market Estimates & Forecast, By End User, 2020–2027
  - 11.3.6 Germany
    - 11.3.6.1 Market Estimates & Forecast, 2020–2027
    - 11.3.6.2 Market Estimates & Forecast, By Type, 2020–2027
    - 11.3.6.3 Market Estimates & Forecast, By Deployment, 2020–2027
    - 11.3.6.4 Market Estimates & Forecast, By Gaming System, 2020–2027
    - 11.3.6.5 Market Estimates & Forecast, By End User, 2020–2027
  - 11.3.7 France
    - 11.3.7.1 Market Estimates & Forecast, 2020–2027
    - 11.3.7.2 Market Estimates & Forecast, By Type, 2020–2027
    - 11.3.7.3 Market Estimates & Forecast, By Deployment, 2020–2027
    - 11.3.7.4 Market Estimates & Forecast, By Gaming System, 2020–2027
    - 11.3.7.5 Market Estimates & Forecast, By End User, 2020–2027
  - 11.3.8 UK
    - 11.3.8.1 Market Estimates & Forecast, 2020–2027
    - 11.3.8.2 Market Estimates & Forecast, By Type, 2020–2027
    - 11.3.8.3 Market Estimates & Forecast, By Deployment, 2020–2027
    - 11.3.8.4 Market Estimates & Forecast, By Gaming System, 2020–2027
    - 11.3.8.5 Market Estimates & Forecast, By End User, 2020–2027
  - 11.3.9 Rest Of Europe
    - 11.3.9.1 Market Estimates & Forecast, 2020–2027
    - 11.3.9.2 Market Estimates & Forecast, By Type, 2020–2027
    - 11.3.9.3 Market Estimates & Forecast, By Deployment, 2020–2027
    - 11.3.9.4 Market Estimates & Forecast, By Gaming System, 2020–2027
    - 11.3.9.5 Market Estimates & Forecast, By End User, 2020–2027
  - 11.4 Asia-Pacific
    - 11.4.1 Market Estimates & Forecast, 2020–2027
    - 11.4.2 Market Estimates & Forecast, By Type, 2020–2027
    - 11.4.3 Market Estimates & Forecast, By Deployment, 2020–2027
    - 11.4.4 Market Estimates & Forecast, By Gaming System, 2020–2027
    - 11.4.5 Market Estimates & Forecast, By End User, 2020–2027
    - 11.4.6 China
      - 11.4.6.1 Market Estimates & Forecast, 2020–2027
      - 11.4.6.2 Market Estimates & Forecast, By Type, 2020–2027

