Virtual Reality Market is expected to reach USD 101.2 Billion by 2027 | Top Players are Sony Corporation (Japan), Google LLC, Microsoft Corporation (US),

989 words
10 February 2022
iCrowdNewswire
ICROWDN
English

Market Highlights

Market Research Future (MRFR), in its latest study on the global Virtual Reality Market 2020, reveals multiple factors that determine dynamics of the market in the review period. A detailed study of the impact of COVID 19 on the virtual reality market is explained in the report. As per MRFR analysis, the Virtual Reality Market can rise at 37.4?GR across the forecast period 2017–2027. The Virtual Reality Market value can touch USD 101.2 Bn by 2027.

VR tech has gained widespread recognition following the growing adoption of the technology in the past few years. Given this, a number of players are emerging in the market with the goal of navigating VR towards mainstream adoption. Furthermore, the introduction of commercial virtual reality headsets is expected to stimulate market growth, and investments by technological giants such as ‘Google’ are likely to lead to advancements in the field of display technology. Moreover, with growing investment in research and development by key players, Market Research Future (MRFR) projects the global virtual reality market to be more competitive in the coming years and is estimated to hit USD 101.2 billion at a 37.4?GR during the forecast period (2017–2027).

Get a Free Sample @ https://www.marketresearchfuture.com/sample_request/916

Segmentation Table

By Component

Hardware Software Services

By Device Type

Head-Mounted Displays Gesture Tracking Device Projectors & Display Walls 3D Cameras Others

By Technology

Non-Immersive Semi-Immersive Fully Immersive

By Vertical

Consumer Electronics Aerospace & Defense Healthcare Commercial Industrial

Virtual reality has often found its application enthralling, with interactive video games or even movies and television series. Where it is too dangerous, costly, or impractical to do in reality, virtual reality is seen as an ideal alternative. With the growing demand for cloud gaming and innovative gaming consoles, demand for immersed environment gaming is rising rapidly.

One of the most common uses of VR headsets is in gaming applications. Companies like Oculus, HTC, and Sony, have built a variety of items that consumers can use for an overall immersive gaming experience. However, there are other applications for VR products, like remote assistance and training.

Investments by technology vendors are creating innovations in the field of display technology, which will shift the vision of conventional methodology. With technology giants like Google investing significant amounts in technology start-ups to grow VR devices and other main players investing in their R&D across this segment, the future of the industry will be more competitive.

Consumers are extensively using VR applications, which are based on a variety of purposes, such as the automobile, gaming, media, and entertainment industries. The new developments in the consumer electronics segment are driving the development of virtual reality for multiple applications across the marketplace. For example, consumers are moving towards virtual reality in gaming with high definition, stunning graphics, and motion with high-end audio.

Virtual Reality (VR) is one of the main multidisciplinary technology trends, incorporating computers, various sensors, graphic images, communication, measurement and control of multimedia, artificial intelligence, and other technologies. The coronavirus pandemic has had a positive effect on the virtual reality market share. When the pandemic hit, and the travel screeched to a halt, the globetrotters felt deprived.

However, numerous VR service companies, such as Amazon Explore and the new Airbnb virtual reality service, have hit the market with cost-effective and fun services. In 2020, evolving communication systems and two-way video became primary social channels. COVID 19 has stimulated progress in many VR and virtual travel companies that have already offered 360 technology and immersive experience to figure out how to do it on a much wider scale.

Moreover, with many individuals compelled to work remotely as a result of the COVID-19 outbreak, the very idea of how organizations work together is increasingly changing. This is expected to increase the demand for virtual reality. As of now, employees are communicating on video conferencing platforms, such as Zoom, and Slack, Teams, and other texting apps. Nowadays, VR is providing what consumers are looking for and has the potential to play a major role in the future of learning and development. In addition, with virtual simulation, a person can feel the real-life-like experience at a fraction of the cost. However, the advancement in virtual reality is still in progress, and there are high expectations on what the future holds for VR.

Browse Complete Report @ https://www.marketresearchfuture.com/reports/virtual-reality-market-916

Global Virtual Reality Market Research Report: By Component (Hardware and Software), By Device Type (Head-Mounted Displays, Gesture Tracking Device, Projectors and Display Walls and 3D Cameras), By Technology (Non-Immersive, Semi-Immersive and Fully Immersive), By Vertical (Consumer Electronics, Aerospace and Defense, Healthcare, Commercial, Industrial and others) – Forecast till 2027

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.

Related Articles @

https://www.skreebee.com/read-blog/70251

https://www.updatesee.com/profile/163963

https://blog.foswiki.org/Main/GlobalNavigationSatelliteSystemGNSSMarket2021

https://sholltna.com/read-blog/4215

https://wozyzy.com/read-blog/7160_omnichannel-retail-commerce-platform-market-research-report-global-forecast-till.html

https://lockabee.com/read-blog/24300

https://www.addonface.com/read-blog/5479_signature-verification-market-research-report-global-forecast-to-2023.html

Document ICROWDN020220210ei2a0018o

Google launches first 'Gaming Growth Lab' in Pakistan

244 words
5 February 2022
The Balochistan Times
NBBALU
45
English

Google on Friday launched a Gaming Growth Lab in Pakistan and its five-week virtual programme is designed to help emerging mobile-gaming enterprises expand their offerings and grow their businesses.

The launch marks Google's commitment to helping accelerate the digital gaming industry in Pakistan, said a news release.

Pakistan's gaming ecosystem - comprising many gaming studios and developers of gaming technologies - has been gaining great recognition both domestically and internationally

Farhan Qureshi, Regional Director, Pakistan, Bangladesh, and Sri Lanka, Google said 'We see a huge opportunity today to support emerging local developers and help them expand their offerings to an international audience. Through the Gaming Growth Lab, we will offer access to our products and platforms, like Cloud, Ads, AdMob, and Play, as well as provide mentoring sessions and workshops to help nurture and grow these enterprises.'

The Gaming Growth Lab program is built on 4 core pillars including DREAM: Insights on the gaming ecosystem and global growth opportunities, DEVELOP: Access to Google's cloud solutions and technology to build user-friendly apps, DRIVE: Education on growth and monetization models, including user acquisition strategies and DATA: Knowledge on data and measurement through tools like Google Ads and Firebase to help companies achieve data-driven growth

The programme will be delivered in both English and Urdu. It will commence on March 1, 2022. Interested organizations and individual candidates may apply from now until February 11, 2022.

Document NBBALU0020220205ei250002z

Google Set To Supercharge Chromebooks With Powerful Gaming Features

Adrian Zmudzinski
295 words
31 January 2022
19:34
Benzinga.com
BNZNGA
English

Chrome OS — the operative system developed by Google's parent companyAlphabet Inc(NASDAQ: GOOG) (NASDAQ: GOOGL) — is seeking to expand its targeted market segments even further with features aiming to enable gaming on Chromebooks.

What Happened:Changes made to the Chrome OS source code pointed out in a recent9to5Googlearticlehintat a future release of specific Chromebook models featuring exclusive support for RGB keyboards (a feature popular among gaming devices), specifically models with codenames likeVell,Taniks, andRipple.

Per the report, Vell is a gaming machine developed by Quanta, Taniks is a clamshell built by Lenovo's subsidiary LCFC and Ripple is a 2-in-1 machine featuring an RGB keyboard.

See Also:BEST VIDEO GAME STOCKS

Since there is virtually no Chrome OS support for games, Alphabet is reportedly also working on Borealis: a virtualization software that would allow running Linux-compatible titles on its devices.

The list of games that support Linux kernel-based operative systems is surprisingly long, thanks to Valve's Linux-based SteamOS operative system pressuring developers, among other factors.

Furthermore, Alphabet is also running its own Stadia gaming service that lets users stream games that use its servers to do the heavy lifting. This is particularly important to allow newer games to be played on Chromebooks, especially considering that there is limited availabilitywhen it comes to graphics processing power on such devices.

This may very well also be a new way to push Stadia, considering that the service has struggled to succeed and was widelydescribedas a failure on Alphabet's part. Although it now appearsthe tech giant has yet to give up on this project.

Photo: Courtesy ofLuis Rocaon Flickr

Document BNZNGA0020220131ei1v000mj

Bengal couple who invited guests on Google Meet are finally married. Here's a glimpse from their virtual wedding

345 words
25 January 2022
India Today Online
INTYON
English

Remember the couple who made headlines for choosing to get married virtually despite Covid-19 restrictions being relaxed by the West Bengal government? Sandipan Sarkar and Aditi Das finally tied the knot on January 24 in Burdwan district. As promised, apart from 125 guests who were physically present at the wedding, the other guests joined the wedding virtually on Google Meet and received special wedding food via Zomato.

The couple first made headlines earlier this month for setting a virtual wedding trend as many people were infected with Covid-19 in the third wave, including Sandipan who was also hospitalised. "We are happy that the wedding went well. Guests joined in virtually to be part of the wedding," said Sandipan Sarkar. The groom cycled along with friends and other family members to the wedding venue as an environment-friendly initiative.

Click to view imageClick to view image

The guests on their part, seemed happy that they could still be part of the wedding from other parts of the state and Bangalore too without having to travel to the wedding venue.

"It is a new concept, I wish him well. It has been a regular marriage. I have warm regards for them. We also had the dinner sent to us, said IPS officer Dyutiman Bhattacharya, who was also part of the virtual wedding.

Click to view image

"The food was really nice. It arrived at 9 pm. It was wonderful. We were supposed to go to his wedding, but because of Covid, we dropped the idea. I suddenly saw what arrangements he made and it is quite a trendsetter. I am really happy for him that it worked well," said another guest, Surojit Chatterjee, who was happy to be part of the celebrations virtually.

ALSO READ| Bengal couple invites guests on Google Meet, to get food delivered via Zomato in pandemic wedding

ALSO READ| Meet Gucci, the parrot, who imitates iPhone ringtone like a pro. Viral video

Document INTYON0020220125ei1p001be

CE Noticias Financieras English
Phil Spencer finds it worrying that Apple, Google and Meta want to enter the gaming industry

352 words
20 January 2022
CE NoticiasFinancieras
NFINCE
English

The first big news of the year 2022 is that Microsoft bought Activision Blizzard in a multi-million dollar deal. It has meant a before and after for the gaming industry that has given a lot to talk about for different reasons. One of them is the competition that Microsoft is facing in this technological field.

Since the agreement was announced, many have assured that it is a move with which Xbox wants to give a blow to Sony and Nintendo. And although the impact it will have is indisputable, it seems that initially they thought of other situations at the time of making the transaction.

Recently, Phil Spencer, general manager of gaming at Microsoft, had an interview with the Washington Post in which he did not hesitate to share his position on the purchase of Activision Blizzard. In addition, one of the topics he addressed was that of competition in the gaming industry.

On this, Spencer explained that he is concerned that technology giants such as Apple, Google and Meta want to enter the industry. Thus, he believes that the companies lack experience in the field and run the risk of causing an involution with their plans.

However, because of the above Spencer also believes that whatever Nintendo or Sony does would not be detrimental, because ultimately it is their core business and they would not do anything to negatively affect it.

"They have a long history in video games. Nintendo is not going to do anything that will hurt gaming in the long run because that's the business they're in. Sony is the same and I trust them. When we look at Microsoft's other big tech competitors - Google has the search engine and Chrome, Amazon has shopping, Facebook has social networking, all these large-scale consumer businesses. The discussion we've had internally, where those things are important to those other tech companies because of the number of consumers they reach, the game may be that for us," the executive said.

Document NFINCE0020220121ei1k0003i

Gaming

Google Play Games Beta Brings Support for ‘Seamless’ Android Gaming to Windows PCs

David Delima
425 words
20 January 2022
12:47
NDTV
NDTVIN
English

Google Play Games has been launched in limited beta for Windows PCs and laptops, bringing popular Android gaming titles to larger screens with support for mouse-and-keyboard input. The beta will offer a “seamless” gameplay across smartphones, tablets, and computers, according to the company. The company lists titles such as Asphalt 9: Legends, Magic Rush: Heroes, Rise of Empires: Ice and Fire, and War Planet Online that will be available as part of the limited beta. The new Google Play Games beta is currently live in Hong Kong, South Korea, and Taiwan. Google is allowing users to sign up to be notified when it expands to other regions.

According to details posted on the Google Play Games beta website, gamers who live in Hong Kong, South Korea, and Taiwan will have access to the Google Play Games desktop app on their Windows laptop or desktop computer, after signing up for the beta. The website states that gamers will be able to sign into their Google account, allowing them to sync their progress and game library across devices. “Start playing on your phone, switch to your PC, then pick up on your phone again,” the site reads.

Google hasn't revealed how many games will be available as part of Google Play Games beta for Windows PCs, but the company says that every game has been optimised in collaboration with the developer. Games will also be subject to safety checks, according to Google. The company adds that purchases on Google Play Games will count towards gamers' Google Play Points, including in-app items and subscriptions.

In order to participate in the beta, gamers must be running Windows 10 (v2004) or later with an octa-core CPU, paired with 8GB of RAM and 20GB of SSD storage. They will also need a “gaming-class” GPU and a Windows account with administrator privileges. In addition, hardware virtualisation will need to be enabled on PCs to participate in the Google Play Games beta. Google has not provided an official release date for Google Play games for Windows PC, but the beta is set to “expand to other regions later in 2022 and beyond” according to the company. Click here to view video What are the best games of 2021? We discuss this on Orbital, the Gadgets 360 podcast. Orbital is available on Spotify, Gaana, JioSaavn, Google Podcasts, Apple Podcasts, Amazon Music and wherever you get your podcasts.

Click here to view video

Document NDTVIN0020220120ei1k0005n

Google, Andreessen Horowitz invest in African mobile-gaming firm Carry1st in $20mn round

208 words
20 January 2022
07:26
bne IntelliNews
BNEINT
English

African mobile-gaming firm Carry1st has raised $20mn in a financing round led by US private equity firm Andreessen Horowitz, with participation from Alphabet Inc's Google, Avenir Growth Capital, Riot Games – and the rapper Nas.

As part of Andreessen Horowitz's first investment on the continent, partners David Haber and Jonathan Lai will join the board of Cape Town-based Carry1st, whose games include SpongeBob: Krusty Cook-Off, Mine Rescue, Match League and Football Clash.

Game developer Sky Mavis, play-to-earn gaming guild Yield Guild Games, investment firm Avenir and the founders of Chipper Cash also participated in the capital injection.

In addition, four investors from Carry1st's May 2021 Series A funding round, which raised $6mn, are backing the company again – namely Riot Games, Konvoy Ventures, Raine Ventures and TTV Capital.

A 2021 report from Newzoo and Carry1st predicted that the number of gamers in sub-Saharan Africa would increase by 275% over 10 years, leading to a 728% increase in revenue.

Carry1st has positioned itself to be the conduit for international and local mobile game companies to profitably serve these consumers, said the company, which has a team of 37 people across 18 countries.

