

Cloud computing ushers in game changer

Video gamers are on the verge of a seismic transformation that could see once-dominant consoles rendered obsolete by streaming services

CLOUD GAMING

Computer processing required to run games is outsourced to cloud servers. Needs super-fast internet connection for player input commands to flow in one direction and images in other



■ **Microsoft Project xCloud:** Envisions gaming being similar to music and movies — available on-demand and accessible from any device or screen. Public trials roll-out 2019

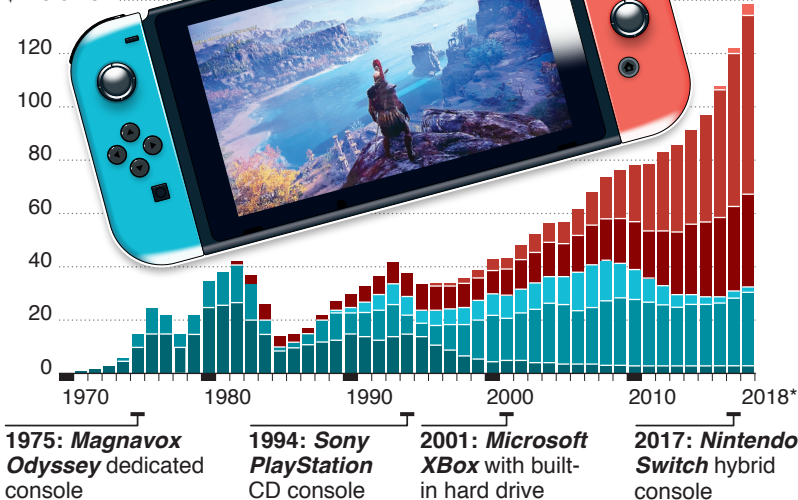
■ **Google Project Stream (U.S.):** Currently testing streaming of **Assassin's Creed Odyssey** through its **Chrome** browser. Presently available to invitees only

■ **Nintendo and Ubisoft experiment (Japan):** Assassin's Creed Odyssey playable on **Switch** via streaming service (Japan has fastest, most stable broadband in G7)

Under-powered systems like Nintendo Switch can now run graphically demanding titles, normally only available on PCs and/or Sony and Microsoft consoles

VIDEO GAME SALES

\$140 billion



Sources: Financial Times, CNET, Microsoft, Google, Nintendo, Ubisoft *estimate © GRAPHIC NEWS