

# Cloud Gaming Market Development, market Trend, Key Players, Segmentation and Forecast to 2022.

*Global Cloud Gaming Market on Market Information, by Type, by Cloud (Public, Private, Hybrid), by Server, by End user - Forecast 2016-2022*

PUNE, MAHARASHTRA, INDIA, September 19, 2016 /EINPresswire.com/ -- Market Synopsis of [Global Cloud Gaming Market](#)



The Major Key Players are Sony (Japan), GameFly (USA), Nvidia (USA), Ubitus (USA), Playkey (USA), HaiHong Holding (Singapore), TongFang (China), B Ray Medica, ZhongQing Game (China) and others.

*Market Research Future*

## Market Scenario

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 [cloud gaming market](#) is expected to grow at a high CAGR of XX% and is expected to reach the market size of USD XX million by the end forecasted period from USD XX million in the 2016.

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.

[Market Research Future](#) (MRFR) recognizes the following companies as the key players. The global competitors in gesture recognition sector are Sony (Japan), GameFly (USA), Nvidia (USA), Ubitus (USA), Playkey (USA), HaiHong Holding (Singapore), TongFang (China), B Ray Medica, ZhongQing Game (China) and others.

Ask for your specific company profile and country level customization on reports.

Request a Sample Copy @ <https://www.marketresearchfuture.com/sample-request/global-cloud-gaming-market-research-report-global-forecast-2022>

Target Audience:

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

Study Objective of Cloud Gaming Market.

- To provide detailed analysis of the market structure along with forecast of the various segments and sub-segments of the Global Cloud Gaming Market

- To provide insights about factors affecting the market growth
- To analyze the Cloud Gaming Market based on various factors- value chain analysis, Porter's five force analysis etc.
- To provide historical and forecast revenue of the market segments and sub-segments with respect to four main geographies and their countries- North America, Europe, Asia, and Rest of the World (RoW)
- To provide country level analysis of the market with respect to the current market size and future prospective
- To provide country level analysis of the market for segment by type, by cloud, by end user, by server and sub-segments.

### Regional Analysis

Asia pacific is dominating the market of Cloud Gaming with the market share of XX%. Due to high availability of low-cost smartphones and tablets and emerging trend of using digital technology in Region such as China and India and also due to the raising foreign investments. Therefore accounting for \$XX million and is expected to grow over \$XX billion by expected period. Cloud Gaming Market in North-America market is expected to grow at CAGR of XX% from \$ XX million in 2016 to \$XX million by expected period. The European market for Cloud Gaming Market is expected to grow at XX% CAGR (2016-expected period).

Access a report copy of 110 pages @ <https://www.marketresearchfuture.com/reports/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

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

#### North America

- US
- Canada
- Mexico

#### Europe

- Germany
- France
- Italy
- U.K
- Rest of Europe

#### Asia– Pacific

- China
- India
- Japan
- Rest of Asia-Pacific

#### RoW

- Brazil
- Argentina
- Egypt
- South Africa Others

Key questions answered in this report

What will the market size be in 2027 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?

Reasons to Purchase this report:

From an insight perspective, this research report has focused on various levels of analyses—industry analysis (industry trends), market share analysis of top players, supply chain analysis, and company profiles, which together comprise and discuss the basic views on the competitive landscape, emerging and high-growth segments of the Global Cloud Gaming Market, high-growth regions, and market drivers, restraints, and opportunities.

Related Report

Natural Language Processing (NLP) Market Research Report- Global Forecast to 2022

About Market Research Future:

At Market Research Future (MRFR), we enable our customers to unravel the complexity of various industries through our Cooked Research Report (CRR), Half-Cooked Research Reports (HCRR), Raw Research Reports (3R), Continuous-Feed Research (CFR), and Market Research & Consulting Services.

MRFR team have supreme objective to provide the optimum quality market research and intelligence services to our clients. Our market research studies by products, services, technologies, applications, end users, and market players for global, regional, and country level market segments, enable our clients to see more, know more, and do more, which help to answer all their most important questions.

Contact:

Ruwin Mendez  
Market Research Future  
Office No. 528, Amanora Chambers  
Magarpatta Road, Hadapsar,  
Pune - 411028  
Maharashtra, India  
+1 (339) 368 6938  
Email: [sales@marketresearchfuture.com](mailto:sales@marketresearchfuture.com)

Ruwin Mendez  
Market Research Future  
+1 (339) 368 6938  
[email us here](#)

---

This press release can be viewed online at: <http://www.einpresswire.com>

Disclaimer: If you have any questions regarding information in this press release please contact the company listed in the press release. Please do not contact EIN Presswire. We will be unable to assist you with your inquiry. EIN Presswire disclaims any content contained in these releases.

© 1995-2016 IPD Group, Inc. All Right Reserved.