Document BNEINT0020220120ei1k0002t

Virtual Reality Devices Market SWOT Analysis, Key Indicators, Forecast 2028 The Top Companies Sensics, Samsung Electronics, Oculus VR, Microsoft, Leap Motion, HTC, Google, EON Reality, CyberGlove Systems

746 words
5 January 2022
iCrowdNewswire
ICROWDN
English

The Virtual Reality Devices Market assessment includes the forecast length 2022-2028, based on unique research in addition to a market evolution projection based on earlier studies. The studies provide an intensive market assessment for the time period underneath interest. For the have a observe length, the market length in terms of sales proportion, further to market developments together with drivers and restraints, are tested and provided. A unique maintain near the essential skills of each hobby concerned, further to a whole market fee chain evaluation, can aid in product differentiation. The market beauty evaluation within the report precisely analyses the market's functionality worth, offering the most up to date information to employer strategists.

Request a Free Sample of Report @ https://www.intelligencemarketreport.com/report-sample/269567

Key Player included in this Survey

Vuzix Sony Sixense Entertainment Sensics Samsung Electronics Oculus VR Microsoft Leap Motion HTC Google EON Reality CyberGlove Systems

The Virtual Reality Devices Market research file targets to offer an in-depth qualitative and quantitative analysis of the critical elements influencing the market boom. It successfully covers the important factors impacting market boom and key market dynamics, which includes corporation assets, on equal time as using a SWOT analysis to evaluate vulnerabilities and strengths. Geographic gain, geopolitical circle of relatives participants, macro and microeconomic problems, and geographic benefit are all used to the breakdown of the worldwide aggressive environment into regions in the global market assessment over the forecast period of 2022-2028.

Market Segmentation

Segmented by Type

Non-Immersive Type Semi-Physical Type Totally Immersive Type

Segmented by Application

Consumers Commercial Space Defense Medical Industry Other

The splendid description of the essential market instructions is meant to offer in-depth analysis, with an emphasis on key capabilities and the competitive advantage that can be obtained with the resource of the use of trending methods within the forecast period 2022-2028. Items equipped, which typically enlists the style of products to be had in the Virtual Reality Devices Market, processing era implemented, which specifies the several techniques used for processing and production, give up-customers, and applications, to name some, are all highlighted in the forecast length 2022-2028.

Make an enquiry of this Report @ https://www.intelligencemarketreport.com/send-an-enquiry/269567

Competitive Scenario

The studies analyses the competitive outlook and the market percentage held thru the organisation's top opposition. During the research period, the Virtual Reality Devices Market has grown to be separated into several divisions, each of which changed into very well analyzed in phrases of geography. This phase gives a listing of the top gamers further to a radical portfolio that includes their market function and crucial traits over the forecast duration of 2021-2027.

Major Highlights of the Virtual Reality Devices Market Report

The market dynamics and capacity forecast encompass the statistical boom rate as well as market estimations. The SWOT analysis, which analyses the market's strengths, weaknesses, possibilities, and threats, is covered inside the file. This global statement takes into attention geographic benefit, macro and

microeconomic troubles, geopolitical ties, and one-of-a-kind problems. Having a terrific aggregate of theoretical and statistical information that spans the complete market is vital.

Regional Analysis

Forecasts and analyses for global and regional markets are included in the report. The study includes both historical data and a revenue forecast. The study includes the drivers and restraints of the Virtual Reality Devices Market, as well as the impact they have on demand over the forecast period. The report also includes a study of global and regional market opportunities.

North America (United States, Canada and Mexico) Europe (Germany, France, United Kingdom, Russia, Italy, and Rest of Europe) Asia-Pacific (China, Japan, Korea, India, Southeast Asia, and Australia) South America (Brazil, Argentina, Colombia, and Rest of South America) Middle East and Africa (Saudi Arabia, UAE, Egypt, South Africa, and Rest of Middle East and Africa)

Direct Purchase Report @ https://www.intelligencemarketreport.com/checkout/269567

About us

Intelligence Market Report includes a comprehensive rundown of statistical surveying reports from many distributors around the world. We brag an information base traversing basically every market classification and a much more complete assortment of statistical surveying reports under these classifications and sub-classifications. Also offers premium reformist factual looking over, statistical surveying reports, investigation and gauge information for businesses and governments all throughout the planet.

Document ICROWDN020220105ei15000s0

Samsunggaming hub adds Google Stadia, Nvidia GeForce Now to TVs at CES 2022

David Katzmaier
475 words
3 January 2022
CNET News.com
CNEWSN
English

The most popular way to game on a nice TV is with a dedicated console like a PlayStation 5 or Xbox Series X, but cloud gaming services -- which stream playable games over the internet, no console required -- are getting better all the time. At CES 2022, Samsung unveiled a new feature on its latest televisions that caters to cloud and console gamers alike.

Dubbed the gaming hub, it's a dedicated section of Samsung's new smart TV menu system launching later this year on select Samsung 2022 smart TVs. The full cloud gaming libraries of Google Stadia, Nvidia GeForce Now and Utomik will be available at launch "with more to follow," according to Samsung's press release. Users will be able to pair third-party controllers to the TV for instant play, no console or other hardware required. The hub will also allow access to YouTube gaming to follow streamers.

Built-in cloud gaming support on smart TVs isn't new. LG supports both Stadia and GeForce Now (currently in beta) on select TVs, Stadia is available on Google TV and Android TV models from TCL, Hisense and others, while select Amazon Fire TVs support Luna. Of course you can always connect a dedicated cloud gaming device, such as a Chromecast with Google TV for Stadia, a Fire TV Stick for Luna or an Nvidia Shield for GeForce Now or Stadia, to any TV.

Samsung's gaming hub also includes buttons that allow quick access to any attached consoles, and Samsung is adding a few new gaming-specific extras to its new TVs. There's a new version of the game bar first introduced last year, with more information available on things like refresh rate or VRR mode. There's also a zoom mode that can expand things like mini-maps and even the ability to pull up a YouTube video alongside a game -- a boon if you get stuck and need a tutorial.

Read more: Samsung Neo QLED TVs promise prettier pictures, better gaming at CES 2022

New for 2022, select TVs will have a 144Hz variable refresh rate -- a feature designed to take advantage of the hastiest video output from high-end PC gaming cards. Note that consoles like the Xbox Series X and Sony PlayStation 5 max out at 120Hz, so they won't take advantage of this feature, and in any case, the extra smoothness should be subtle.

Samsung will roll the gaming hub out to all 2022 TVs later this year, and a representative told CNET via email it would "share details about the roll-out to earlier models at a later date."

Click to view image.

Samsung's new gaming hub for 2022 TVs offers easy access to cloud and console games. | Samsung

Document CNEWSN0020220103ei130005o

Blockchain.News

Regulation

Korean Government Reportedly Asks Google and Apple to Remove P2E Gaming Apps

Godfrey Benjamin
350 words
30 December 2021
Blockchain.News
BLCRNW
English

Crackdowns targeting blockchain and cryptocurrency affiliated entities are taking a new twist in South Korea as the government has started blocking play-2-earn (P2E) gaming apps.

As reported by local media platform Naver, the government has requested global app marketplace operators such as Google and Apple to block the registration of related apps.

According to the reports, the subtle ban on P2E linked gaming applications was effected by the Game Management Committee under the Ministry of Culture, Sports, and Tourism, and it will notably impact the local distribution of games. The report detailed that the very first stage of the ban will be effected at the point where P2E games are planning to register with the government body which is expected to give a rating that will aid the games to launch.

Amongst the prominent P2E domestic game developers that the ban is impacting include 'Five Stars for Clayton' and 'Infinite Breakthrough Three Kingdoms Reverse.' As Naver reported, the Game Management Committee is always at the beck and call of the government to block a game hoping to launch, and it blocked the rating of Five Stars for Clayton back in April, a timeline that signalled this subtle play has long been in the works.

South Korea is a mixed country in terms of crypto innovation growth and regulatory clampdowns. The country's market watchdogs sent a number of exchanges packing as they were unable to meet the requirement to partner with local banks for the sake of providing adequate Know-Your-Customer (KYC) and Anti-Money Laundering (AML) checks.

South Korea has also been looking to float a crypto tax rule, a move that has been postponed until further notice as the controversy and division surrounding the bill is notably too much. While no one understands the end game with respect to the ban on P2E games, there is a likelihood that the continuous growth and development of the GameFi ecosystem in Korea will make the government rescind its position in the near term.

Document BLCRNW0020211230ehcu00008

CE Noticias Financieras English
Google Stadia: Here's how to set up the gaming service on your TV

677 words
13 December 2021
CE NoticiasFinancieras
NFINCE
English

Cloud gaming allows you to play from any device without the (apparent) need for a console, you can access it on your cell phone, computer or tablet; however, on the subject of televisions you could not experience a complete experience, until now.

To play in the cloud from a TV you needed a console directly or connect your computer to the device, to use services like NVIDIA GeForce Now you needed a Shield TV and in the case of Google Stadia you had to have a Chromecast and a Stadia Controller (or have Android TV / Google TV).

Now the news in the world is that Google Stadia has announced the arrival of its service officially to LG TVs models 2020 and 2021.

TVs must have WebOS 5.0 or higher, just download and get a native Google Stadia app and register, from here people will have access to the catalog of games, ie, allow users to play directly from TVs without the need for a console or other device.

The advantage of this new service directly from TVs is that it will not be necessary to have the official control of Stadia, it is only necessary to have a controller or control with Bluetooth and a good internet connection.

Currently, Google Stadia is only available in 24 countries; however, it is constantly expanding, one of the last countries added to the list is the first Latin American country that will be able to enjoy this service; Puerto Rico.

To play Google Stadia, just download the app, log in and connect a controller either via Wifi, via Bluetooth or via USB (taking into account that some TVs do not have Bluetooth). Note that to play Stadia the app requires a minimum connection (10 Mbps); however, to play in 4K (available in the Pro version) you will need a minimum of 35 Mbps.

The interface of the native application for TVs does not bring many changes, as it remains intuitive and easy to navigate through the catalog of games.

This video game service in the cloud can be accessed for free with a small catalog of titles to play; however, if you want to access a more robust catalog, with video games from major franchises and others will have to pay approximately $ 10 per month.

With this addition of TVs, Google Stadia is positioned as one of the most complete cloud gaming services because it would not need any other device beyond a controller to play.

According to a leaked document, Sony was planning to bring its cloud gaming service to mobile phones.

Cloud gaming is taking an increasingly predominant role in the current landscape and in the face of this, it seems that Playstation was looking to expand its cloud gaming service and Apple had information about this.

The information was leaked by the media 'The Verge', as this specialized technology media found a confidential document of the Epic vs Apple trial, because there it is assured that the company of Steve Jobs had heard of "a mobile extension of a game streaming service for PlayStation users with access to PS3 and PS4 games".

The expansion of the 'PlayStation Now' cloud service would have been the biggest to date, as the gaming company was streaming PS2 and PS3 titles on smart TVs, Blu-Ray players and PS Vita; however, the company decided to discontinue all of those platforms to focus on continuing cloud gaming on PC and PS4, though it never saw the light of day for mobile devices.

Apple mentioned PlayStation within a document redacted in 2017 because this specific document contained an explanation of Apple's plans to launch its own gaming subscription service, which would be 'Apple Arcade' which was announced in 2019.

CONTINUE READING:

Get access to your favorite genres on Netflix with these secret codes

How technology is helping NASA search for planets where life exists

Self-repairing power cells: the future of electric mobility

Document NFINCE0020211213ehcd00b8a

WHAT HI-FI?

Google Stadia gaming now available on select LG TVs

Joe Svetlik
280 words
9 December 2021
What HI-FI?
HIFIW
English

Get your game on straight from your TV, with the Google Stadia service available on LG sets running WebOS 5.0 or later.

The Google Stadia gaming service is now available on recently released LG TVs. Those running LG's WebOS 5.0 (or later) user platform can now download Stadia from the LG Content Store in all 22 countries where the gaming service is available.

For the uninitiated, Stadia gives you access to over 200 games like Cyberpunk 2077, Resident Evil Village, Assassin's Creed: Valhalla, Hitman 3 and Baldur's Gate 3. There are also all sorts of free games and demos available, which are instantly playable with no downloads required. All you need is a compatible controller.

You can also pay £8.99 ($9.99) a month for Stadia Pro, which gives you access to over 30 games (with new titles added every month) plus exclusive discounts on games and add-on content. Pro also supports 4K picture quality with HDR and 5.1 surround sound. Sign up to Stadia today and you can bag a free month trial of Stadia Pro.

A lot of LG's latest OLED TVs feature VRR and ALLM, which, along with their low input lags, make them ideal for gaming. One prime candidate is the LG OLED65C1, which picked up a 2021 What Hi-Fi? Award for being the best gaming TV out there.

MORE:

Check out the best LG TVs currently available

Bag a bargain with the best OLED TV deals

Or browse our list of best cheap TVs 2021

Google Stadia now available on recent LG TVs (LG)

Document HIFIW00020211209ehc90008l

Contify Retail News

Google Stadia Cloud Gaming Now on Latest LG Smart TVs

Distributed by Contify.com
315 words
8 December 2021
Contify Retail News
ATRTAL
English

SEOUL, Dec. 8 -- LG Electronics issued the following news release:

LG Electronics (LG) announces the availability of Google's cloud gaming service Stadia on its Smart TVs running webOS 5.0 and webOS 6.0 in twenty-two countries. Native support of Stadia gameplay on LG Smart TVs helps deliver instant access to high-end games with support for exceptional graphics and frame rates on cutting-edge displays.

Available now to download on the LG Content Store in all 22 countries where Stadia is currently available, the Stadia store features over 200 popular games such as Cyberpunk 2077, Resident Evil Village, Assassin's Creed: Valhalla, Hitman 3, Baldur's Gate 3 as well as access to a growing list of free games and demos, all playable with just a compatible controller, no downloading required. A subscription to Stadia Pro offers a growing library of 30+ games to claim and play, with new titles added every month and exclusive discounts on games and add-on content. And with Stadia's support for up to 4K HDR graphics and 60 FPS gameplay plus immersive 5.1 surround sound, LG Smart TVs are the perfect choice for those seeking an advanced gaming experience without having to purchase a separate console or expensive gaming PC.*

Among LG's Smart TV lineup, LG OLED TVs offer an unparalleled gaming experience with Stadia. Already a favorite among gamers worldwide, LG OLED TVs are ideal for first person shooters, real-time strategies or racing games, ensuring immaculate HDR picture quality, deep blacks and precise colors thanks to LG OLED's self-lit pixels. What's more, LG OLED's speedy 1ms response time and extremely low input lag without loss in picture quality gives players the edge they need to be victorious every time.

Source: LG Electronics

Document ATRTAL0020211208ehc8000vb

Israel's digital wallets to expand as Google Pay launches

281 words
7 December 2021
17:23
Reuters News
LBA
English

JERUSALEM, Dec 7 (Reuters) - Alphabet Inc's Google Pay launched in Israel on Tuesday, with Israel's major banks and credit card companies saying they had signed agreements with Google to offer the new payment service.

The service will allow Android mobile phone users to pay for products in stores that allow contactless payments.

Some 70% of Israelis have Android based phones - according to Israeli media, potentially providing a big market for Google Pay, which has about 150 million users in more than 40 countries worldwide.

In May, Apple's Apple Pay launched in Israel, where 30% of people have iPhones.

An estimated two-thirds of payment terminals in Israel support the wireless payment standard that allow payments by mobile phone, smart watch or credit card, Bank of Israel data shows.

Shva, the company which processes credit card payments in Israel, said 58.1% of credit card purchases in October were contactless and through digital wallets, reaching 373.8 million shekels ($118.5 million).