11.4.6.3	Market Estimates & Forecast, By Deployment, 2020–2027
11.4.6.4	Market Estimates & Forecast, By Gaming System, 2020–2027
11.4.6.5	Market Estimates & Forecast, By End User, 2020–2027
11.4.7	India
11.4.7.1	Market Estimates & Forecast, 2020–2027
11.4.7.2	Market Estimates & Forecast, By Type, 2020–2027
11.4.7.3	Market Estimates & Forecast, By Deployment, 2020–2027
11.4.7.4	Market Estimates & Forecast, By Gaming System, 2020–2027
11.4.7.5	Market Estimates & Forecast, By End User, 2020–2027
11.4.8	Japan
11.4.8.1	Market Estimates & Forecast, 2020–2027
11.4.8.2	Market Estimates & Forecast, By Type, 2020–2027
11.4.8.3	Market Estimates & Forecast, By Deployment, 2020–2027
11.4.8.4	Market Estimates & Forecast, By Gaming System, 2020–2027
11.4.8.5	Market Estimates & Forecast, By End User, 2020–2027
11.4.9	Rest Of Asia-Pacific
11.4.9.1	Market Estimates & Forecast, 2020–2027
11.4.9.2	Market Estimates & Forecast, By Type, 2020–2027
11.4.9.3	Market Estimates & Forecast, By Deployment, 2020–2027
11.4.9.4	Market Estimates & Forecast, By Gaming System, 2020–2027
11.4.9.5	Market Estimates & Forecast, By End User, 2020–2027
11.5	Rest Of The World
11.5.1	Market Estimates & Forecast, 2020–2027
11.5.2	Market Estimates & Forecast, By Type, 2020–2027
11.5.3	Market Estimates & Forecast, By Deployment, 2020–2027
11.5.4	Market Estimates & Forecast, By Gaming System, 2020–2027
11.5.5	Market Estimates & Forecast, By End User, 2020–2027
11.5.6	Middle East & Africa
11.5.6.1	Market Estimates & Forecast, 2020–2027
11.5.6.2	Market Estimates & Forecast, By Type, 2020–2027
11.5.6.3	Market Estimates & Forecast, By Deployment, 2020–2027
11.5.6.4	Market Estimates & Forecast, By Gaming System, 2020–2027
11.5.6.5	Market Estimates & Forecast, By End User, 2020–2027
11.5.7	South America
11.5.7.1	Market Estimates & Forecast, 2020–2027
11.5.7.2	Market Estimates & Forecast, By Type, 2020–2027
11.5.7.3	Market Estimates & Forecast, By Deployment, 2020–2027
11.5.7.4	Market Estimates & Forecast, By Gaming System, 2020–2027
11.5.7.5	Market Estimates & Forecast, By End User, 2020–2027
12	Company Landscape
13	Company Profiles
13.1	Sony Corporation
13.1.1	Company Overview
13.1.2	Product/Business Segment Overview
13.1.3	Financial Updates

- 13.1.4 Key Developments
- 13.2 Game Fly
  - 13.2.1 Company Overview
  - 13.2.2 Product/Business Segment Overview
  - 13.2.3 Financial Updates
  - 13.2.4 Key Developments
- 13.3 Nvidia Corporation
  - 13.3.1 Company Overview
  - 13.3.2 Product/Business Segment Overview
  - 13.3.3 Financial Updates
  - 13.3.4 Key Developments
- 13.4 Ubitus Inc
  - 13.4.1 Company Overview
  - 13.4.2 Product/Business Segment Overview
  - 13.4.3 Financial Updates
  - 13.4.4 Key Developments
- 13.5 Playkey
  - 13.5.1 Company Overview
  - 13.5.2 Product/Business Segment Overview
  - 13.5.3 Financial Updates
  - 13.5.4 Key Developments
- 13.6 PlayGiga
  - 13.6.1 Company Overview
  - 13.6.2 Product/Business Segment Overview
  - 13.6.3 Financial Updates
  - 13.6.4 Key Developments
- 13.7 Tsinghua Tongfang Co., Ltd
  - 13.7.1 Company Overview
  - 13.7.2 Product/Business Segment Overview
  - 13.7.3 Financial Updates
  - 13.7.4 Key Developments
- 13.8 Microsoft Corporation
  - 13.8.1 Company Overview
  - 13.8.2 Product/Business Segment Overview
  - 13.8.3 Financial Updates
  - 13.8.4 Key Developments
- 13.9 Zynga, Inc.
  - 13.9.1 Company Overview
  - 13.9.2 Product/Business Segment Overview
  - 13.9.3 Financial Updates
  - 13.9.4 Key Developments
- 13.10 Cirrascale Corporation
  - 13.10.1 Company Overview
  - 13.10.2 Product/Business Segment Overview
  - 13.10.3 Financial Updates
  - 13.10.4 Key Developments
- 13.11 Google, LLC



