



Global Cloud Gaming GPUaaS Industry Growth and Trends Forecast to 2032

Industry	Published	Pages	Format
Service & Software	2026-04-15	100	PDF
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Description

According to APO Research, the global Cloud Gaming GPUaaS market was valued at US\$ million in 2026 and is projected to reach US\$ million by 2032, implying a CAGR of xx% over 2026-2032.

The North America market for Cloud Gaming GPUaaS is projected to increase from US\$ million in 2026 to US\$ million by 2032, corresponding to a CAGR of % over 2026-2032.

The Europe market for Cloud Gaming GPUaaS is projected to increase from US\$ million in 2026 to US\$ million by 2032, registering a CAGR of % over 2026-2032.

The Asia Pacific market for Cloud Gaming GPUaaS is projected to increase from US\$ million in 2026 to US\$ million by 2032, at a CAGR of % over 2026-2032.

Leading global companies in the Cloud Gaming GPUaaS market include NVIDIA GeForce NOW, Aethir, AWS, Ubitus, Microsoft Xbox, IBM Skyegrid, Oracle Cloud Infrastructure (OCI), Anhui Haima Cloud Technology Co., Ltd. and Tencent START, among others. In 2025, the top three vendors together accounted for approximately % of global revenue.

Report Scope

This report provides a structured, data-driven view of the global Cloud Gaming GPUaaS market, combining harmonized quantitative metrics with targeted qualitative insight to support business and growth strategy, market positioning, and capital allocation.

The Cloud Gaming GPUaaS market size, estimates, and forecasts are presented in terms of revenue (US\$ million), with 2025 as the base year and historical and forecast data for 2021-2032. The report segments the global Cloud Gaming GPUaaS market by Type, Application, region/country, and company, provides regional market sizes at the segment level, profiles the competitive landscape and key players and their market ranks, and reviews technology trends and new product developments relevant to Cloud Gaming GPUaaS.

Key Companies & Market Share Insights

This section analyzes the strategies and performance of leading companies in the global Cloud Gaming GPUaaS market, including portfolio focus, innovation and product development, mergers and acquisitions, collaborations, and geographic expansion used to sustain or enhance competitive positions. It also summarizes recent corporate developments and key financial indicators and provides global revenue and gross margin data by manufacturer for 2021-2026, enabling benchmarking of scale, profitability, and market share and supporting assessment of market concentration through indicators such as CR5 and CR10.

Cloud Gaming GPUaaS Market by Company

NVIDIA GeForce NOW

Aethir

AWS

Ubitus

Microsoft Xbox

IBM Skyegrid

Oracle Cloud Infrastructure (OCI)

Anhui Haima Cloud Technology Co., Ltd.

Tencent START

NetEase

Alibaba Cloud

Baidu Cloud

Cloud Gaming GPUaaS Segment by Type

Monthly Subscription

Yearly Subscription

Pay-as-you-go

Cloud Gaming GPUaaS Segment by Application

PC Cloud Gaming

Mobile Cloud Gaming

VR Cloud Gaming

In-Car Cloud Gaming

Other

Cloud Gaming GPUaaS Segment by Region

North America

United States

Canada

Mexico

Europe

Germany

France

U.K.

Italy

Russia

Spain

Netherlands

Switzerland

Sweden

Poland

Asia-Pacific

China

Japan

South Korea

India

Australia

Taiwan

Southeast Asia

South America

Brazil

Argentina
Chile
Colombia
Middle East & Africa
Egypt
South Africa
Israel
Türkiye
GCC Countries

Key Drivers & Barriers

High-impact rendering factors and drivers have been studied in this report to aid the readers to understand the general development. Moreover, the report includes restraints and challenges that may act as stumbling blocks on the way of the players. This will assist the users to be attentive and make informed decisions related to business. Specialists have also laid their focus on the upcoming business prospects.

Reasons to Buy This Report

1. This report will help the readers to understand the competition within the industries and strategies for the competitive environment to enhance the potential profit. The report also focuses on the competitive landscape of the global Cloud Gaming GPUaaS market, and introduces in detail the market share, industry ranking, competitor ecosystem, market performance, new product development, operation situation, expansion, and acquisition. etc. of the main players, which helps the readers to identify the main competitors and deeply understand the competition pattern of the market.
2. This report will help stakeholders to understand the global industry status and trends of Cloud Gaming GPUaaS and provides them with information on key market drivers, restraints, challenges, and opportunities.
3. This report will help stakeholders to understand competitors better and gain more insights to strengthen their position in their businesses. The competitive landscape section includes the market share and rank (in value), competitor ecosystem, new product development, expansion, and acquisition.
4. This report stays updated with novel technology integration, features, and the latest developments in the market
5. This report helps stakeholders to gain insights into which regions to target globally
6. This report helps stakeholders to gain insights into the end-user perception concerning the adoption of Cloud Gaming GPUaaS.
7. This report helps stakeholders to identify some of the key players in the market and understand their valuable contribution.