Shva said the volume of purchases via digital wallets has risen 20 times in the past half year since Apple Pay entered the market.

"The entry of Google Pay will lead to a further increase in digital wallets," said Shva chief executive Eitan Lev Tov.

Israel's large banks and credit card companies, which issue Visa, Mastercard and American Express cards, said in individual statements that they had signed the agreements with Google to offer Google Pay, with some banks giving cash back to customers for using the service.

($1 = 3.1546 shekels) (Reporting by Steven Scheer. Editing by Jane Merriman)

Released: 2021-12-7T12:53:00.000Z

Document LBA0000020211207ehc701wr2

Immersive Virtual Reality Market Next Big Thing | Major Giants Unity Technologies, Snap, Google

822 words
27 November 2021
iCrowdNewswire
ICROWDN
English

The Latest research study released by HTF MI “Immersive Virtual Reality Market 2021-2027” with 100+ pages of analysis on business Strategy taken up by key and emerging industry players and delivers know how of the current market development, landscape, technologies, drivers, opportunities, market viewpoint and status (2021-2027). The market Study is segmented by key a region that is accelerating the marketization. The study is a perfect mix of qualitative and quantitative Market data collected and validated majorly through primary data and secondary sources. Some of the Major Companies covered in this Research are Facebook, Google, HTC, Microsoft, Magic Leap, Samsung, WorldViz, Marxent Labs, Unity Technologies, Snap, CastAR etc.

Get Free Sample Pages PDF @
https://www.htfmarketreport.com/sample-report/3704772-immersive-virtual-reality-market-1

Browse market information, tables and figures extent in-depth TOC on “Immersive Virtual Reality Market by Application (Entertainment, Engineering, Education, Commercial & Other), by Product Type (Non-Immersion Virtual Reality, Half-Immersion Virtual Reality & Whole-Immersion Virtual Reality), Business scope and Outlook – Estimate to 2027”.

for more information or any query mail at sales@htfmarketreport.com

At last, all parts of the Immersive Virtual Reality Market are quantitatively also subjectively valued to think about the Global just as regional market equally. This market study presents basic data and true figures about the market giving a deep analysis of this market based on market trends, market drivers, constraints and its future prospects. The report supplies the worldwide monetary challenge with the help of Porter’s Five Forces Analysis and SWOT Analysis.

If you have any Enquiry please click here @:
https://www.htfmarketreport.com/enquiry-before-buy/3704772-immersive-virtual-reality-market-1

Customization of the Report: The report can be customized as per your needs for added data up to 3 businesses or countries or 2 analyst hours.

On the basis of report- titled segments and sub-segment of the market are highlighted below:

Immersive Virtual Reality Market By Application/End-User (Value and Volume from 2021 to 2027) : Entertainment, Engineering, Education, Commercial & Other

Market By Type (Value and Volume from 2021 to 2027) : Non-Immersion Virtual Reality, Half-Immersion Virtual Reality & Whole-Immersion Virtual Reality

Immersive Virtual Reality Market by Key Players: Facebook, Google, HTC, Microsoft, Magic Leap, Samsung, WorldViz, Marxent Labs, Unity Technologies, Snap, CastAR

Geographically, this report is segmented into some key Regions, with manufacture, depletion, revenue (million USD), and market share and growth rate of Immersive Virtual Reality in these regions, from 2017 to 2027 (forecast), covering China, USA, Europe, Japan, Korea, India, Southeast Asia & South America and its Share (%) and CAGR for the forecasted period 2021 to 2027.

Informational Takeaways from the Market Study: The report Immersive Virtual Reality matches the completely examined and evaluated data of the noticeable companies and their situation in the market considering impact of Coronavirus. The measured tools including SWOT analysis, Porter’s five powers analysis, and assumption return debt were utilized while separating the improvement of the key players performing in the market.

Key Development’s in the Market: This segment of the Immersive Virtual Reality report fuses the major developments of the market that contains confirmations, composed endeavors, R&D, new thing dispatch, joint endeavours, and relationship of driving members working in the market.

To get this report buy full copy @: https://www.htfmarketreport.com/buy-now?format=1&report=3704772

Some of the important question for stakeholders and business professional for expanding their position in the Immersive Virtual Reality Market :

Q 1. Which Region offers the most rewarding open doors for the market Ahead of 2021?

Q 2. What are the business threats and Impact of latest scenario Over the market Growth and Estimation?

Q 3. What are probably the most encouraging, high-development scenarios for Immersive Virtual Reality movement showcase by applications, types and regions?

Q 4.What segments grab most noteworthy attention in Immersive Virtual Reality Market in 2020 and beyond?

Q 5. Who are the significant players confronting and developing in Immersive Virtual Reality Market?

For More Information Read Table of Content @:
https://www.htfmarketreport.com/reports/3704772-immersive-virtual-reality-market-1

Key poles of the TOC:

Chapter 1 Immersive Virtual Reality Market Business Overview

Chapter 2 Major Breakdown by Type [Non-Immersion Virtual Reality, Half-Immersion Virtual Reality & Whole-Immersion Virtual Reality]

Chapter 3 Major Application Wise Breakdown (Revenue & Volume)

Chapter 4 Manufacture Market Breakdown

Chapter 5 Sales & Estimates Market Study

Chapter 6 Key Manufacturers Production and Sales Market Comparison Breakdown

……..

Chapter 8 Manufacturers, Deals and Closings Market Evaluation & Aggressiveness

Chapter 9 Key Companies Breakdown by Overall Market Size & Revenue by Type

……..

Chapter 11 Business / Industry Chain (Value & Supply Chain Analysis)

Chapter 12 Conclusions & Appendix

Thanks for reading this article; you can also get individual chapter wise section or region wise report version like North America, LATAM, Europe or Southeast Asia.

Document ICROWDN020211127ehbr000rt

Best Black Friday deals under $50: LogitechGaming Mouse, Fire HD 8 Tablet, Google Nest and more

Jared DiPane
1,079 words
26 November 2021
CNET News.com
CNEWSN
English

It's finally Black Friday and the incredible deals just keep coming. Almost every major retailer has a fantastic sale going right now, and there are even big discounts available on products that didn't cost that much to begin with. Not sure where to start? Let us help -- we rounded up a list of the best savings you can currently get for $50 or less. Don't wait, though. Now that the shopping festivities have officially begun, deals are going to start to sell out.

Be sure to also check out our list of Black Friday deals under $25 for more great suggestions on what to buy right now.

Bella 8 Quart Digital Air Fryer: $50

Save $80

Click to view image.

Odds are that you've heard how great air fryers can be or you've experienced the magic of one first-hand. This option from Bella has an 8-quart capacity, making it great for families and gatherings of friends since you can cook more in it at once. We've been using this model at my house for nearly two years now and have cooked everything from french fries to veggies to steaks -- and a turkey breast for our Thanksgiving meal.

This is a match of the lowest price we've ever seen for this model, so be sure to grab one now.

$50.00 AT BEST BUY

PlayStation Plus 12-month subscription: $40

Save $20

Click to view image.

Amazon

This 12-month PlayStation Plus subscription will be delivered to you in the form of a digital code so you can get going within just a few minutes of receipt. It's $20 less right now, which brings the monthly cost down from $5 to just $3.33. You can stack these for multiple years of access, so grab a few of them right now before the price goes back up.

$40.00 AT AMAZON

Nomad Base Station Mini Charger: $49

Save $21

Click to view image.

Nomad

Nomad is known for making some high-quality mobile accessories that not only look great, but work awesomely as well. The Base Station Mini is a small wireless charger that has a magnet built-in for perfect alignment every time. This limited-time sale offers 30% off.

$49.00 AT NOMAD

Fire HD 8 Tablet: $45

Save $45

Click to view image.

Amazon last refreshed the Fire HD 8 tablet in 2020 by doubling the onboard storage, enhancing the processor inside and adding USB-C charging instead of Micro-USB. It comes in four different colors and if you want to upgrade to the 64GB model you can for an extra $30.

$45.00 AT AMAZON

Echo Show 5 + Blink Mini Camera: $50

Save $70

Click to view image.

Amazon

This bundle includes the all-new Echo Show 5 and the new Blink Mini indoor camera at a massive savings. For Black Friday, Amazon has the Echo Show 5 on sale for $45, which means that you can add an indoor security camera for just $5 extra. What's great is that you can view that camera from the Echo Show 5 (and your phone), making it a perfect combo.

$50.00 AT AMAZON

Google Nest Hub (2nd Gen): $50

Save $50

Click to view image.

Chris Monroe/CNET

Google's 2nd-gen Nest Hub smart display offers a 7-inch display that you can watch videos on, read recipes, host video chats and so much more. You can ask Google Assistant to help with math problems, conversions, to tell you the weather each day, and even to help with controlling your smart home gear. At this price, you may want to just grab two of them since you're going to want them around the house.

$50.00 AT WALMART

Logitech G502 Hero Gaming Mouse: $40

Save $40

Click to view image.

Logitech

This gaming mouse is 50% off and offers some pretty great features to help you level up with ease. It works on both Mac and PC, has 11 customizable buttons, an adjustable weight system, 25,600 max dpi and more. This is within a few bucks of its all-time low price, so don't miss out.

$40.00 AT AMAZON

WD Easystore 1TB External USB 3.0 Drive: $43

Save $42

Click to view image.

WD

You can never have too much storage, seriously. This 1TB drive is down to an all-time low price and is a great way to back up your files, store your favorite pictures and much more.

$43.00 AT BEST BUY

Amazon Halo View Fitness Tracker: $50

Save $30

Click to view image.

Amazon

The Halo View fitness tracker is actually still in its preorder stage, but that didn't stop Amazon from discounting it. Shipments begin Dec. 8. It's available in three colors and two sizes, and the Halo View can count your steps, give you on-demand blood oxygen levels, monitor your sleep and more. It comes with one year of Halo membership, but after that it will set you back $4 per month.

$50.00 AT AMAZON

Blue Snowball USB Microphone: $40

Save $10

Click to view image.

Blue

Whether you're looking to improve the audio quality of your work calls or want to try your hand at streaming, Blue's microphones are some of the best. The Snowball is one of the more basic USB microphones out there, but it offers great audio quality and is simple to set up. It comes in black and white.

$40.00 AT BEST BUY

Wonder Woman 36-Inch Trampoline: $38 (Deal currently unavailable)

Save $37

Click to view image.

Walmart

These small trampolines are great for indoor or outdoor use and it's a great way to help your children get some energy out during the colder months. Only the Wonder Woman print is discounted right now, though there also is a Superman and Batman version available.

$38.00 AT WALMART

Canon Pixma Color Inkjet Printer: $29 (Update: Expired)

Save $11

Click to view image.

While a printer may not make for a fun gift, it's a very practical purchase for your home office. At this price, it's cheaper than buying ink for your current printer (most likely), and it has a built-in scanner and copier.

$29.00 AT WALMART

Document CNEWSN0020211126ehbq00033

Gaming Tools Market To Explore Excellent Growth In Future | Bitbucket, Amazon GameLift, GoogleGaming

1,160 words
25 November 2021
iCrowdNewswire
ICROWDN
English

Global Gaming Tools Market Status, Trends and COVID-19 Impact Report 2021, Covid 19 Outbreak Impact research report added by Report Ocean, is an in-depth analysis of market characteristics, size and growth, segmentation, regional and country breakdowns, competitive landscape, market shares, trends and strategies for this market. It traces the market's historic and forecast market growth by geography. It places the market within the context of the wider Gaming Tools market, and compares it with other markets., market definition, regional market opportunity, sales and revenue by region, manufacturing cost analysis, Industrial Chain, market effect factors analysis, Gaming Tools market size forecast, market data & Graphs and Statistics, Tables, Bar &Pie Charts, and many more for business intelligence. Get complete Report (Including Full TOC, 100+ Tables & Figures, and Chart). – In-depth Analysis Pre & Post COVID-19 Market Outbreak Impact Analysis & Situation by Region

Download Free Sample Copy of 'Gaming Tools market' Report @

https://reportocean.com/industry-verticals/sample-request?report_id=bis235897

Key Segments Studied in the Global Gaming Tools Market

Manufacturer Detail

Bitbucket Amazon GameLift Google Gaming FBX Action! Libgdx Flixel BINK The Game Creators GameAnalytics HumanIK Object Oriented Input System Xinput Allegro Beast deltaDNA

Product Type Segmentation

Cloud-based On-premise

Application Segmentation

Gaming Developers Others in Gaming

Our market research provides vital intelligence on market size, business trends, industry structure, market share, and market forecasts that are essential to developing business plans and strategy.

A combination of factors, including COVID-19 containment situation, end-use market recovery & Recovery Timeline of 2020/ 2021

covid-19 scenario

Market Behavior/ Level of Risk and Opportunity

End Industry Behavior/ Opportunity Assessment

Expected Industry Recovery Timeline

Business Impact Horizon

Opening of Economy by Q3 2020

xx

xx

xx

xx

Recovery – Opening of Economy extended till Q4 2020 / Q1 2021

xx

xx

xx

xx

Under COVID-19 Outbreak Impact Analysis:

We analyzed industry trends in the context of COVID-19. We analyzed the impact of COVID-19 on the product industry chain based on the upstream and downstream markets. We analyze the impact of COVID-19 on various regions and major countries.

The impact of COVID-19 on the future development of the industry is pointed out.

Study Explore :

Market Behavior/ Level of Risk and Opportunity End Industry Behavior/ Opportunity Assessment Expected Industry Recovery Timeline

For more information or any query mail at sales@reportocean.com

Each study, more than 100+ pages, is packed with tables, charts and insightful narrative including coverage on:

Market size Product segments – size and forecasts Market segments – size and forecasts Market share of leading manufacturers Relevant industry trends Industry structure Company profiles of industry participants Market environment Trade flows

Geographical Breakdown: The regional and country breakdowns section gives an analysis of the market in each geography and the size of the market by geography and compares their historic and forecast growth. It covers the impact and recovery path of Covid 19 for all regions, key developed countries and major emerging markets.

Countries: Argentina, Australia, Austria, Belgium, Brazil, Canada, Chile, China, Colombia, Czech Republic, Denmark, Egypt, Finland, France, Germany, Hong Kong, India, Indonesia, Ireland, Israel, Italy, Japan, Malaysia, Mexico, Netherlands, New Zealand, Nigeria, Norway, Peru, Philippines, Poland, Portugal, Romania, Russia, Saudi Arabia, Singapore, South Africa, South Korea, Spain, Sweden, Switzerland, Thailand, Turkey, UAE, UK, USA, Venezuela, Vietnam

In-Depth Qualitative COVID 19 Outbreak Impact Analysis Include Identification And Investigation Of The Following Aspects: Market Structure, Growth Drivers, Restraints and Challenges, Emerging Product Trends & Market Opportunities, Porter’s Fiver Forces. The report also inspects the financial standing of the leading companies, which includes gross profit, revenue generation, sales volume, sales revenue, manufacturing cost, individual growth rate, and other financial ratios. The report basically gives information about the Market trends, growth factors, limitations, opportunities, challenges, future forecasts, and details about all the key market players.