13.11.1 Company Overview

13.11.2 Product/Business Segment Overview

13.11.3 Financial Updates

13.11.4 Key Developments

13.12 Hatch Entertainment Ltd.

13.12.1 Company Overview

13.12.2 Product/Business Segment Overview

13.12.3 Financial Updates

13.12.4 Key Developments

14 Conclusion

15 List Of Tables

Table 1 Global Cloud Gaming Market, By Region, 2020–2027

Table 2 North America: Cloud Gaming Market, By Country, 2020–2027

Table 3 Europe: Cloud Gaming Market, By Country, 2020–2027

Table 4 Asia-Pacific: Cloud Gaming Market, By Country, 2020–2027

Table 5 Middle East & Africa: Cloud Gaming Market, By Country, 2020–2027

Table 6 South America: Cloud Gaming Market, By Country, 2020–2027

Table 7 Global Cloud Gaming Platform Market, By Region, 2020–2027

Table 8 North America: Cloud Gaming Platform Market, By Country, 2020–2027

Table 9 Europe: Cloud Gaming Platform Market, By Country, 2020–2027

Table10 Asia-Pacific: Cloud Gaming Platform Market, By Country, 2020–2027

Table11 Middle East & Africa: Cloud Gaming Platform Market, By Country, 2020–2027

Table12 South America: Cloud Gaming Market, By Country, 2020–2027

Table13 Global Cloud Gaming Market, By Region, 2020–2027

Table14 North America: Cloud Gaming Market, By Country, 2020–2027

Table15 Europe: Cloud Gaming Market, By Country, 2020–2027

Table16 Asia-Pacific: Cloud Gaming Market, By Country, 2020–2027

Table17 Middle East & Africa: Cloud Gaming Market, By Country, 2020–2027

Table18 South America: Cloud Gaming Market, By Country, 2020–2027

Table19 Global Cloud Gaming Market, By Region, 2020–2027

Table20 North America: Cloud Gaming Deployment Market, By Country, 2020–2027

Table21 Europe: Cloud Gaming Deployment Market, By Country, 2020–2027

Table22 Asia-Pacific: Cloud Gaming Deployment Market, By Country, 2020–2027

Table23 Middle East & Africa: Cloud Gaming Deployment Market, By Country, 2020–2027

Table24 South America: Cloud Gaming Deployment Market, By Country, 2020–2027

Table25 Global Deployment Market, By Region, 2020–2027

Table26 Global Deployment Market, By Region, 2020–2027

Table27 Global Deployment Market, By Region, 2020–2027

Table28 North America: Cloud Gaming Market, By Country

Table29 North America: Cloud Gaming Market, By Type

Table30 North America: Cloud Gaming Market, By Deployment

Table31 North America: Cloud Gaming Market, By Gaming System

Table32 Europe: Cloud Gaming Market, By Country

Table33 Europe: Cloud Gaming Market, By Type

Table34 Europe: Cloud Gaming Market, By Deployment

Table 35 Europe: Cloud Gaming Market, By Gaming System

Table36 Asia-Pacific: Cloud Gaming Market, By Country

Table37 Asia-Pacific: Cloud Gaming Market, By Type

Table38 Asia-Pacific: Cloud Gaming Market, By Deployment

Table 39 Asia-Pacific: Cloud Gaming Market, By Gaming System

Table40 Middle East & Africa: Cloud Gaming Market, By Country

Table41 Middle East & Africa: Cloud Gaming Market, By Type

Table42 Middle East & Africa: Cloud Gaming Market, By Deployment

Table43 Middle East & Africa: Cloud Gaming Market, By Gaming System

Table44 South America: Cloud Gaming Market, By Country

Table45 South America: Cloud Gaming Market, By Type

Table46 South America: Cloud Gaming Market, By Deployment

Table47 South America: Cloud Gaming Market, By Gaming System

16 List Of Figures

FIGURE 1 Global Cloud Gaming Market Segmentation

FIGURE 2 Forecast Methodology

FIGURE 3 Porter's Five Forces Analysis Of The Global Cloud Gaming Market

FIGURE 4 Value Chain Of The Global Cloud Gaming Market

FIGURE 5 Share Of The Global Cloud Gaming Market, By Country, 2020 (In %)

FIGURE 6 Global Cloud Gaming Market, 2020–2027

FIGURE 7 Sub-Segments Of Type

FIGURE 8 Global Cloud Gaming Market Size, By Type, 2020

FIGURE 9 Share Of The Global Cloud Gaming Market, By Type, 2020–2027