Chapter Outline

Chapter 1:

Introduces the report scope of the report, executive summary of global and regional market size and CAGR for the history and forecast period (2021-2025, 2026-2031). It offers a high-level view of the current state of the market and its likely evolution in the short to mid-term, and long term.

Chapter 2:

Provides the analysis of various market segments by type, covering the market size and development potential of each market segment, to help readers find the blue ocean market in different market segments.

Chapter 3:

Provides the analysis of various market segments by application, covering the market size and development potential of each market segment, to help readers find the blue ocean market in different downstream markets.

Chapter 4:

Introduces the market dynamics, latest developments of the market, the driving factors and restrictive factors of the market, the challenges and risks faced by manufacturers in the industry, and the analysis of relevant policies in the industry.

Chapter 5:

Detailed analysis of Cloud Gaming GPUaaS companies' competitive landscape, revenue, market share and ranking, latest development plan, merger, and acquisition information, etc.

Chapter 6:

Provides profiles of key players, introducing the basic situation of the main companies in the market in detail, including product introduction, revenue, recent development, etc.

Chapter 7, 8, 9, 10 and 11: North America, Europe, Asia Pacific, South America, Middle East & Africa, revenue by country.

Chapter 12:

Concluding Insights of the report

Table of Contents

1 Market Overview

- 1.1 Product Definition
- 1.2 Global Market Growth Prospects
- 1.3 Global Cloud Gaming GPUaaS Market Size Overview by Region 2021 VS 2025 VS 2032
- 1.4 Global Cloud Gaming GPUaaS Market Size by Region (2021-2032)
 - 1.4.1 Global Cloud Gaming GPUaaS Market Size by Region (2021-2026)
 - 1.4.2 Global Cloud Gaming GPUaaS Market Size by Region (2027-2032)
- 1.5 Key Regions Cloud Gaming GPUaaS Market Size (2021-2032)
 - 1.5.1 North America Cloud Gaming GPUaaS Market Size Growth Rate (2021-2032)
 - 1.5.2 Europe Cloud Gaming GPUaaS Market Size Growth Rate (2021-2032)
 - 1.5.3 Asia-Pacific Cloud Gaming GPUaaS Market Size Growth Rate (2021-2032)
 - 1.5.4 South America Cloud Gaming GPUaaS Market Size Growth Rate (2021-2032)
 - 1.5.5 Middle East & Africa Cloud Gaming GPUaaS Market Size Growth Rate (2021-2032)

2 Cloud Gaming GPUaaS Market by Type

- 2.1 Type Introduction
 - 2.1.1 Monthly Subscription
 - 2.1.2 Yearly Subscription
 - 2.1.3 Pay-as-you-go
- 2.2 Global Cloud Gaming GPUaaS Market Size by Type
 - 2.2.1 Global Cloud Gaming GPUaaS Market Size Overview by Type (2021-2032)
 - 2.2.2 Global Cloud Gaming GPUaaS Historic Market Size Review by Type (2021-2026)
 - 2.2.3 Global Cloud Gaming GPUaaS Market Size Forecasted by Type (2027-2032)
- 2.3 Global Cloud Gaming GPUaaS Market Size by Regions
 - 2.3.1 North America Cloud Gaming GPUaaS Market Size Breakdown by Type (2021-2026)
 - 2.3.2 Europe Cloud Gaming GPUaaS Market Size Breakdown by Type (2021-2026)
 - 2.3.3 Asia-Pacific Cloud Gaming GPUaaS Market Size Breakdown by Type (2021-2026)
 - 2.3.4 South America Cloud Gaming GPUaaS Market Size Breakdown by Type (2021-2026)
 - 2.3.5 Middle East and Africa Cloud Gaming GPUaaS Market Size Breakdown by Type (2021-2026)

3 Cloud Gaming GPUaaS Market by Application

- 3.1 Type Introduction
 - 3.1.1 PC Cloud Gaming
 - 3.1.2 Mobile Cloud Gaming
 - 3.1.3 VR Cloud Gaming
 - 3.1.4 In-Car Cloud Gaming
 - 3.1.5 Other
- 3.2 Global Cloud Gaming GPUaaS Market Size by Application
 - 3.2.1 Global Cloud Gaming GPUaaS Market Size Overview by Application (2021-2032)
 - 3.2.2 Global Cloud Gaming GPUaaS Historic Market Size Review by Application (2021-2026)
 - 3.2.3 Global Cloud Gaming GPUaaS Market Size Forecasted by Application (2027-2032)
- 3.3 Global Cloud Gaming GPUaaS Market Size by Regions
 - 3.3.1 North America Cloud Gaming GPUaaS Market Size Breakdown by Application (2021-2026)
 - 3.3.2 Europe Cloud Gaming GPUaaS Market Size Breakdown by Application (2021-2026)
 - 3.3.3 Asia-Pacific Cloud Gaming GPUaaS Market Size Breakdown by Application (2021-2026)