(Check Our Exclusive Offer: 30% to 40% Discount)

https://reportocean.com/industry-verticals/sample-request?report_id=bis235897

Key questions answered: Study Explore COVID 19 Outbreak Impact Analysis

The study objectives of this report are:

To study and analyze the global market size (value & volume) by company, key regions/countries, products and application, history data, and forecast to 2025. To understand the structure of market by identifying its various subsegments. To share detailed information about the key factors influencing the growth of the market (growth potential, opportunities, drivers, industry-specific challenges and risks). Focuses on the key global manufacturers, to define, describe and analyze the sales volume, value, market share, market competition landscape, SWOT analysis and development plans in next few years. To analyze the growth trends, future prospects, and their contribution to the total market. To project the value and volume of submarkets, with respect to key regions (along with their respective key countries). To analyze competitive developments such as expansions, agreements, new product launches, and acquisitions in the market. To strategically profile the key players and comprehensively analyze their growth strategies.

The Study Explore COVID 19 Outbreak Impact Analysis

What should be entry strategies, countermeasures to economic impact, and marketing channels? What are market dynamics? What are challenges and opportunities? What is economic impact on market? What is current market status? What's market competition in this industry, both company, and country wise? What's market analysis by taking applications and types in consideration?

Inquire more and share questions if any before the purchase on this report at

https://reportocean.com/industry-verticals/sample-request?report_id=bis235897

Key Points Covered in Gaming Tools Market Report:

Global Gaming Tools Market Research Report

Section 1: Global Gaming Tools Industry Overview

Section 2: Global Economic Impact on Gaming Tools Industry

Section 3: Global Market Competition by Industry Producers

Section 4: Global Productions, Revenue (Value), according to Regions

Section 5: Global Supplies (Production), Consumption, Export, Import, geographically

Section 6: Global Productions, Revenue (Value), Price Trend, Product Type

Section 7: Global Market Analysis, on the basis of Application

Section 8: Gaming Tools Market Pricing Analysis

Section 9: Market Chain, Sourcing Strategy, and Downstream Buyers

Section 10: Strategies and key policies by Distributors/Suppliers/Traders

Section 11: Key Marketing Strategy Analysis, by Market Vendors

Section 12: Market Effect Factors Analysis

Section 13: Global Gaming Tools Market Forecast

……..and view more in complete table of Contents

Browse Premium Research Report with Tables and Figures at @
https://reportocean.com/industry-verticals/sample-request?report_id=bis235897

Thanks for reading this article; you can also get individual chapter wise section or region wise report version like North America, Europe or Asia.

About Report Ocean:

We are the best market research reports provider in the industry. Report Ocean believe in providing the quality reports to clients to meet the top line and bottom line goals which will boost your market share in today's competitive environment. Report Ocean is "one-stop solution" for individuals, organizations, and industries that are looking for innovative market research reports.

Document ICROWDN020211125ehbp000ry

Augmented Reality and Virtual Reality Component Market To Explore Excellent Growth In Future | Blippar, Daqri, Eon Reality, Google

1,202 words
19 November 2021
iCrowdNewswire
ICROWDN
English

Global Augmented Reality and Virtual Reality Component Market Status, Trends and COVID-19 Impact Report 2021, Covid 19 Outbreak Impact research report added by Report Ocean, is an in-depth analysis of market characteristics, size and growth, segmentation, regional and country breakdowns, competitive landscape, market shares, trends and strategies for this market. It traces the market's historic and forecast market growth by geography. It places the market within the context of the wider Augmented Reality and Virtual Reality Component market, and compares it with other markets., market definition, regional market opportunity, sales and revenue by region, manufacturing cost analysis, Industrial Chain, market effect factors analysis, Augmented Reality and Virtual Reality Component market size forecast, market data & Graphs and Statistics, Tables, Bar &Pie Charts, and many more for business intelligence. Get complete Report (Including Full TOC, 100+ Tables & Figures, and Chart).

– In-depth Analysis Pre & Post COVID-19 Market Outbreak Impact Analysis & Situation by Region

Download Free Sample Copy of 'Augmented Reality and Virtual Reality Component market' Report @

https://reportocean.com/industry-verticals/sample-request?report_id=bis235236

Key Segments Studied in the Global Augmented Reality and Virtual Reality Component Market

Manufacturer Detail

Blippar Daqri Eon Reality Google Himax Technologies Intel Magic Leap Meta Microsoft Facebook Osterhout Design Group (ODG) PTC Samsung Electronics Sony Vuzix

Product Type Segmentation

Hardware Software

Application Segmentation

Consumer Aerospace & Defense Medical

Our market research provides vital intelligence on market size, business trends, industry structure, market share, and market forecasts that are essential to developing business plans and strategy.

A combination of factors, including COVID-19 containment situation, end-use market recovery & Recovery Timeline of 2020/ 2021

covid-19 scenario

Market Behavior/ Level of Risk and Opportunity

End Industry Behavior/ Opportunity Assessment

Expected Industry Recovery Timeline

Business Impact Horizon

Opening of Economy by Q3 2020

xx

xx

xx

xx

Recovery – Opening of Economy extended till Q4 2020 / Q1 2021

xx

xx

xx

xx

Under COVID-19 Outbreak Impact Analysis:

We analyzed industry trends in the context of COVID-19. We analyzed the impact of COVID-19 on the product industry chain based on the upstream and downstream markets. We analyze the impact of COVID-19 on various regions and major countries.

The impact of COVID-19 on the future development of the industry is pointed out.

Study Explore :

Market Behavior/ Level of Risk and Opportunity End Industry Behavior/ Opportunity Assessment Expected Industry Recovery Timeline

For more information or any query mail at sales@reportocean.com

Each study, more than 100+ pages, is packed with tables, charts and insightful narrative including coverage on:

Market size Product segments – size and forecasts Market segments – size and forecasts Market share of leading manufacturers Relevant industry trends Industry structure Company profiles of industry participants Market environment Trade flows

Geographical Breakdown: The regional and country breakdowns section gives an analysis of the market in each geography and the size of the market by geography and compares their historic and forecast growth. It covers the impact and recovery path of Covid 19 for all regions, key developed countries and major emerging markets.

Countries: Argentina, Australia, Austria, Belgium, Brazil, Canada, Chile, China, Colombia, Czech Republic, Denmark, Egypt, Finland, France, Germany, Hong Kong, India, Indonesia, Ireland, Israel, Italy, Japan, Malaysia, Mexico, Netherlands, New Zealand, Nigeria, Norway, Peru, Philippines, Poland, Portugal, Romania, Russia, Saudi Arabia, Singapore, South Africa, South Korea, Spain, Sweden, Switzerland, Thailand, Turkey, UAE, UK, USA, Venezuela, Vietnam

In-Depth Qualitative COVID 19 Outbreak Impact Analysis Include Identification And Investigation Of The Following Aspects: Market Structure, Growth Drivers, Restraints and Challenges, Emerging Product Trends & Market Opportunities, Porter’s Fiver Forces. The report also inspects the financial standing of the leading companies, which includes gross profit, revenue generation, sales volume, sales revenue, manufacturing cost, individual growth rate, and other financial ratios. The report basically gives information about the Market trends, growth factors, limitations, opportunities, challenges, future forecasts, and details about all the key market players.

(Check Our Exclusive Offer: 30% to 40% Discount)

https://reportocean.com/industry-verticals/sample-request?report_id=bis235236

Key questions answered: Study Explore COVID 19 Outbreak Impact Analysis

The study objectives of this report are:

To study and analyze the global market size (value & volume) by company, key regions/countries, products and application, history data, and forecast to 2025. To understand the structure of market by identifying its various subsegments. To share detailed information about the key factors influencing the growth of the market (growth potential, opportunities, drivers, industry-specific challenges and risks). Focuses on the key global manufacturers, to define, describe and analyze the sales volume, value, market share, market competition landscape, SWOT analysis and development plans in next few years. To analyze the growth trends, future prospects, and their contribution to the total market. To project the value and volume of submarkets, with respect to key regions (along with their respective key countries). To analyze competitive developments such as expansions, agreements, new product launches, and acquisitions in the market. To strategically profile the key players and comprehensively analyze their growth strategies.

The Study Explore COVID 19 Outbreak Impact Analysis

What should be entry strategies, countermeasures to economic impact, and marketing channels? What are market dynamics? What are challenges and opportunities? What is economic impact on market? What is current market status? What's market competition in this industry, both company, and country wise? What's market analysis by taking applications and types in consideration?

Inquire more and share questions if any before the purchase on this report at

https://reportocean.com/industry-verticals/sample-request?report_id=bis235236

Key Points Covered in Augmented Reality and Virtual Reality Component Market Report:

Global Augmented Reality and Virtual Reality Component Market Research Report

Section 1: Global Augmented Reality and Virtual Reality Component Industry Overview

Section 2: Global Economic Impact on Augmented Reality and Virtual Reality Component Industry

Section 3: Global Market Competition by Industry Producers

Section 4: Global Productions, Revenue (Value), according to Regions

Section 5: Global Supplies (Production), Consumption, Export, Import, geographically

Section 6: Global Productions, Revenue (Value), Price Trend, Product Type

Section 7: Global Market Analysis, on the basis of Application

Section 8: Augmented Reality and Virtual Reality Component Market Pricing Analysis

Section 9: Market Chain, Sourcing Strategy, and Downstream Buyers

Section 10: Strategies and key policies by Distributors/Suppliers/Traders

Section 11: Key Marketing Strategy Analysis, by Market Vendors

Section 12: Market Effect Factors Analysis

Section 13: Global Augmented Reality and Virtual Reality Component Market Forecast

……..and view more in complete table of Contents

Browse Premium Research Report with Tables and Figures at @
https://reportocean.com/industry-verticals/sample-request?report_id=bis235236

Thanks for reading this article; you can also get individual chapter wise section or region wise report version like North America, Europe or Asia.

About Report Ocean:

We are the best market research reports provider in the industry. Report Ocean believe in providing the quality reports to clients to meet the top line and bottom line goals which will boost your market share in today's competitive environment. Report Ocean is "one-stop solution" for individuals, organizations, and industries that are looking for innovative market research reports.

Document ICROWDN020211119ehbj0008u

CE Noticias Financieras English

Google, Spotify and online gaming platforms report performance problems

146 words
16 November 2021
CE NoticiasFinancieras
NFINCE
English

Numerous users on Tuesday reported problems with Google, online music streaming platform Spotify, instant messaging service Discord and several online games, including Apex Legends, Rocket League and Electronic Arts games.

Regarding Google, most of the issues have been reported on Spotify's website or are related to searches, according to data from the DownDetector portal. Meanwhile, Spotify users reported problems in the 'app', the service's website and audio streaming.

For its part, Discord, which suffered problems related to the server connection, its application and the sending of messages, said on its Twitter account that it is "investigating what happened with this interruption," RT publishes.

At the same time, fans of the games Rocket League and Apex Legends reported that they were unable to connect to the server, access their websites or even play.

Document NFINCE0020211116ehbg00aas

Royal Wins Re-Launches on Google Play in the United States; The Company's Pure-Skill Gaming Platform is Now Available on Both Primary US Application Distribution Platforms for Mobile Devices

798 words
16 November 2021
17:30
Newsfile
NEWFI
English

Toronto, Ontario--(Newsfile Corp. - November 16, 2021) - Royal Wins Corporation (CSE: SKLL) ("Royal Wins" or the "Company") is pleased to announce the re-launch of the Company's pure-skill gaming platform Kash Karnival on Google Play in the United States (the "US"), making it available on the US' two primary application distribution platforms that provide the bulk of the 155.9 million mobile game users. This allows exposure to a broader audience in the Company's new key market.

In 2020, 83% of Google Play's revenues came from mobile games, with 78% of mobile gaming downloads being classified as casual games. Together with App Store, Google Play now offers Royal Wins' latest release of the Kash Karnival pure-skill gaming App Version 5.7. The latest version of the pure-skill app includes the new arcade runner game 'Mummy's Revenge'.

President and CEO Peter Gan commented: "The US is an extremely important target audience for the Company - the country ranks top of the list in rewarded Effective Costs Per Thousand Impressions ("eCPM") metrics for both App Store and Google Play and represents a major metric by which we measure growth potential and realization. Having just completed a successful launch in the States, it was important for us to maximize exposure to new users by making our platform available on major distribution channels. Now that it has been completed, we are focusing on increasing our userbase and revenues in the casual and skill-based segment, as well as diversifying our product offering."

About Royal Wins Corporation

Royal Wins is an innovative digital games studio pioneering pure-skill gaming with real cash prizes available on mobile casual games. Established in 2014, we design, develop, and operate real-cash prize skill games to disrupt and dominate the online gaming space, so that all players of legal age can play and win life-changing jackpots and prizes based on their skill as opposed to pure chance and odds. Our primary innovation and intellectual property centres around solving big data problems surrounding skill gaming mechanics, algorithms pertaining to balancing cash prizes, game difficulty modules, and maintenance of Return-to-Player (RTP) percentages.

Royal Wins has released a suite of pure-skill mobile games on Android and iOS mobile/tablet platforms.

Royal Wins is listed on the Canadian Securities Exchange under the ticker symbol SKLL.

For more information, please contact:

Royal Wins Corporation

Nicholas Konkin

Communications Director

Phone: 1 647 249 9299, ext. 305

E-mail: ir@royalwins.com

Forward-Looking Statements

Statements in this news release that are forward-looking statements are subject to various risks and uncertainties concerning the specific factors disclosed here and elsewhere in the Company's filings with Canadian securities regulators. When used in this news release, words such as "will, could, plan, estimate, expect, intend, may, potential, believe, should," and similar expressions, are forward-looking statements.

Forward-looking statements may include, without limitation, statements regarding the Company's unaudited financial results and projected growth. Although the Company has attempted to identify important factors that could cause actual results, performance or achievements to differ materially from those contained in the forward-looking statements, there can be other factors that cause results, performance or achievements not

to be as anticipated, estimated or intended, including, but not limited to: dependence on obtaining regulatory approvals; investing in target companies or projects which have limited or no operating history and are subject to inconsistent legislation and regulation; change in laws; reliance on management; requirements for additional financing; competition; hindering market growth and state adoption due to inconsistent public opinion and perception of the medical-use and recreational-use marijuana industry and; regulatory or political change.

There can be no assurance that such information will prove to be accurate or that management's expectations or estimates of future developments, circumstances or results will materialize. As a result of these risks and uncertainties, the results or events predicted in these forward-looking statements may differ materially from actual results or events.

Accordingly, readers should not place undue reliance on forward-looking statements. The forward-looking statements in this news release are made as of the date of this release. Royal Wins Corporation disclaims any intention or obligation to update or revise such information, except as required by applicable law, and the Company does not assume any liability for disclosure relating to any other company mentioned herein.

No securities regulator or exchange has reviewed, approved, disapproved, or accepts responsibility for the content of this news release.

To view the source version of this press release, please visit https://www.newsfilecorp.com/release/103642

Document NEWFI00020211116ehbg004xu

Virtual Reality For Game Market Is Booming Worldwide | WorldViz, Magic Leap, Oculus VR, Google

854 words
5 November 2021
iCrowdNewswire
ICROWDN
English

Worldwide Virtual Reality For Game Market In-depth Research Report 2021, Forecast to 2026 is latest research study released by HTF MI evaluating the market, highlighting opportunities, risk side analysis, and leveraged with strategic and tactical decision-making support. The influencing Factors of growth and regulations with respect to the usage of the information, availability of highly reliable products in the market, and increase in operational efficiency of Worldwide Virtual Reality For Game Players.The study provides information on market trends and development, drivers, capacities, technologies, and on the changing dynamics of Worldwide Virtual Reality For Game Market . As per study key and emerging players of this market are Oculus VR, Google, HTC Vive, Unity, Microsoft, Samsung, Magic Leap, WorldViz, Snap Inc., Wevr, Firsthand Technology, NextVR, Nvidia, Prenav, Osterhout Design Group & Marxent Labs.

