

# **Cloud – Based Gaming and Streaming Services**

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**Abstract:** *Cloud-based gaming and streaming services have revolutionized the gaming industry. These platforms enable gamers to access and play high-quality video games over the internet, without the need for powerful local hardware. Titles are hosted on remote servers, with gameplay and graphics streamed to users' devices, making gaming more accessible and convenient. Major players like Google Stadia, NVIDIA GeForce Now, and Microsoft's Xbox Cloud Gaming offer a diverse library of games for various devices. This trend has potential implications for the future of gaming hardware, as it shifts the focus towards internet infrastructure and subscription-based gaming models, changing the way we play and experience video games.*

**Keywords:** Cloud, Gaming, Streaming, Services, Technology