- 3.3.4 South America Cloud Gaming GPUaaS Market Size Breakdown by Application (2021-2026)
- 3.3.5 Middle East and Africa Cloud Gaming GPUaaS Market Size Breakdown by Application (2021-2026)

4 Global Market Dynamics

- 4.1 Cloud Gaming GPUaaS Industry Trends
- 4.2 Cloud Gaming GPUaaS Industry Drivers
- 4.3 Cloud Gaming GPUaaS Industry Opportunities and Challenges
- 4.4 Cloud Gaming GPUaaS Industry Restraints

5 Competitive Insights by Company

- 5.1 Global Top Players by Cloud Gaming GPUaaS Revenue (2021-2026)
- 5.2 Global Cloud Gaming GPUaaS Industry Company Ranking, 2024 VS 2025 VS 2026
- 5.3 Global Cloud Gaming GPUaaS Key Company Headquarters & Area Served
- 5.4 Global Cloud Gaming GPUaaS Company, Product Type & Application
- 5.5 Global Cloud Gaming GPUaaS Company Commercialization Time
- 5.6 Market Competitive Analysis
 - 5.6.1 Global Cloud Gaming GPUaaS Market CR5 and HHI
 - 5.6.2 Global Top 5 and 10 Cloud Gaming GPUaaS Players Market Share by Revenue in 2025
 - 5.6.3 2025 Cloud Gaming GPUaaS Tier 1, Tier 2, and Tier 3

6 Company Profiles

- 6.1 NVIDIA GeForce NOW
 - 6.1.1 NVIDIA GeForce NOW Company Information
 - 6.1.2 NVIDIA GeForce NOW Business Overview
 - 6.1.3 NVIDIA GeForce NOW Cloud Gaming GPUaaS Revenue, Global Share and Gross Margin (2021-2026)
 - 6.1.4 NVIDIA GeForce NOW Cloud Gaming GPUaaS Product Portfolio
 - 6.1.5 NVIDIA GeForce NOW Recent Developments
- 6.2 Aethir
 - 6.2.1 Aethir Company Information
 - 6.2.2 Aethir Business Overview
 - 6.2.3 Aethir Cloud Gaming GPUaaS Revenue, Global Share and Gross Margin (2021-2026)
 - 6.2.4 Aethir Cloud Gaming GPUaaS Product Portfolio
 - 6.2.5 Aethir Recent Developments
- 6.3 AWS
 - 6.3.1 AWS Company Information
 - 6.3.2 AWS Business Overview
 - 6.3.3 AWS Cloud Gaming GPUaaS Revenue, Global Share and Gross Margin (2021-2026)
 - 6.3.4 AWS Cloud Gaming GPUaaS Product Portfolio
 - 6.3.5 AWS Recent Developments
- 6.4 Ubitus
 - 6.4.1 Ubitus Company Information
 - 6.4.2 Ubitus Business Overview
 - 6.4.3 Ubitus Cloud Gaming GPUaaS Revenue, Global Share and Gross Margin (2021-2026)
 - 6.4.4 Ubitus Cloud Gaming GPUaaS Product Portfolio
 - 6.4.5 Ubitus Recent Developments
- 6.5 Microsoft Xbox
 - 6.5.1 Microsoft Xbox Company Information
 - 6.5.2 Microsoft Xbox Business Overview
 - 6.5.3 Microsoft Xbox Cloud Gaming GPUaaS Revenue, Global Share and Gross Margin (2021-2026)
 - 6.5.4 Microsoft Xbox Cloud Gaming GPUaaS Product Portfolio