Click To get SAMPLE PDF of Worldwide Virtual Reality For Game Market (Including Full TOC, Table & Figures)

Worldwide Virtual Reality For Game Market and Competitive Analysis

Know your current market situation! Not just new products but existing products given the ever-changing market dynamics. The study allows market professional to stay tune with latest trends and segment performance where they can see rapid market share drop. Identify who you really compete with in the marketplace, with Market Share Analysis correlate your market position, % market Share and Segmented Revenue.

Some Players from complete research coverage: Oculus VR, Google, HTC Vive, Unity, Microsoft, Samsung, Magic Leap, WorldViz, Snap Inc., Wevr, Firsthand Technology, NextVR, Nvidia, Prenav, Osterhout Design Group & Marxent Labs

Additionally, Section on Historical Worldwide Virtual Reality For Game Market Scenario, Market Entropy to Race Aggressiveness and Patent Analysis* is covered along with Competitors SWOT, Product Specifications and Peer Comparison including variables such as Gross Margin, Total Revenue, Segment Revenue, Employee Size, Net Profit, Total Assets etc.

Segmentation and Targeting

Essential demographic, geographic, psycho-graphic and behavioral information about businesses segments in the Worldwide Virtual Reality For Game market is targeted to aid in determining the features company should encompass in order to fit into the businesses requirements.

Worldwide Virtual Reality For Game Product Types In-Depth: , Virtual Reality For Game markets by type, Augmented Reality & Mixed Reality

Worldwide Virtual Reality For Game Major Applications/End users: Household Application & Commercial Application

Worldwide Virtual Reality For Game Major Geographical First Level Segmentation: In North America, In Latin America, Europe, The Asia-pacific, Middle East and Africa (MEA), What are the main countries covered?, The United States, Canada, Germany, France, UK, Italy, Russia, China, Japan, Korea, Southeast Asia, India, Australia, Brazil, Mexico, Argentina, Chile, Colombia, Egypt, Saudi Arabia, United Arab Emirates, Nigeria & South Africa***

*** For global report, countries by region that are available in the study

North America (United States, Canada & Mexico)

Asia-Pacific (Japan, China, India, Australia, New Zealand, South Korea, Taiwan, Singapore, Thailand, Indonesia & Philippines etc)

Europe (Germany, UK, France, Spain, Italy, Netherlands, Belgium, Austria, Poland, Switzerland, Bulgaria and Rest of Europe etc)

Central & South America (Brazil, Argentina, Colombia & Chile etc)

Middle East & Africa (United Arab Emirates, Saudi Arabia, Nigeria, South Africa etc)

Buy Full Copy Worldwide Virtual Reality For Game Report at Revised Offering @ https://www.htfmarketreport.com/buy-now?format=1&report=3487624

Worldwide Virtual Reality For Game Product/Service Development

Knowing why product/services fits need of clients and what modification would make the product more attractive. Approaches such as focus group utilizing User Testing and Experience Research. Consumer side analysis always helps to correlate demand preferences with innovation.

Worldwide Virtual Reality For Game Product Types In-Depth: , Virtual Reality For Game markets by type, Augmented Reality & Mixed Reality**

** Segments by Type can further be broken down based on Feasibility

Enquire for customization in Report @ https://www.htfmarketreport.com/enquiry-before-buy/3487624-worldwide-virtual-reality-for-game-market

Marketing Communication and Sales Channel

Understanding “marketing effectiveness” on a continual basis help determine the potential of advertising and marketing communications and allow to use best practices to utilize untapped audience. In order to make marketers make effective strategies and identify why target market is not giving attention we ensure Study is Segmented with appropriate marketing & sales channels to identify potential market size by value & Volume* (if Applicable).

Extracts from TOC

1 Study Coverage

Industry Definition

…..

2. Executive Summary

Worldwide Virtual Reality For Game Market Size (2014-2025) by Revenue, Production*, Growth rate

3. Market Size by Manufacturers [% Market Share, Rank Change etc]

4. Worldwide Virtual Reality For Game Production, Consumption by Regions (2014-2025)

5. Market Size by Type

Worldwide Virtual Reality For Game Revenue by Type

Worldwide Virtual Reality For Game Volume by Type

Worldwide Virtual Reality For Game Price by Type

6. Market Size by Application (2014-2025)

Worldwide Virtual Reality For Game Breakdown Data by Revenue, Volume

7. Manufacturers Profiles

8. Value Chain and Sales Channels Analysis

Browse for Full Report at @: https://www.htfmarketreport.com/reports/3487624-worldwide-virtual-reality-for-game-market

Thanks for reading this article, you can also purchase individual chapter/section or regional report version such as North America, Europe or South Asia, South America, Eastern Europe or Africa.

Document ICROWDN020211105ehb50005o

CE Noticias Financieras English
Google Stadia: what you need to enjoy the gaming platform on your TV or mobile phone

255 words
4 November 2021
CE NoticiasFinancieras
NFINCE
English

Google Stadia is a video game platform created by Google with a large number of titles that can be enjoyed from the comfort of your living room, bedroom or any room where you have internet and a TV with a network connection.

While Netflix is making its way to the Latin American market with its video game platform called Netflix Games, Google Stadia can extend its market to countries like Mexico, Colombia, Peru, Argentina, Chile, Ecuador, Bolivia, Venezuela, among others, in a few more months.

That's why if you want to be part of Google Stadia and have fun playing, you should know that the monthly subscription price is $9.99, very similar to any other streaming app like HBO, Star, Netflix, Disney Plus, etc.

Requirements to play on Google Stadia

On TV:

A TV that supports HDR and 4K graphics.A Google Chromecast Ultra, Chromecast with Google TV, or a compatible Android TV device.Plus a Stadia controller for character control.On mobile:

Have a mobile device running Android 6.0 or later.For iPhones, iOS 11.0 or later is required.A stable internet connection (recommended speed of at least 10 Mbps).A Stadia controller as an option.On the computer:

Google Chrome fully updated.Windows 10 or higher that supports 4K or HDR graphics.A stable internet connection (recommended speed of at least 10 Mbps).A Stadia controller, mouse and keyboard.

Document NFINCE0020211104ehb4009fa

Virtual Reality (Vr) In Gaming and AR in Gaming Market is Going to Boom with AMD, Google, Microsoft Corp., Apple

1,409 words
3 November 2021
iCrowdNewswire
ICROWDN
English

Global Virtual Reality (Vr) In Gaming and AR in Gaming Market Research Report with Opportunities and Strategies to Boost Growth- COVID-19 Impact and Recovery , Covid 19 Outbreak Impact research report added by Report Ocean, is an in-depth analysis of market characteristics, size and growth, segmentation, regional and country breakdowns, competitive landscape, market shares, trends and strategies for this market. It traces the market's historic and forecast market growth by geography. It places the market within the context of the wider Virtual Reality (Vr) In Gaming and AR in Gaming market, and compares it with other markets., market definition, regional market opportunity, sales and revenue by region, manufacturing cost analysis, Industrial Chain, market effect factors analysis, Virtual Reality (Vr) In Gaming and AR in Gaming market size forecast, market data & Graphs and Statistics, Tables, Bar &Pie Charts, and many more for business intelligence.

Get complete Report (Including Full TOC, 100+ Tables & Figures, and Chart). – In-depth Analysis Pre & Post COVID-19 Market Outbreak Impact Analysis & Situation by Region

Download Free Sample Copy of 'Virtual Reality (Vr) In Gaming and AR in Gaming market' Report @

https://reportocean.com/industry-verticals/sample-request?report_id=mai228308

Key Segments Studied in the Global Virtual Reality (Vr) In Gaming and AR in Gaming Market

Based on the Virtual Reality (Vr) In Gaming and AR in Gaming market development status, competitive landscape and development model in different regions of the world, this report is dedicated to providing niche markets, potential risks and comprehensive competitive strategy analysis in different fields. From the competitive advantages of different types of products and services, the development opportunities and consumption characteristics and structure analysis of the downstream application fields are all analyzed in detail. To Boost Growth during the epidemic era, this report analyzes in detail for the potential risks and opportunities which can be focused on.

Key players in the global Virtual Reality (Vr) In Gaming and AR in Gaming market covered in Chapter 5:

AMD Google Microsoft Corp. Apple GoPro Facebook Qualcomm Largan Precision Samsung Zeiss International Nvidia Fove Razor HTC Sony Corp., Nintendo Co. Ltd.

In Chapter 6, on the basis of types, the Virtual Reality (Vr) In Gaming and AR in Gaming market from 2015 to 2025 is primarily split into:

Virtual Reality (Vr) In Gaming AR in Gaming

In Chapter 7, on the basis of applications, the Virtual Reality (Vr) In Gaming and AR in Gaming market from 2015 to 2025 covers:

Gaming Console Desktop Smartphone

Our market research provides vital intelligence on market size, business trends, industry structure, market share, and market forecasts that are essential to developing business plans and strategy.

A combination of factors, including COVID-19 containment situation, end-use market recovery & Recovery Timeline of 2020/ 2021

covid-19 scenario

Market Behavior/ Level of Risk and Opportunity

End Industry Behavior/ Opportunity Assessment

Expected Industry Recovery Timeline

Business Impact Horizon

Opening of Economy by Q3 2020

xx

xx

xx

xx

Recovery – Opening of Economy extended till Q4 2020 / Q1 2021

xx

xx

xx

xx

Under COVID-19 Outbreak Impact Analysis:

We analyzed industry trends in the context of COVID-19. We analyzed the impact of COVID-19 on the product industry chain based on the upstream and downstream markets. We analyze the impact of COVID-19 on various regions and major countries.

The impact of COVID-19 on the future development of the industry is pointed out.

Study Explore :

Market Behavior/ Level of Risk and Opportunity End Industry Behavior/ Opportunity Assessment Expected Industry Recovery Timeline

For more information or any query mail at sales@reportocean.com

Each study, more than 100+ pages, is packed with tables, charts and insightful narrative including coverage on:

Market size Product segments – size and forecasts Market segments – size and forecasts Market share of leading manufacturers Relevant industry trends Industry structure Company profiles of industry participants Market environment Trade flows

Geographical Breakdown: The regional and country breakdowns section gives an analysis of the market in each geography and the size of the market by geography and compares their historic and forecast growth. It covers the impact and recovery path of Covid 19 for all regions, key developed countries and major emerging markets.

Countries: Argentina, Australia, Austria, Belgium, Brazil, Canada, Chile, China, Colombia, Czech Republic, Denmark, Egypt, Finland, France, Germany, Hong Kong, India, Indonesia, Ireland, Israel, Italy, Japan, Malaysia, Mexico, Netherlands, New Zealand, Nigeria, Norway, Peru, Philippines, Poland, Portugal, Romania, Russia, Saudi Arabia, Singapore, South Africa, South Korea, Spain, Sweden, Switzerland, Thailand, Turkey, UAE, UK, USA, Venezuela, Vietnam

In-Depth Qualitative COVID 19 Outbreak Impact Analysis Include Identification And Investigation Of The Following Aspects: Market Structure, Growth Drivers, Restraints and Challenges, Emerging Product Trends & Market Opportunities, Porter’s Fiver Forces. The report also inspects the financial standing of the leading companies, which includes gross profit, revenue generation, sales volume, sales revenue, manufacturing cost, individual growth rate, and other financial ratios. The report basically gives information about the Market trends, growth factors, limitations, opportunities, challenges, future forecasts, and details about all the key market players.

(Check Our Exclusive Offer: 30% to 40% Discount)

https://reportocean.com/industry-verticals/sample-request?report_id=mai228308

Key questions answered: Study Explore COVID 19 Outbreak Impact Analysis

The study objectives of this report are:

To study and analyze the global market size (value & volume) by company, key regions/countries, products and application, history data, and forecast to 2025. To understand the structure of market by identifying its various subsegments. To share detailed information about the key factors influencing the growth of the market (growth potential, opportunities, drivers, industry-specific challenges and risks). Focuses on the key global manufacturers, to define, describe and analyze the sales volume, value, market share, market competition landscape, SWOT analysis and development plans in next few years. To analyze the growth trends, future prospects, and their contribution to the total market. To project the value and volume of submarkets, with respect to key regions (along with their respective key countries). To analyze competitive developments such as expansions, agreements, new product launches, and acquisitions in the market. To strategically profile the key players and comprehensively analyze their growth strategies.

The Study Explore COVID 19 Outbreak Impact Analysis

What should be entry strategies, countermeasures to economic impact, and marketing channels? What are market dynamics? What are challenges and opportunities? What is economic impact on market? What is current market status? What's market competition in this industry, both company, and country wise? What's market analysis by taking applications and types in consideration?

Inquire more and share questions if any before the purchase on this report at

https://reportocean.com/industry-verticals/sample-request?report_id=mai228308

Key Points Covered in Virtual Reality (Vr) In Gaming and AR in Gaming Market Report:

Global Virtual Reality (Vr) In Gaming and AR in Gaming Market Research Report

Section 1: Global Virtual Reality (Vr) In Gaming and AR in Gaming Industry Overview

Section 2: Global Economic Impact on Virtual Reality (Vr) In Gaming and AR in Gaming Industry

Section 3: Global Market Competition by Industry Producers

Section 4: Global Productions, Revenue (Value), according to Regions

Section 5: Global Supplies (Production), Consumption, Export, Import, geographically

Section 6: Global Productions, Revenue (Value), Price Trend, Product Type

Section 7: Global Market Analysis, on the basis of Application

Section 8: Virtual Reality (Vr) In Gaming and AR in Gaming Market Pricing Analysis

Section 9: Market Chain, Sourcing Strategy, and Downstream Buyers

Section 10: Strategies and key policies by Distributors/Suppliers/Traders

Section 11: Key Marketing Strategy Analysis, by Market Vendors

Section 12: Market Effect Factors Analysis

Section 13: Global Virtual Reality (Vr) In Gaming and AR in Gaming Market Forecast

……..and view more in complete table of Contents

Browse Premium Research Report with Tables and Figures at @
https://reportocean.com/industry-verticals/sample-request?report_id=mai228308

Thanks for reading this article; you can also get individual chapter wise section or region wise report version like North America, Europe or Asia.

About Report Ocean:

We are the best market research reports provider in the industry. Report Ocean believe in providing the quality reports to clients to meet the top line and bottom line goals which will boost your market share in today's competitive environment. Report Ocean is "one-stop solution" for individuals, organizations, and industries that are looking for innovative market research reports.

