Emerging Technologies and Applications for Cloud-Based Gaming

Part of the Advances in Multimedia and Interactive Technologies Book Series

P. Venkata Krishna (VIT University, India)

Description:

Online gaming is widely popular and gaining more user attention every day. Computer game industries have made considerable growth in terms of design and development, but the scarcity of hardware resources at player or client side is a major pitfall for the latest high-end multimedia games. Cloud gaming is one proposed solution, allowing the end-user to play games using a variety of platforms with less demanding hardware requirements.

Emerging Technologies and Applications for Cloud-Based Gaming explores the opportunities for the gaming industry through the integration of cloud computing. Focuses on design methodologies, fundamental architectures, and the end-user experience.

Readers:

This publication is an essential reference source for IT specialists, game developers, researchers, and graduate-level students.

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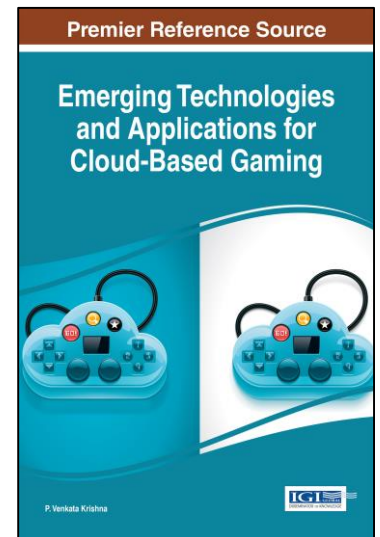
Topics Covered:

- Cloud Storage
- Data Sharing
- Gaming Services
- Multi-Player Cloud Games
- Quality of Service
- Virtual Reality

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