6.5.5 Microsoft Xbox Recent Developments

6.6 IBM Skyegrid

6.6.1 IBM Skyegrid Company Information

6.6.2 IBM Skyegrid Business Overview

6.6.3 IBM Skyegrid Cloud Gaming GPUaaS Revenue, Global Share and Gross Margin (2021-2026)

6.6.4 IBM Skyegrid Cloud Gaming GPUaaS Product Portfolio

6.6.5 IBM Skyegrid Recent Developments

6.7 Oracle Cloud Infrastructure (OCI)

6.7.1 Oracle Cloud Infrastructure (OCI) Company Information

6.7.2 Oracle Cloud Infrastructure (OCI) Business Overview

6.7.3 Oracle Cloud Infrastructure (OCI) Cloud Gaming GPUaaS Revenue, Global Share and Gross Margin (2021-2026)

6.7.4 Oracle Cloud Infrastructure (OCI) Cloud Gaming GPUaaS Product Portfolio

6.7.5 Oracle Cloud Infrastructure (OCI) Recent Developments

6.8 Anhui Haima Cloud Technology Co., Ltd.

6.8.1 Anhui Haima Cloud Technology Co., Ltd. Company Information

6.8.2 Anhui Haima Cloud Technology Co., Ltd. Business Overview

6.8.3 Anhui Haima Cloud Technology Co., Ltd. Cloud Gaming GPUaaS Revenue, Global Share and Gross Margin (2021-2026)

6.8.4 Anhui Haima Cloud Technology Co., Ltd. Cloud Gaming GPUaaS Product Portfolio

6.8.5 Anhui Haima Cloud Technology Co., Ltd. Recent Developments

6.9 Tencent START

6.9.1 Tencent START Company Information

6.9.2 Tencent START Business Overview

6.9.3 Tencent START Cloud Gaming GPUaaS Revenue, Global Share and Gross Margin (2021-2026)

6.9.4 Tencent START Cloud Gaming GPUaaS Product Portfolio

6.9.5 Tencent START Recent Developments

6.10 NetEase

6.10.1 NetEase Company Information

6.10.2 NetEase Business Overview

6.10.3 NetEase Cloud Gaming GPUaaS Revenue, Global Share and Gross Margin (2021-2026)

6.10.4 NetEase Cloud Gaming GPUaaS Product Portfolio

6.10.5 NetEase Recent Developments

6.11 Alibaba Cloud

6.11.1 Alibaba Cloud Company Information

6.11.2 Alibaba Cloud Business Overview

6.11.3 Alibaba Cloud Cloud Gaming GPUaaS Revenue, Global Share and Gross Margin (2021-2026)

6.11.4 Alibaba Cloud Cloud Gaming GPUaaS Product Portfolio

6.11.5 Alibaba Cloud Recent Developments

6.12 Baidu Cloud

6.12.1 Baidu Cloud Company Information

6.12.2 Baidu Cloud Business Overview

6.12.3 Baidu Cloud Cloud Gaming GPUaaS Revenue, Global Share and Gross Margin (2021-2026)

6.12.4 Baidu Cloud Cloud Gaming GPUaaS Product Portfolio

6.12.5 Baidu Cloud Recent Developments

7 North America

7.1 North America Cloud Gaming GPUaaS Market Size Growth Rate (CAGR) by Country: 2021 VS 2025 VS 2032

7.2 North America Cloud Gaming GPUaaS Market Size by Country (2021-2026)

7.3 North America Cloud Gaming GPUaaS Market Size Forecast by Country (2027-2032)

8 Europe

8.1 Europe Cloud Gaming GPUaaS Market Size Growth Rate (CAGR) by Country: 2021 VS 2025 VS 2032

8.2 Europe Cloud Gaming GPUaaS Market Size by Country (2021-2026)

8.3 Europe Cloud Gaming GPUaaS Market Size Forecast by Country (2027-2032)

9 Asia-Pacific

9.1 Asia-Pacific Cloud Gaming GPUaaS Market Size Growth Rate (CAGR) by Country: 2021 VS 2025 VS 2032

9.2 Asia-Pacific Cloud Gaming GPUaaS Market Size by Country (2021-2026)

9.3 Asia-Pacific Cloud Gaming GPUaaS Market Size Forecast by Country (2027-2032)

10 South America

10.1 South America Cloud Gaming GPUaaS Market Size Growth Rate (CAGR) by Country: 2021 VS 2025 VS 2032

10.2 South America Cloud Gaming GPUaaS Market Size by Country (2021-2026)

10.3 South America Cloud Gaming GPUaaS Market Size Forecast by Country (2027-2032)

11 Middle East & Africa

11.1 Middle East & Africa Cloud Gaming GPUaaS Market Size Growth Rate (CAGR) by Country: 2021 VS 2025 VS 2032

11.2 Middle East & Africa Cloud Gaming GPUaaS Market Size by Country (2021-2026)

11.3 Middle East & Africa Cloud Gaming GPUaaS Market Size Forecast by Country (2027-2032)

12 Concluding Insights

13 Appendix

13.1 Reasons for Doing This Study

13.2 Research Methodology

13.3 Research Process

13.4 Authors List of This Report

13.5 Data Source

13.5.1 Secondary Sources

13.5.2 Primary Sources

List of Tables and Figures

List of Tables:

- Table 1: Global Cloud Gaming GPUaaS Market Size (US\$ Million) Comparison by Region: 2021 VS 2025 VS 2032
- Table 2: Global Cloud Gaming GPUaaS Market Size by Region (2021-2026) & (US\$ Million)
- Table 3: Global Cloud Gaming GPUaaS Market Share by Region (2021-2026)
- Table 4: Global Cloud Gaming GPUaaS Market Size by Region (2027-2032) & (US\$ Million)
- Table 5: Global Cloud Gaming GPUaaS Market Share by Region (2027-2032)
- Table 6: Global Cloud Gaming GPUaaS Market Size by Type (2021 VS 2025 VS 2032) & (US\$ Million)
- Table 7: Global Cloud Gaming GPUaaS Market Size by Type (2021-2026) & (US\$ Million)
- Table 8: Global Cloud Gaming GPUaaS Market Size Share by Type (2021-2026)
- Table 9: Global Cloud Gaming GPUaaS Market Size Forecasted by Type (2027-2032) & (US\$ Million)
- Table 10: Global Cloud Gaming GPUaaS Market Size Share Forecasted by Type (2027-2032)
- Table 11: North America Cloud Gaming GPUaaS Market Size Breakdown by Type (2021-2026) & (US\$ Million)
- Table 12: North America Cloud Gaming GPUaaS Market Size Breakdown by Type (2027-2032) & (US\$ Million)
- Table 13: Europe Cloud Gaming GPUaaS Market Size Breakdown by Type (2021-2026) & (US\$ Million)
- Table 14: Europe Cloud Gaming GPUaaS Market Size Breakdown by Type (2027-2032) & (US\$ Million)
- Table 15: Asia-Pacific Cloud Gaming GPUaaS Market Size Breakdown by Type (2021-2026) & (US\$ Million)
- Table 16: Asia-Pacific Cloud Gaming GPUaaS Market Size Breakdown by Type (2027-2032) & (US\$ Million)
- Table 17: Latin America Cloud Gaming GPUaaS Market Size Breakdown by Type (2021-2026) & (US\$ Million)
- Table 18: Latin America Cloud Gaming GPUaaS Market Size Breakdown by Type (2027-2032) & (US\$ Million)
- Table 19: Middle East and Africa Cloud Gaming GPUaaS Market Size Breakdown by Type (2021-2026) & (US\$ Million)
- Table 20: Middle East and Africa Cloud Gaming GPUaaS Market Size Breakdown by Type (2027-2032) & (US\$ Million)
- Table 21: Global Cloud Gaming GPUaaS Market Size by Application (2021 VS 2025 VS 2032) & (US\$ Million)
- Table 22: Global Cloud Gaming GPUaaS Market Size by Application (2021-2026) & (US\$ Million)
- Table 23: Global Cloud Gaming GPUaaS Market Size Share by Application (2021-2026)
- Table 24: Global Cloud Gaming GPUaaS Market Size Forecasted by Application (2027-2032) & (US\$ Million)
- Table 25: Global Cloud Gaming GPUaaS Market Size Share Forecasted by Application (2027-2032)
- Table 26: North America Cloud Gaming GPUaaS Market Size Breakdown by Application (2021-2026) & (US\$ Million)
- Table 27: North America Cloud Gaming GPUaaS Market Size Breakdown by Application (2027-2032) & (US\$ Million)
- Table 28: Europe Cloud Gaming GPUaaS Market Size Breakdown by Application (2021-2026) & (US\$ Million)
- Table 29: Europe Cloud Gaming GPUaaS Market Size Breakdown by Application (2027-2032) & (US\$ Million)
- Table 30: Asia-Pacific Cloud Gaming GPUaaS Market Size Breakdown by Application (2021-2026) & (US\$ Million)
- Table 31: Asia-Pacific Cloud Gaming GPUaaS Market Size Breakdown by Application (2027-2032) & (US\$ Million)
- Table 32: Latin America Cloud Gaming GPUaaS Market Size Breakdown by Application (2021-2026) & (US\$ Million)
- Table 33: Latin America Cloud Gaming GPUaaS Market Size Breakdown by Application (2027-2032) & (US\$ Million)
- Table 34: Middle East and Africa Cloud Gaming GPUaaS Market Size Breakdown by Application (2021-2026) & (US\$ Million)
- Table 35: Middle East and Africa Cloud Gaming GPUaaS Market Size Breakdown by Application (2027-2032) & (US\$ Million)
- Table 36: Cloud Gaming GPUaaS Industry Trends
- Table 37: Cloud Gaming GPUaaS Industry Drivers
- Table 38: Cloud Gaming GPUaaS Industry Opportunities and Challenges
- Table 39: Cloud Gaming GPUaaS Industry Restraints
- Table 40: Global Cloud Gaming GPUaaS Revenue by Company (US\$ Million) & (2021-2026)
- Table 41: Global Cloud Gaming GPUaaS Revenue Market Share by Company (2021-2026)
- Table 42: Global Cloud Gaming GPUaaS Industry Company Ranking, 2024 VS 2025 VS 2026
- Table 43: Global Cloud Gaming GPUaaS Key Company Headquarters & Area Served
- Table 44: Global Cloud Gaming GPUaaS Company, Product Type & Application
- Table 45: Global Cloud Gaming GPUaaS Company Commercialization Time
- Table 46: Global Company Market Concentration Ratio (CR5 and HHI)
- Table 47: Global Cloud Gaming GPUaaS by Company Type (Tier 1, Tier 2, and Tier 3) & (Based on the Revenue of 2025)
- Table 48: NVIDIA GeForce NOW Company Information
- Table 49: NVIDIA GeForce NOW Business Overview
- Table 50: NVIDIA GeForce NOW Cloud Gaming GPUaaS Revenue (US\$ Million), Global Share (%) and Gross Margin (2021-2026)
- Table 51: NVIDIA GeForce NOW Cloud Gaming GPUaaS Product Portfolio
- Table 52: NVIDIA GeForce NOW Recent Development
- Table 53: Aethir Company Information
- Table 54: Aethir Business Overview