Document ICROWDN020211103ehb30015v

'Omnichannel' Shopping 'in Full Force': Google CBO

182 words
28 October 2021
Warren's Consumer Electronics Daily
CEDW
Volume 21; Issue 209
English

The volume of "returning visitors to online stores" was up fourfold in first-half 2021 from a year earlier, indicating the "explosive growth in digital" during the COVID-19 pandemic, said Google Chief Business Officer Philipp Schindler on a Q3 call Tuesday. "As the world begins to reopen, shoppers are returning to stores." Brick-and-mortar isn't dead, but "omnichannel is in full force," he said. Google searches for "open now near me" are four times higher globally than last year, he said. "Strong growth in local shopping queries means people are researching their visits to stores more often before they go." Google monitors shopping activity globally "as vaccination rates climb and local regulations ease," said Schindler. "The consumer shift to digital is real and will continue even as we start seeing people return to stores." Consumer shopping habits have "have ebbed and flowed over the last 20 months, but the underlying takeaway is that people want more choice," he said.

"They want more information, more flexibility, and we don't see this reversing."

Document CEDW000020211102ehas00008

Gaming Market Becoming 'Red Hot', Explore Giants Move Apple, Tencent, Google, Ubisoft, Nexon, ChangYou

902 words
20 October 2021
iCrowdNewswire
ICROWDN
English

The " Gaming – Market Development Scenario " Study has been added to HTF MI database. The study covers in-depth overview, description about the Product, Industry Scope and elaborates market outlook and growth status to 2027. At present, the market is developing its presence following current economic slowdown and its Impact. Some of the key players considered in the study are Activision Blizzard, Electronic Arts, Microsoft, NetEase, Nintendo, Sony, Tencent, ChangYou, DeNA, GungHo, Apple, Google, Nexon, Sega, Warner Bros, Namco Bandai, Ubisoft, Square Enix, Take-Two Interactive & King Digital Entertainment. The market size is broken down by relevant regions/countries, segments and application that may see potential uptrend or downtrend.

Get Inside Scoop of the report, request for sample @:
https://www.htfmarketreport.com/sample-report/2111695-2013-2028-report-on-global-gaming-market

"Keep yourself up-to-date with latest market trends and changing dynamics due to Economic Slowdown globally. Maintain a competitive edge by sizing up with available business opportunity in Global Gaming Market various segments and emerging territory."

Market Overview of Global Gaming:

The Study covers exploration of all necessary data related to the Global Gaming market. All phase of the market is analyzed thoroughly in the Study to provide a review of the current market working. The estimates of the revenue generated of the market includes opportunity analysis using various analytical tools and past data. To better analyze the reasoning behind growth estimates detailed profile of Top and emerging player of the industry along with their plans, product specification and development activity.

With qualitative and quantitative analysis, we help you with detailed and comprehensive study on the market. We have also focused on SWOT, PESTLE, and Porter's Five Forces analyses of the

Global Gaming market.

Buy Single User License of 2013-2028 Report on Global Gaming Market by Player, Region, Type, Application and Sales Channel @ https://www.htfmarketreport.com/buy-now?format=1&report=2111695

Scope of the Report

On the Basis of Product Type of Global Gaming Market: , Mobile Gaming, Console Gaming & PC Gaming

The Study Explores the Key Applications/End-Users of Global Gaming Market: Amateur & Professional

On The basis of region, the Gaming is segmented into countries, with production, consumption, revenue (million USD), and market share and growth rate in these regions, from 2014 to 2025 (forecast), see highlights below

• North America (USA & Canada) {Market Revenue (USD Billion), Growth Analysis (%) and Opportunity Analysis}

• South Central & Latin America (Brazil, Argentina, Mexico & Rest of Latin America) {Market Revenue (USD Billion), Growth Share (%) and Opportunity Analysis}

• Europe (The United Kingdom., Germany, France, Italy, Spain, Poland, Sweden, Denmark & Rest of Europe) {Market Revenue (USD Billion), Growth Share (%) and Opportunity Analysis}

• Asia-Pacific (China, India, Japan, ASEAN Countries, South Korea, Australia, New Zealand, Rest of Asia) {Market Revenue (USD Billion), Growth Share (%) and Opportunity Analysis}

• Middle East & Africa (GCC, South Africa, Kenya, North Africa, RoMEA) {Market Revenue (USD Billion), Growth Share (%) and Opportunity Analysis}

• Rest of World

Know more about of Global Gaming market report , review synopsis and complete toc @:
https://www.htfmarketreport.com/reports/2111695-2013-2028-report-on-global-gaming-market

Global Gaming Competitive Analysis:

The key players are aiming innovation to increase efficiency and product life. The long-term growth opportunities available in the sector is captured by ensuring constant process improvements and economic flexibility to spend in the optimal schemes. Company profile section of players such as Activision Blizzard, Electronic Arts, Microsoft, NetEase, Nintendo, Sony, Tencent, ChangYou, DeNA, GungHo, Apple, Google, Nexon, Sega, Warner Bros, Namco Bandai, Ubisoft, Square Enix, Take-Two Interactive & King Digital Entertainment includes its basic information like company legal name, website, headquarters, subsidiaries, its market position, history and 5 closest competitors by Market capitalization / revenue along with contact information.

There are 15 Chapters to display the Gaming market

Chapter 1, to describe Market Definition and Segment by Type, End-Use & Major Regions Market Size;

Chapter 2, to analyze the Manufacturing Cost Structure, Raw Material and Suppliers, Manufacturing Process, Industry Chain Structure;

Chapter 3, to display the Technical Data and Manufacturing Plants Analysis of , Capacity and Commercial Production Date, Manufacturing Plants Distribution, R&D Status and Technology Source, Raw Materials Sources Analysis;

Chapter 4, to show the Overall Market Analysis, Capacity Analysis (Company Segment), Sales Analysis (Company Segment), Sales Price Analysis (Company Segment);

Chapter 5 and 6, to show the Regional Market Analysis that includes United States, Europe, China, Japan, Southeast Asia, India & Central & South America, Gaming Segment Market Analysis (by Type);

Chapter 7 and 8, to analyze the Gaming Segment Market Analysis (by Application) Major Manufacturers Analysis of Gaming;

Chapter 9, Global Production & Consumption Market by Type [, Mobile Gaming, Console Gaming & PC Gaming] and End-Use[Amateur & Professional];

Chapter 10, Production Volume*, Price, Gross Margin, and Revenue ($) of Gaming by Regions (2020-2027). [* if applicable]

Chapter 11, Regional Marketing Type Analysis, International Trade Type Analysis, Supply Chain Analysis;

Chapter 12, to analyze the Consumers Analysis of Gaming.;

Chapter 13,14, to describe Gaming sales channel, distributors, traders, dealers, Research Findings and Conclusion, appendix and data source.

Enquire for customization in Report @
https://www.htfmarketreport.com/enquiry-before-buy/2111695-2013-2028-report-on-global-gaming-market

Thanks for reading this article; you can also get individual chapter wise section or region wise report version like North America, Oceania, LATAM, South America, NORDIC, West Europe, Europe or Southeast Asia.

Document ICROWDN020211020ehak001bd

Is this virtual reality programme the new Google Earth for the universe?

780 words
19 October 2021
Euronews
EURONEN
English

Click to view image

Is this the most detailed 3D map of the universe?

(Laurent Gillieron/Keystone via AP)Picture this: you're floating in space and looking at the Earth. On your right, you can see the International Space Station - currently home to French astronaut Thomas Pesquet and his colleagues - in orbit.

On your left, the moon and the vast immensity of the universe extends into the distance.

No, it's not a dream. This is the beginning of a journey into outer space, thanks to a programme developed by researchers at one of Switzerland's top universities: the VIRUP software.

How to visualise the universe at different scales?

The Virtual Reality Universe Project (VIRUP) is open-source beta software that allows for virtual visits through the cosmos.

It's the result of several types of research, conducted by software engineers, astrophysicists and experimental museology experts at the École Polytechnique Fédérale de Lausanne (EPFL), in Switzerland.

They have pulled together what they call the largest data set of the universe to create three-dimensional, panoramic visualisations of space.

In short, their 3D model is a sort of Google Earth but for the universe.

"So what we see here is a representation of the universe that has been obtained thanks to gigantic numerical consignation," astrophysicist Yves Revaz explained.

"In fact, thanks to computers, we are able to reproduce the evolution over a long period of time of a portion of the universe that lets us understand how the matter is distributed all around the universe".

The virtual map can be viewed through individual VR gear, immersion systems like panoramic cinemas with 3D glasses, dome screens, or just on a PC for two-dimensional viewing.

The images produced by the algorithms can appear as close as 1 m, or almost infinitely far away.

The multi-sensorial experiment project has two stated goals: to be able to visualise the universe at different scales and to draw in a broad array of visitors, from scientists to amateurs.

Shine bright like tens of terabytes of data

Astronomers and astrophysicists have been collecting data on billions of celestial objects for decades with telescopes on Earth and in space.

In order to get visual representations of tens of terabytes of data sets, Revaz and software engineer Florian Cabot rendered the data at 90 frames per second, like a movie.

"Visualisation of astrophysical data is much more accessible than showing graphs and figures, it helps to develop an intuition of complex phenomena," Revaz said.

"VIRUP is precisely a way of making all of our astrophysical data accessible to everyone, and this will become even more important as we build bigger telescopes like the Square Kilometer Array that will generate tremendous amounts of data".

The project can visualise data from eight databases bundled together, among which is the Sloan Digital Sky survey, which consists of over 50 million galaxies and 300 million objects in general.

It also based its research on data from the Open Exoplanet Catalog, which aggregates various sources of exoplanet data.

The biggest challenge VIRUP has to overcome is linked to its storage capacity: still a work in progress for now, the beta version can't be run on a Mac — and it needs a lot of internal storage to work on a PC.

A tool for other industries?

According to Jean-Paul Kneib, director of the Laboratory of Astrophysics of EPFL, this educational visualisation model could be applied to other industries.

"If we want to look inside our brain, if we want to go and look at what is happening in the Tokamaks for fusion. We have developed a 3D visualisation tool that can really be beneficial to many scientific fields,"said Kneib.

Even though VR games and universe representations already exist, the EPFL team says VIRUP goes much further and wider since it brings together these vast data sets containing hundreds of millions of space objects in a “one-stop-shop solution”.

“In fact, we actually started this project because I was working on a three-dimensional mapping project of the universe and was always a little frustrated with the 2D visualisation on my screen, which wasn't very meaningful, “ Kneib told AFP.

“And the idea is to say no, it's not just 2D, we'll make a map in 3D - let's see it in 3D, we're not going to simplify complex things. It's true that by showing the universe in 3D, by showing these filaments, by showing these clusters of galaxies which are large concentrations of matter, you really realise what the universe is,” he added.

Document EURONEN020211019ehaj00030

New AppFollow Research Shows that Gaming Accounts for Majority of Consumer Spend across Google Play and App Store

901 words
19 October 2021
18:30
Business Wire
BWR
English

The research titled Reputation Management for Mobile Apps | Rating & Reviews in 2021, shows that in terms of review engagement, App Store sees double the response rate over Google Play

HELSINKI--(BUSINESS WIRE)--October 19, 2021--

AppFollow, the leading app review insights and management platform, released findings from a new research report indicating games accounted for the majority of consumer spend across both stores -- at 80% on Google Play and 65% on iOS. Reputation Management for Mobile Apps | Rating & Reviews in 2021 examines the rise in demand for stellar customer experiences across all applications, including new features that accurately meet their needs.

As the app ecosystem continues to grow at an unprecedented rate and more services begin to migrate to the digital world, it's more important than ever for companies to manage average app rating and user reviews to maintain a clean and positive reputation to stand out against competitors while ensuring brand loyalty and customer retention. However, most teams are rarely communicating with users who leave reviews on the stores--on average, only 10% of reviews on the Play Store and 22% of those on the App store receive a response (falling flat compared to industry standards, gaming apps receive an average response rate of 8%). Not only are these brands not responding to reviews, they aren't keeping track of customer sentiment or feature requests from real users. As a result, users may not feel heard nor invested in the app, resulting in churn.

"2020, and 2021 so far, have been defining years for many apps and categories in the app stores," said Anatoly Sharifulin, Founder and CEO of AppFollow. "Now more than ever, consumers are looking to friends and families for recommendations on what brands and services to use. With this comes the increased importance of reviews, and the future of apps is limitless if brands can understand the needs and wants of consumers."

In addition to the gaming industry, finance is an extremely competitive category, with the explosive popularity of amateur trading, the rise of neobanks, the migration of traditional banking into digital services, and pension & fund management becoming digital-friendly. AppFollow's data shows that finance has the largest number of apps (38) in the top 50 category out of any other category on the Google Play Store. Financial apps also have higher response rates (25%) on average when compared to other categories, and are very quick to respond to reviews, taking only 0.8 days.

The following key points highlight additional stats:

-- Even in the age of e-commerce, Shopping apps show lowest response rate recorded at 4% and take an average of 6.8 days to respond

-- Auto & Vehicles is the worst rated category on average for the Google Play Store, while Entertainment is the worst rated category on average on the App Store

-- 77% of people read at least one review before downloading an app, with 100% of users browsing on the stores that discover an app will see the average rating

"With 39.9% of people uninstalling apps due to lack of use, it's no surprise that if customers aren't feeling heard or seen, they will lose their connection to the brand and, therefore, uninstall the app," said Sharifulin.

On a mission to help businesses build better products, AppFollow was founded by a group of mobile product experts aimed at resolving the daily challenges faced by digital product teams. Unlocking qualitative details about quantitative data, AppFollow links back to essential business metrics through analysis of launches, reviews, reply rates and more.

Methodology: AppFollow collected data from 11,000 unique apps from Google Play and 6,500 apps from App Store. The analysis is made up of 14 million unique reviews from Google Play and 2.4 million reviews from App Store; 4 billion ratings from Google Play and 1 billion ratings from App Store. This report contains average rating, number of reviews/replies, reply rate, and average response time benchmarks, not reply effect, impact on retention or new installs. Data was collected as of June 2021, with the research based on Top Chart Free Apps in the USA.

About AppFollow

App review insights platform AppFollow empowers mobile professionals worldwide to derive business insights from user feedback throughout the app lifecycle. By understanding what users are saying and how apps are performing compared to competitors - all from within AppFollow's singular platform - mobile product teams can respond to feedback in a timely manner, build products users love, and optimize their performance in the app stores. Companies like Audiomack, a rapidly growing social music platform, saw a 501% ROI in its first quarter using AppFollow. By working from a single platform, and integrating with key business systems, Miro is building stronger relationships with customers while Kakao games saw an increase in average rating following adoption of AppFollow.

Although headquartered in Helsinki, Finland, AppFollow is a remote business with employees in more than 14 countries including the UK and USA. To learn more about how AppFollow is helping companies like Miro, Disney+, McDonalds, and Jamcity unlock business insights from user feedback, visit appfollow.io/.

View source version on businesswire.com: https://www.businesswire.com/news/home/20211019005204/en/

CONTACT: Talia Firenze
SourceCode Communications

appfollow@sourcecodecomms.com

SOURCE: AppFollow

(END)

Document BWR0000020211019ehaj000al

E-Learning Virtual Reality Market May Set New Growth Story | Immersive Vr Education, Oculus, Google, Curiscope

670 words
16 October 2021
iCrowdNewswire
ICROWDN
English

The global E-Learning Virtual Reality is witnessing high demand from the forecasted period due to COVID 19 Pandemic. There are examples in each of these areas that are both timely in the current reality of COVID-19 and which can be built upon once cultural institutions, schools, and workplaces reopen their doors. With the advent of digitalization, classrooms are also taking a virtual form. Virtual classrooms are becoming a reality in the era of e-learning. Nevertheless, ever-rising technological advancements are expected to provide grand growth to the global e-learning virtual reality market in the future.

Some of the key players profiled in the study are:

Immersive Vr Education (Ireland),Oculus Vr (United States),Google Inc. (United States),Zspace, Inc. (United States),Curiscope (United Kingdom),Nearpod (United States),Eon Reality Inc (United States),Schell Games (United States),Gamar (United States),Thing link (Finland)

Get Free Exclusive PDF Sample Copy of This Research @
https://www.advancemarketanalytics.com/sample-report/104712-global-e-learning-virtual-reality-market

Advance Market Analytics published a new research publication on “Global E-Learning Virtual Reality Market Insights, to 2026” with 232 pages and enriched with self-explained Tables and charts in presentable format. In the Study you will find new evolving Trends, Drivers, Restraints, Opportunities generated by targeting market associated stakeholders. The growth of the E-Learning Virtual Reality market was mainly driven by the increasing R&D spending across the world.

The titled segments and sub-section of the market are illuminated below:

by Type (Devices (Computers, Mobiles, Consoles, Others), Software (Sdk Kits, Cloud-Based Solutions), Services (Virtual Reality Training, Tailor Mode E-Learning, Games For E-Learning, Mobile Learning, Public Speaking Vr Simulation, E-Learning Tools)), Application (Academic, Corporate Training), Technology (Head Mount, Gesture Control, Projectors)

Market Trend:

Increasing Online learning due to COVID-19 Pandemic The Rising Adoption from Corporate for Training of Employees

Market Drivers:

Increasing digitalization and demand for augmented and virtual reality The increasing demand for distance education and collaborations of education providers with hardware and software companies are paving the way for substantial growth

Market Opportunities:

The Growing adoption from developing countries Increasing Inclination towards Smart Devices

Region Included are: North America, Europe, Asia Pacific, Oceania, South America, Middle East & Africa

Country Level Break-Up: United States, Canada, Mexico, Brazil, Argentina, Colombia, Chile, South Africa, Nigeria, Tunisia, Morocco, Germany, United Kingdom (UK), the Netherlands, Spain, Italy, Belgium, Austria, Turkey, Russia, France, Poland, Israel, United Arab Emirates, Qatar, Saudi Arabia, China, Japan, Taiwan, South Korea, Singapore, India, Australia and New Zealand etc.

Have Any Questions Regarding Global E-Learning Virtual Reality Market Report, Ask Our Experts@
https://www.advancemarketanalytics.com/enquiry-before-buy/104712-global-e-learning-virtual-reality-market

Strategic Points Covered in Table of Content of Global E-Learning Virtual Reality Market:

Chapter 1: Introduction, market driving force product Objective of Study and Research Scope the E-Learning Virtual Reality market

Chapter 2: Exclusive Summary – the basic information of the E-Learning Virtual Reality Market.

Chapter 3: Displaying the Market Dynamics- Drivers, Trends and Challenges & Opportunities of the E-Learning Virtual Reality

Chapter 4: Presenting the E-Learning Virtual Reality Market Factor Analysis, Porters Five Forces, Supply/Value Chain, PESTEL analysis, Market Entropy, Patent/Trademark Analysis.

Chapter 5: Displaying the by Type, End User and Region/Country 2015-2020

Chapter 6: Evaluating the leading manufacturers of the E-Learning Virtual Reality market which consists of its Competitive Landscape, Peer Group Analysis, BCG Matrix & Company Profile

Chapter 7: To evaluate the market by segments, by countries and by Manufacturers/Company with revenue share and sales by key countries in these various regions (2021-2026)

Chapter 8 & 9: Displaying the Appendix, Methodology and Data Source

finally, E-Learning Virtual Reality Market is a valuable source of guidance for individuals and companies.

Read Detailed Index of full Research Study at @
https://www.advancemarketanalytics.com/buy-now?format=1&report=104712

Document ICROWDN020211016ehag00001

THE ECONOMIC TIMES

Tech and Gadgets

Tech packed! Realme launches 4K Smart TV Google Stick, Buds Air 2, Brick Bluetooth Speaker & gaming accessories. Check out prices, specs here

700 words
14 October 2021
The Economic Times
ECTIM
English

The tech brand Realme on Wednesday unveiled new products including 4K Smart TV Google Stick, Brick Bluetooth Speaker and gaming accessories. The tech company aims to enhance the TV viewing and gaming experience of the audiences and gamers by their new products. Smart 4K Google TV Stick is Realme's first TV stick to be launched in India which brings the new Google TV Platform, 4Kp60 AV1 encoding, HDR10+ encoding. The Realme Smart 4K Google TV Stick comes with built-in entertainment platforms such as Netflix, Amazon Prime Video, Disney+Hotstar, YouTube Music, Voot, MX Player and more to provide users with a full range of cinematic experience. The TV stick also has a built-in intelligent Google Assistant. It also features a powerful processor with quad-core ARM cortex A-35, 2GB RAM and 8GB ROM to provide a smooth display and operation.

Its 4Kp60 and HDR10+ encoding enables a high picture quality that supports up to 4K output and its HDMI 2.1 port, 5GHz WiFi and Bluetooth 5.0 provide advanced multiple connectivity so that users can have an excellent viewing experience. The built-in Chromecast makes it easy for the user to cast the content from their smartphones to the TV screen. The Smart 4K Google TV Stick is priced at Rs 3,999 and during Realme festival days it will be available at Rs 2,999. The product will go on sale from October 17 and will be available on realme.com, Flipkart & other channels. Brick Bluetooth Speaker The Realme Brick Bluetooth Speaker comes with the 20W dynamic bass boost drivers to make the sound loud and impactful. The two dedicated bass radiators provide extra resonance and smooth bass effect. It comes packed with a 5200mAh battery which means the speaker can last up to 14 hours. It comes with type-C port for hassle-free music listening. Users will also be able to pair two realme Brick Bluetooth speakers to enjoy 360°stereo sound and experience a cinematic sound effect. It is also IPX5 water-resistant and comes with Bluetooth 5.0 for smooth streaming. The Realme Brick Bluetooth Speaker is available at Rs 2,999. The customer can also get it for Rs 2,499 during the Realme festive days. The product will be available in the market from October 18. Realme Buds Air 2 The tech brand on Wednesday also launched the Realme Buds Air 2 which offers Active Noise Cancellation of up to 25dB, reducing background noise during a call. It comes with the R2 Processor, a new generation of intelligent noise reduction chip with great computational performance, better energy economy and more robust connection. It also supports Bluetooth 5.2. A 10mm Diamond-class Hi-Fi Driver. The Buds Air 2 is priced at Rs 3,299 but will be available for Rs 2,599 during Realme festive days. It will go on sale on October 18. Gaming accessories from RealmeRealme also launched some interesting accessories to make the gaming experience smoother and hassle free for users. Cooling Back Clip Neo: It's a built-in semiconductor cooling fins and multiple radiators, which cover a large portion of the heating part of the mobile phone. It's priced at Rs 999. Type-C SuperDart Game Cable: It features a 7.6mm ultra-narrow elbow design, which is sleek and compact, and specially designed for gamers enabling them to play freely while charging. It supports 65W SuperDart charge, has multi charging system compatibility, premium metal connector and overheat and over-charge protection. It is priced at INR 599. Mobile Game Trigger: It comes with physical buttons for latency-free control enabling reactivity at the fingertips of the gamers. The buttons and the screen are combined into one, so there is no latency with physical button presses, and the gamer's input is recorded instantaneously. It it is priced at Rs 699 and will be up for sale on 18th October, 12:00 P.M. onwards on realme.com.

Document ECTIM00020211013ehae0004e

MINT, Technology
Realme launches Smart TV Google Stick, Bluetooth speaker, gaming accessories. Check price, other details

439 words
13 October 2021
Mint
HNMINT
English

New Delhi, Oct. 13 -- Realme conducted a new virtual launch event where it introduced a new premium mid-range GT smartphone as well as some new devices including a new 4K Smart TV Google Stick, a Bluetooth speaker and gaming accessories.

Also read: Realme GT Neo 2 5G launched in India at Rs.24,999. Check details

Realme 4K Smart TV Google Stick

Realme launched India's first Google Stick. The Realme 4K Smart TV Google Stick is based on the Android platform. The smart stick comes with built-in entertainment apps, multiple connections and is powered by Google TV. It supports 4K streaming at 60fps and HDR10+.

The Google streaming stick has been priced at Rs.3,999. However, the buyers can get the device at Rs.2,999 during the Realme Festive Days sale. Realme is yet to announce the first sale date of the device.

Realme Brick Bluetooth Speaker

The speaker comes with dynamic bass boost drivers, stereo pairing, equalizer presets, bass radiators. Realme claims the speaker gets the latest Bluetooth connectivity options.

The Realme Bluetooth speaker has been priced at Rs.2,999 but it can be purchased at Rs.2,499 during the Realme Festive Days sale. The first sale will happen on 18 October at 12 PM.

Realme Buds Air 2

The Buds Air 2 comes with Active Noise Cancellation (ANC). The company claims a 25 hr- playback time, 88ms Super Low Latency and 10mm Diamond-class Hi-Fi Driver.

The Buds Air 2 is priced at Rs.3,299 but buyers can get the TWS earbuds at Rs.2,599 during Realme Festive Days sale. The first sale will happen on 18 October at 12PM.

Smartphone Gaming Accessories

Realme has also launched a Cooling Back Clip Neo, a Type-C SuperDart Game Cable and Mobile Game Trigger.

The Realme Cooling Back Clip Neo will provide rapid cooling and it is priced at Rs.999.

The Realme Type-C SuperDart Game Cable is designed to provide easier access to gaming while charging. It is priced at Rs.599 and it will go on sale on October 18 at 12PM.

The Realme Mobile Game Trigger comes with physical buttons and gaming mouse tech to provide better gaming experience. The triggers are priced at Rs.699 and will go on first sale on 18 October at 12 PM.

Published by HT Digital Content Services with permission from MINT.

For any query with respect to this article or any other content requirement, please contact Editor at contentservices@htlive.com

Document HNMINT0020211013ehad002be

MINT, Technology
Realme to launch 4K smart TV Google Stick, smartphone gaming accessories on October 13. Details here

254 words
9 October 2021
Mint
HNMINT
English

New Delhi, Oct. 9 -- Realme will be conducting a launch event on October 13. The company will be launching the GT NEO 2 5G smartphone as well as some other gadgets. The company will be launching 4K Smart TV Google Stick, Realme Brick Bluetooth Speaker, Realme smartphone gaming accessories & Realme Buds Air 2. The launch event has been scheduled for 12:30 PM on 13 October.

Realme 4K Smart TV Google Stick

This will be the first Google Stick to be launched in India. The Realme 4K Smart TV Google Stick is based on the Android platform. The smart stick will come with built-in entertainment apps, multiple connections and will be powered by Google TV.

Realme Brick Bluetooth Speaker

The speaker will come with dynamic bass boost drivers, stereo pairing, equalizer presets, bass radiators. Realme claims the speaker will get the latest Bluetooth connectivity options.

Smartphone Gaming Accessories

Realme will be launching a Cooling Back Clip Neo, a Type-C SuperDart Game Cable and Mobile Game Trigger. Realme Cooling Back Clip Neo will provide rapid cooling. The Realme Type-C SuperDart Game Cable will be designed to provide easier access while charging. The mobile game trigger will provide more screen real-estate to the gamer.

Published by HT Digital Content Services with permission from MINT.

For any query with respect to this article or any other content requirement, please contact Editor at contentservices@htlive.com

Document HNMINT0020211009eha900016

Advanced Digital Gaming Market is Going to Boom | EA, Microsoft, Google

1,005 words
6 October 2021
iCrowdNewswire
ICROWDN
English

A Latest intelligence report published by AMA Research with title “Advanced Digital Gaming Market Outlook to 2026. A detailed study accumulated to offer Latest insights about acute features of the Global Advanced Digital Gaming Market. This report provides a detailed overview of key factors in the Advanced Digital Gaming Market and factors such as driver, restraint, past and current trends, regulatory scenarios and technology development. A thorough analysis of these factors including economic slowdown, local & global reforms and COVID-19 Impact has been conducted to determine future growth prospects in the global market.

Major Players in This Report Include,

Tencent (China),EA (United States),Krafton (South Korea),Microsoft (United States),Google (United States),Rockstar Games (United States),Epic Games (United States),Activision Blizzard (United States),Big Fish Games (United States),Bungie (United States)

Free Sample Report + All Related Graphs & Charts @:

https://www.advancemarketanalytics.com/sample-report/38188-global-advanced-digital-gaming-market

Definition:

Any game played using an electronic device either online or stand-alone is called digital gaming. In advanced digital games, there are advanced graphics that try to look as close to reality as possible. The rise of the industry has been phenomenal due to increasing sales of the hardware which can take advantage of this gaming and can fully utilize the resources. Rising popularity among young users is also one of the things driving this industry. Apart from this, newer technologies like AR and VR are also contributing to the increasing demand for advanced digital gaming.

Market Trend:

Increasing Trend of Game Streaming of Advanced Digital Games

Market Drivers:

Increasing Demand of Advanced Digital Gaming for Entertainment

Rising Demand of Advanced Digital Gaming Among Teenagers

Challenges:

High Graphics Performance Is Required for Advanced Digital Gaming

Making Advanced Digital Gaming Is Very Complex and Can Take Years for Development

Opportunities:

Rapid Innovation in Processing Capabilities Will Increase the Demand of Advanced Digital Gaming

Rise Of Platforms Like Stadia, Xbox Live Will Increase the Demand of Advanced Digital Gaming

The Global Advanced Digital Gaming Market segments and Market Data Break Down are illuminated below:

by Type (Social Gamers, Serious Gamers, Core Gamers), Player (Single-Player, Multi-Player), Pricing Option (One-time payment, In-game purchases), Device (Smartphones, Personal Computers, Laptops, Consoles, Tablets, AR Sets, VR Sets, Others)

Enquire for customization in Report @:
https://www.advancemarketanalytics.com/enquiry-before-buy/38188-global-advanced-digital-gaming-market

Geographically, the detailed analysis of consumption, revenue, market share, and growth rate of the following regions:

The Middle East and Africa (South Africa, Saudi Arabia, UAE, Israel, Egypt, etc.) North America (United States, Mexico & Canada) South America (Brazil, Venezuela, Argentina, Ecuador, Peru, Colombia, etc.) Europe (Turkey, Spain, Turkey, Netherlands Denmark, Belgium, Switzerland, Germany, Russia UK, Italy, France, etc.) Asia-Pacific (Taiwan, Hong Kong, Singapore, Vietnam, China, Malaysia, Japan, Philippines, Korea, Thailand, India, Indonesia, and Australia).

Report Highlights:

Comprehensive overview of parent market & substitute market Changing market dynamics in the industry (COVID & Economic Impact Analysis) In-depth market segmentation (Trends, Growth with Historical & Forecast Analysis) Recent industry trends and development activity Competitive landscape (Heat Map Analysis for Emerging Players & Market Share Analysis for Major Players along with detailed Profiles)

Strategic Points Covered in Table of Content of Global Advanced Digital Gaming Market:

Chapter 1: Introduction, market driving force product Objective of Study and Research Scope the Advanced Digital Gaming market

Chapter 2: Exclusive Summary – the basic information of the Advanced Digital Gaming Market.