- Table 55: Aethir Cloud Gaming GPUaaS Revenue (US\$ Million), Global Share (%) and Gross Margin (2021-2026)
- Table 56: Aethir Cloud Gaming GPUaaS Product Portfolio
- Table 57: Aethir Recent Development
- Table 58: AWS Company Information
- Table 59: AWS Business Overview
- Table 60: AWS Cloud Gaming GPUaaS Revenue (US\$ Million), Global Share (%) and Gross Margin (2021-2026)
- Table 61: AWS Cloud Gaming GPUaaS Product Portfolio
- Table 62: AWS Recent Development
- Table 63: Ubitus Company Information
- Table 64: Ubitus Business Overview
- Table 65: Ubitus Cloud Gaming GPUaaS Revenue (US\$ Million), Global Share (%) and Gross Margin (2021-2026)
- Table 66: Ubitus Cloud Gaming GPUaaS Product Portfolio
- Table 67: Ubitus Recent Development
- Table 68: Microsoft Xbox Company Information
- Table 69: Microsoft Xbox Business Overview
- Table 70: Microsoft Xbox Cloud Gaming GPUaaS Revenue (US\$ Million), Global Share (%) and Gross Margin (2021-2026)
- Table 71: Microsoft Xbox Cloud Gaming GPUaaS Product Portfolio
- Table 72: Microsoft Xbox Recent Development
- Table 73: IBM Skyegrid Company Information
- Table 74: IBM Skyegrid Business Overview
- Table 75: IBM Skyegrid Cloud Gaming GPUaaS Revenue (US\$ Million), Global Share (%) and Gross Margin (2021-2026)
- Table 76: IBM Skyegrid Cloud Gaming GPUaaS Product Portfolio
- Table 77: IBM Skyegrid Recent Development
- Table 78: Oracle Cloud Infrastructure (OCI) Company Information
- Table 79: Oracle Cloud Infrastructure (OCI) Business Overview
- Table 80: Oracle Cloud Infrastructure (OCI) Cloud Gaming GPUaaS Revenue (US\$ Million), Global Share (%) and Gross Margin (2021-2026)
- Table 81: Oracle Cloud Infrastructure (OCI) Cloud Gaming GPUaaS Product Portfolio
- Table 82: Oracle Cloud Infrastructure (OCI) Recent Development
- Table 83: Anhui Haima Cloud Technology Co., Ltd. Company Information
- Table 84: Anhui Haima Cloud Technology Co., Ltd. Business Overview
- Table 85: Anhui Haima Cloud Technology Co., Ltd. Cloud Gaming GPUaaS Revenue (US\$ Million), Global Share (%) and Gross Margin (2021-2026)
- Table 86: Anhui Haima Cloud Technology Co., Ltd. Cloud Gaming GPUaaS Product Portfolio
- Table 87: Anhui Haima Cloud Technology Co., Ltd. Recent Development
- Table 88: Tencent START Company Information
- Table 89: Tencent START Business Overview
- Table 90: Tencent START Cloud Gaming GPUaaS Revenue (US\$ Million), Global Share (%) and Gross Margin (2021-2026)
- Table 91: Tencent START Cloud Gaming GPUaaS Product Portfolio
- Table 92: Tencent START Recent Development
- Table 93: NetEase Company Information
- Table 94: NetEase Business Overview
- Table 95: NetEase Cloud Gaming GPUaaS Revenue (US\$ Million), Global Share (%) and Gross Margin (2021-2026)
- Table 96: NetEase Cloud Gaming GPUaaS Product Portfolio
- Table 97: NetEase Recent Development
- Table 98: Alibaba Cloud Company Information
- Table 99: Alibaba Cloud Business Overview
- Table 100: Alibaba Cloud Cloud Gaming GPUaaS Revenue (US\$ Million), Global Share (%) and Gross Margin (2021-2026)
- Table 101: Alibaba Cloud Cloud Gaming GPUaaS Product Portfolio
- Table 102: Alibaba Cloud Recent Development
- Table 103: Baidu Cloud Company Information
- Table 104: Baidu Cloud Business Overview
- Table 105: Baidu Cloud Cloud Gaming GPUaaS Revenue (US\$ Million), Global Share (%) and Gross Margin (2021-2026)
- Table 106: Baidu Cloud Cloud Gaming GPUaaS Product Portfolio
- Table 107: Baidu Cloud Recent Development
- Table 108: North America Cloud Gaming GPUaaS Market Size Growth Rate (CAGR) by Country (US\$ Million): 2021 VS 2025 VS 2032
- Table 109: North America Cloud Gaming GPUaaS Market Size by Country (2021-2026) & (US\$ Million)
- Table 110: North America Cloud Gaming GPUaaS Market Share by Country (2021-2026)
- Table 111: North America Cloud Gaming GPUaaS Market Size Forecast by Country (2027-2032) & (US\$ Million)
- Table 112: North America Cloud Gaming GPUaaS Market Share Forecast by Country (2027-2032)
- Table 113: Europe Cloud Gaming GPUaaS Market Size Growth Rate (CAGR) by Country (US\$ Million): 2021 VS 2025 VS 2032
- Table 114: Europe Cloud Gaming GPUaaS Market Size by Country (2021-2026) & (US\$ Million)
- Table 115: Europe Cloud Gaming GPUaaS Market Share by Country (2021-2026)
- Table 116: Europe Cloud Gaming GPUaaS Market Size Forecast by Country (2027-2032) & (US\$ Million)

- Table 117: Europe Cloud Gaming GPUaaS Market Share Forecast by Country (2027-2032)
- Table 118: Asia-Pacific Cloud Gaming GPUaaS Market Size Growth Rate (CAGR) by Country (US\$ Million): 2021 VS 2025 VS 2032
- Table 119: Asia-Pacific Cloud Gaming GPUaaS Market Size by Country (2021-2026) & (US\$ Million)
- Table 120: Asia-Pacific Cloud Gaming GPUaaS Market Share by Country (2021-2026)
- Table 121: Asia-Pacific Cloud Gaming GPUaaS Market Size Forecast by Country (2027-2032) & (US\$ Million)
- Table 122: Asia-Pacific Cloud Gaming GPUaaS Market Share Forecast by Country (2027-2032)
- Table 123: Latin America Cloud Gaming GPUaaS Market Size Growth Rate (CAGR) by Country (US\$ Million): 2021 VS 2025 VS 2032
- Table 124: Latin America Cloud Gaming GPUaaS Market Size by Country (2021-2026) & (US\$ Million)
- Table 125: Latin America Cloud Gaming GPUaaS Market Share by Country (2021-2026)
- Table 126: Latin America Cloud Gaming GPUaaS Market Size Forecast by Country (2027-2032) & (US\$ Million)
- Table 127: Latin America Cloud Gaming GPUaaS Market Share Forecast by Country (2027-2032)
- Table 128: Middle East & Africa Cloud Gaming GPUaaS Market Size Growth Rate (CAGR) by Country (US\$ Million): 2021 VS 2025 VS 2032
- Table 129: Middle East & Africa Cloud Gaming GPUaaS Market Size by Country (2021-2026) & (US\$ Million)
- Table 130: Middle East & Africa Cloud Gaming GPUaaS Market Share by Country (2021-2026)
- Table 131: Middle East & Africa Cloud Gaming GPUaaS Market Size Forecast by Country (2027-2032) & (US\$ Million)
- Table 132: Middle East & Africa Cloud Gaming GPUaaS Market Share Forecast by Country (2027-2032)
- Table 133: Research Programs/Design for This Report
- Table 134: Authors List of This Report
- Table 135: Secondary Sources

List of Figures:

- Figure 1: List of Figures
- Figure 2: Cloud Gaming GPUaaS Product Image
- Figure 3: Global Cloud Gaming GPUaaS Market Size (US\$ Million), 2021 VS 2025 VS 2032
- Figure 4: Global Cloud Gaming GPUaaS Market Size (2021-2032) & (US\$ Million)
- Figure 5: Global Cloud Gaming GPUaaS Market Share by Region: 2025 VS 2032
- Figure 6: Global Cloud Gaming GPUaaS Market Share by Region (2021-2032)
- Figure 7: North America Cloud Gaming GPUaaS Market Size Growth Rate (2021-2032) & (US\$ Million)
- Figure 8: Europe Cloud Gaming GPUaaS Market Size Growth Rate (2021-2032) & (US\$ Million)
- Figure 9: Asia-Pacific Cloud Gaming GPUaaS Market Size Growth Rate (2021-2032) & (US\$ Million)
- Figure 10: Latin America Cloud Gaming GPUaaS Market Size Growth Rate (2021-2032) & (US\$ Million)
- Figure 11: Middle East & Africa Cloud Gaming GPUaaS Market Size Growth Rate (2021-2032) & (US\$ Million)
- Figure 12: Monthly Subscription Image
- Figure 13: Global Monthly Subscription Market Size YoY Growth (2021-2032) & (US\$ Million)
- Figure 14: Yearly Subscription Image
- Figure 15: Global Yearly Subscription Market Size YoY Growth (2021-2032) & (US\$ Million)
- Figure 16: Pay-as-you-go Image
- Figure 17: Global Pay-as-you-go Market Size YoY Growth (2021-2032) & (US\$ Million)
- Figure 18: Global Cloud Gaming GPUaaS Market Size Overview by Type (2021-2032) & (US\$ Million)
- Figure 19: Global Cloud Gaming GPUaaS Market Share by Type 2025 VS 2032
- Figure 20: North America Cloud Gaming GPUaaS Market Size Share by Type (2021-2032)
- Figure 21: Europe Cloud Gaming GPUaaS Market Size Share by Type (2021-2032)
- Figure 22: Asia-Pacific Cloud Gaming GPUaaS Market Size Share by Type (2021-2032)
- Figure 23: Latin America Cloud Gaming GPUaaS Market Size Share by Type (2021-2032)
- Figure 24: Middle East and Africa Cloud Gaming GPUaaS Market Size Share by Type (2021-2032)
- Figure 25: PC Cloud Gaming Image
- Figure 26: Global PC Cloud Gaming Market Size YoY Growth (2021-2032) & (US\$ Million)
- Figure 27: Mobile Cloud Gaming Image
- Figure 28: Global Mobile Cloud Gaming Market Size YoY Growth (2021-2032) & (US\$ Million)
- Figure 29: VR Cloud Gaming Image
- Figure 30: Global VR Cloud Gaming Market Size YoY Growth (2021-2032) & (US\$ Million)
- Figure 31: In-Car Cloud Gaming Image
- Figure 32: Global In-Car Cloud Gaming Market Size YoY Growth (2021-2032) & (US\$ Million)
- Figure 33: Other Image
- Figure 34: Global Other Market Size YoY Growth (2021-2032) & (US\$ Million)
- Figure 35: Global Cloud Gaming GPUaaS Market Size Overview by Application (2021-2032) & (US\$ Million)
- Figure 36: Global Cloud Gaming GPUaaS Market Share by Application 2025 VS 2032
- Figure 37: North America Cloud Gaming GPUaaS Market Size Share by Application (2021-2032)
- Figure 38: Europe Cloud Gaming GPUaaS Market Size Share by Application (2021-2032)
- Figure 39: Asia-Pacific Cloud Gaming GPUaaS Market Size Share by Application (2021-2032)

- Figure 40: Latin America Cloud Gaming GPUaaS Market Size Share by Application (2021-2032)
- Figure 41: Middle East and Africa Cloud Gaming GPUaaS Market Size Share by Application (2021-2032)
- Figure 42: Global Top 5 and 10 Cloud Gaming GPUaaS Players Market Share by Revenue in 2025
- Figure 43: Company Type (Tier 1, Tier 2, and Tier 3): 2021 VS 2025
- Figure 44: North America Cloud Gaming GPUaaS Market Size by Country: 2021 VS 2025 VS 2032 (US\$ Million)
- Figure 45: North America Cloud Gaming GPUaaS Market Share by Country: 2021 VS 2025 VS 2032
- Figure 46: North America Cloud Gaming GPUaaS Market Share by Country (2021-2032)
- Figure 47: Europe Cloud Gaming GPUaaS Market Size by Country: 2021 VS 2025 VS 2032 (US\$ Million)
- Figure 48: Europe Cloud Gaming GPUaaS Market Share by Country: 2021 VS 2025 VS 2032
- Figure 49: Europe Cloud Gaming GPUaaS Market Share by Country (2021-2032)
- Figure 50: Asia-Pacific Cloud Gaming GPUaaS Market Size by Country: 2021 VS 2025 VS 2032 (US\$ Million)
- Figure 51: Asia-Pacific Cloud Gaming GPUaaS Market Share by Country: 2021 VS 2025 VS 2032
- Figure 52: Asia-Pacific Cloud Gaming GPUaaS Market Share by Country (2021-2032)
- Figure 53: Latin America Cloud Gaming GPUaaS Market Size by Country: 2021 VS 2025 VS 2032 (US\$ Million)
- Figure 54: Latin America Cloud Gaming GPUaaS Market Share by Country: 2021 VS 2025 VS 2032
- Figure 55: Latin America Cloud Gaming GPUaaS Market Share by Country (2021-2032)
- Figure 56: Middle East & Africa Cloud Gaming GPUaaS Market Size by Country: 2021 VS 2025 VS 2032 (US\$ Million)
- Figure 57: Middle East & Africa Cloud Gaming GPUaaS Market Share by Country: 2021 VS 2025 VS 2032
- Figure 58: Middle East & Africa Cloud Gaming GPUaaS Market Share by Country (2021-2032)
- Figure 59: Years Considered
- Figure 60: Research Process
- Figure 61: Key Executives Interviewed