Chapter 3: Displaying the Market Dynamics- Drivers, Trends and Challenges of the Advanced Digital Gaming

Chapter 4: Presenting the Advanced Digital Gaming Market Factor Analysis Porters Five Forces, Supply/Value Chain, PESTEL analysis, Market Entropy, Patent/Trademark Analysis.

Chapter 5: Displaying market size by Type, End User and Region 2015-2020

Chapter 6: Evaluating the leading manufacturers of the Advanced Digital Gaming market which consists of its Competitive Landscape, Peer Group Analysis, BCG Matrix & Company Profile

Chapter 7: To evaluate the market by segments, by countries and by manufacturers with revenue share and sales by key countries (2021-2026).

Chapter 8 & 9: Displaying the Appendix, Methodology and Data Source

Finally, Advanced Digital Gaming Market is a valuable source of guidance for individuals and companies in decision framework.

Get More Information:

https://www.advancemarketanalytics.com/reports/38188-global-advanced-digital-gaming-market

Key questions answered

Who are the Leading key players and what are their Key Business plans in the Global Advanced Digital Gaming market? What are the key concerns of the five forces analysis of the Global Advanced Digital Gaming market? What are different prospects and threats faced by the dealers in the Global Advanced Digital Gaming market? What are the strengths and weaknesses of the key vendors?

Thanks for reading this article; you can also get individual chapter wise section or region wise report version like North America, Europe or Southeast Asia.

About Author:

Advance Market Analytics is Global leaders of Market Research Industry provides the quantified B2B research to Fortune 500 companies on high growth emerging opportunities which will impact more than 80% of worldwide companies' revenues.

Our Analyst is tracking high growth study with detailed statistical and in-depth analysis of market trends & dynamics that provide a complete overview of the industry. We follow an extensive research methodology coupled with critical insights related industry factors and market forces to generate the best value for our clients. We Provide reliable primary and secondary data sources, our analysts and consultants derive informative and usable data suited for our clients business needs. The research study enable clients to meet varied market objectives a from global footprint expansion to supply chain optimization and from competitor profiling to M&As.

Contact Us:

Craig Francis (PR & Marketing Manager)

AMA Research & Media LLP

Unit No. 429, Parsonage Road Edison, NJ

New Jersey USA – 08837

Phone: +1 (206) 317 1218

sales@advancemarketanalytics.com

Connect with us at

https://www.linkedin.com/company/advance-market-analytics

https://www.facebook.com/AMA-Research-Media-LLP-344722399585916

https://twitter.com/amareport

Document ICROWDN020211006eha60013a

Virtual Reality In Healthcare Market is Booming with Strong Growth Prospects | Leading Players: Google, Microsoft, oculus

1,082 words
5 October 2021
iCrowdNewswire
ICROWDN
English

Virtual Reality (VR) is the use of computer technology to create a simulated environment. Virtual reality (VR) is being used as a powerful diagnostic method to assist doctors and clinicians in making correct diagnoses. This is achieved in conjunction with other procedures, such as MRI/CT scans, which removes the need for any invasive techniques, allowing the patient to have a pain-free experience. Residents are being trained, surgeons are preparing upcoming operations, and patients are being educated using the virtual reality system. In the operating room, it also assists surgeons by directing them in three-dimensional space. Virtual reality in surgery has been around for a while and has gained a lot of traction in the medical field. Other applications include Physical Fitness and Therapy, Pain Management, dentistry etc.

The rise in incidences of neurological disorders, increased demand for advanced diagnostic tools, and increased understanding of the advantages of virtual reality technology are the major factors driving the global virtual reality in healthcare industry.

The latest study released on the Global Virtual Reality In Healthcare Market by AMA Research evaluates market size, trend, and forecast to 2026. The Virtual Reality In Healthcare market study covers significant research data and proofs to be a handy resource document for managers, analysts, industry experts and other key people to have ready-to-access and self-analyzed study to help understand market trends, growth drivers, opportunities and upcoming challenges and about the competitors.

Key Players in This Report Include:

XR Health (United States),Google (United States),Microsoft (United States),Firsthand Technology (United States),Augmedix(United States),oculus VR (United States),CAE Healthcare (United States),Philips Healthcare (Netherlands),GE Healthcare (United States),Medtronic, Inc. (United States)

Download Sample Report PDF (Including Full TOC, Table & Figures) @ https://www.advancemarketanalytics.com/sample-report/73582-global-virtual-reality-in-healthcare-market

Market Trends:

Increased Use of Virtual Reality in Medical Fitness Management

Market Drivers:

Rise in Incidences of Neurological Disorders Increasing Penetration of Connected Devices in the Healthcare Sector

Market Opportunities:

Rise in Use of VR in Dentistry and cancer Therapies

The Global Virtual Reality In Healthcare Market segments and Market Data Break Down are illuminated below:

by Type (VR Semiconductor Components, VR Devices, VR Sensors, Others), Application (Rehabilitation and therapy procedures, Surgery, Visualization, Education and training, Others), Technology (Head-Mounted, Gesture-Tracking, Projector & Display Walls), End-User (Hospitals, Clinics, and Surgical Centers, Research Organizations and Pharma Companies, Research and Diagnostics Laboratories, Others)

Global Virtual Reality In Healthcare market report highlights information regarding the current and future industry trends, growth patterns, as well as it offers business strategies to helps the stakeholders in making sound decisions that may help to ensure the profit trajectory over the forecast years.

Have a query? Market an enquiry before purchase @ https://www.advancemarketanalytics.com/enquiry-before-buy/73582-global-virtual-reality-in-healthcare-market

Geographically, the detailed analysis of consumption, revenue, market share, and growth rate of the following regions:

The Middle East and Africa (South Africa, Saudi Arabia, UAE, Israel, Egypt, etc.) North America (United States, Mexico & Canada) South America (Brazil, Venezuela, Argentina, Ecuador, Peru, Colombia, etc.) Europe (Turkey, Spain, Turkey, Netherlands Denmark, Belgium, Switzerland, Germany, Russia UK, Italy, France, etc.) Asia-Pacific (Taiwan, Hong Kong, Singapore, Vietnam, China, Malaysia, Japan, Philippines, Korea, Thailand, India, Indonesia, and Australia).

Objectives of the Report

-To carefully analyze and forecast the size of the Virtual Reality In Healthcare market by value and volume. -To estimate the market shares of major segments of the Virtual Reality In Healthcare -To showcase the development of the Virtual Reality In Healthcare market in different parts of the world. -To analyze and study micro-markets in terms of their contributions to the Virtual Reality In Healthcare market, their prospects, and individual growth trends. -To offer precise and useful details about factors affecting the growth of the Virtual Reality In Healthcare -To provide a meticulous assessment of crucial business strategies used by leading companies operating in the Virtual Reality In Healthcare market, which include research and development, collaborations, agreements, partnerships, acquisitions, mergers, new developments, and product launches.

Buy Complete Assessment of Virtual Reality In Healthcare market Now @ https://www.advancemarketanalytics.com/buy-now?format=1&report=73582

Major highlights from Table of Contents:

Virtual Reality In HealthcareMarket Study Coverage:

It includes major manufacturers, emerging player's growth story, and major business segments of Virtual Reality In Healthcare market, years considered, and research objectives. Additionally, segmentation on the basis of the type of product, application, and technology. Virtual Reality In Healthcare Market Executive Summary: It gives a summary of overall studies, growth rate, available market, competitive landscape, market drivers, trends, and issues, and macroscopic indicators. Virtual Reality In Healthcare Market Production by Region Virtual Reality In Healthcare Market Profile of Manufacturers-players are studied on the basis of SWOT, their products, production, value, financials, and other vital factors. Key Points Covered in Virtual Reality In Healthcare Market Report: Virtual Reality In Healthcare Overview, Definition and Classification Market drivers and barriers Virtual Reality In Healthcare Market Competition by Manufacturers Impact Analysis of COVID-19 on Virtual Reality In Healthcare Market Virtual Reality In Healthcare Capacity, Production, Revenue (Value) by Region (2021-2026) Virtual Reality In Healthcare Supply (Production), Consumption, Export, Import by Region (2021-2026) Virtual Reality In HealthcareProduction, Revenue (Value), Price Trend by Type {VR Semiconductor Components,VR Devices,VR Sensors,Others} Virtual Reality In HealthcareMarket Analysis by Application {Rehabilitation and therapy procedures,Surgery,Visualization,Education and training,Others} Virtual Reality In Healthcare Manufacturers Profiles/Analysis Virtual Reality In Healthcare Manufacturing Cost Analysis, Industrial/Supply Chain Analysis, Sourcing Strategy and Downstream Buyers, Marketing Strategy by Key Manufacturers/Players, Connected Distributors/Traders Standardization, Regulatory and collaborative initiatives, Industry road map and value chain Market Effect Factors Analysis.

Browse Complete Summary and Table of Content @ https://www.advancemarketanalytics.com/reports/73582-global-virtual-reality-in-healthcare-market

Key questions answered

How feasible is Virtual Reality In Healthcare market for long-term investment? What are influencing factors driving the demand for Virtual Reality In Healthcare near future? What is the impact analysis of various factors in the Global Virtual Reality In Healthcare market growth? What are the recent trends in the regional market and how successful they are?

Thanks for reading this article; you can also get individual chapter wise section or region wise report version like North America, Middle East, Africa, Europe or LATAM, Southeast Asia.

Document ICROWDN020211005eha5001ba

India
Google 'destroyed' us by terminating our Play account, alleges gaming startup

407 words
3 October 2021
Indo-Asian News Service
HNIANS
English

New Delhi, Oct 3 (IANS) 6Ace Games, a gaming startup that offers multiplayer card games loved by millions of players all around world including in India, has alleged that Google has "destroyed" them by terminating their Play developer account "for either prior violations in this account or any other associated accounts".

In a Medium post, the gaming startup said that it does not know why Google suddenly thinks that we're associated with multiple banned accounts.

"Our entire startup is at stake. We invested eight years of our lives to learn this platform of Google, to develop something unique and fun. Everything is gone," read the post that came out on Saturday.

Google is yet to react to the Medium post by 6Ace Games.

6Ace Games has developed card games of various regions like the US, the UK, Europe, India and other countries. It introduced online multiplayer versions of many natively played card games at various locality.

"We invested three years of hard work, blood, and sweat to produce 10 games and four of them are multiplayer games. Two of our multiplayer games were very popular in the US and European locations. We made investments of our hard-earned money for marketing purposes to make our games reach the right audiences," the Medium post said.

"After a continuous struggle of 2.5 years, two of our multiplayer games have received tremendous amounts of love from users. Almost all of our games were rated 4.5+ stars. And downloaded a million times combined," it added.

The startup says it has possibly identified three reasons why Google "thought that we have multiple banned accounts".

These may be "unhealthy competition practices", series of suspicious login activities happened in its Google Account several times last month, and shifting office to a new location because "we were affected by covid situations".

"After our analysis, we came to know that there are some malicious practices used to get competitor developer accounts banned. One reason for wrongly found association can be any competitor/unauthorised user decoded our games or used our publisher code In their app-ads.txt or putting our ad ids in their policy in-compliant apps knowingly," the startup elaborated.

"Because of serious violations, Google blocks/terminates their account and it misleads to our account as well. This can be a case as well," it added.

--IANS

na/ksk/

Document HNIANS0020211003eha30035x

Google LLC; Patent Issued for Memory management in gaming rendering (USPTO 11110348)

3,253 words
27 September 2021
Internet Weekly News
INTWKN
292
English

2021 SEP 27 (VerticalNews) -- By a News Reporter-Staff News Editor at Internet Weekly News -- According to news reporting originating from Alexandria, Virginia, by VerticalNews journalists, a patent by the inventors Lalonde, Paul (Kitchener, CA), Leventis, Paul (Toronto, CA), Roy, Jean-Francois (San Francisco, CA, US), filed on April 10, 2019, was published online on September 7, 2021.

The assignee for this patent, patent number 11110348, is Google LLC (Mountain View, California, United States).

Reporters obtained the following quote from the background information supplied by the inventors: "Internet-connected electronic devices can support a variety of cloud-based media and entertainment applications. These applications include media streaming applications in which a server streams content to user devices, gaming applications in which a user interacts from a user device with a game that executes on a server, and a variety of social media and communication applications that allow large numbers of users to interact concurrently with each other and with cloud-hosted content and applications via their Internet-connected devices. Among cloud-based applications, cloud gaming presents some unique challenges due to: the widely varying hardware demands of gaming titles; the diverse topologies in which cloud-based games can be played (e.g., by a single player, by multiple players in a single location, or by multiple players in multiple locations); the need to transmit reliably and without latency player inputs to a gaming server that executes a gaming session and gaming session outputs from the gaming server to the players' devices/displays; widely varying player expectations as to speed and responsiveness of gameplay; and the desire in some situations to provide near-real time gaming content to spectators. Other challenges of cloud based gaming relate to providing a consistent gameplay experience for players regardless of where they are located (e.g., close or far from the server), how they connect to the gaming service (e.g., via a fast or slow Internet connection), and what type of device(s) they use to play the game (e.g., a generic personal device or a dedicated game controller) and view gameplay outputs (e.g., a personal device or a media device connected to a media streaming device).

"Specifically, there is a need for a cloud gaming system that supports multiple gaming sessions for multiple gaming titles, where the games can execute concurrently with acceptable latency and responsiveness, including for multiple players who are playing the same gaming title from the same or different locations, with a wide variety of input and output devices and network connections. In addition, there is a need for a cloud gaming system that, upon receiving a player input (e.g., a gaming input entered on an end use gaming device/controller) in a gaming session, processes the user input promptly and outputs high-definition images reflecting the outcome of the player input action for all of the game players simultaneously and with acceptable latency. There is also a need for a gaming system that, in some situations, provides a high definition video stream of gameplay activity to allow spectators to follow the gameplay in real time on the respective display devices. As such, it would be beneficial to provide a cloud gaming system with efficient game processing and output mechanisms to expand gaming experience in a wide range of gaming settings, from spontaneous gameplay by users gathered in the same location to online interactive gameplay by multiple users from different locations."

In addition to obtaining background information on this patent, VerticalNews editors also obtained the inventors' summary information for this patent: "Implementations described in this specification are directed to configuring computation and storage resources of a server system to facilitate concurrent execution of a plurality of online gaming sessions with acceptable latency and responsiveness. For example, a static memory pool stored in a non-volatile memory may be provided to store static data items that are normally stored in a main dynamic memory requiring constant refresh. This static memory pool is shared by multiple processors of the server system, and can be accessed at a reasonably fast rate without demanding as much power as needed by the main dynamic memory. A size of the main dynamic memory can be reduced because part of the main dynamic memory is replaced by the static memory pool to store the static data items. Further, a shader cache stores more than one sequence of compiled shaders to ensure that the plurality of gaming sessions is rendered with desirable power and latency performances. While the plurality of online gaming sessions is processed using one of the sequences of compiled shaders already existing in the shader cache, different sequences of compiled shaders stored in the shader cache are be dynamically generated to satisfy different performance criteria based on real time usage statistics. These different

sequences of compiled shaders can be used for subsequent game content rendering of the plurality of online gaming sessions.

"In one aspect of the application, a method of managing storage capability of a server system that includes one or more central processing units (CPUs), a plurality of graphics processing units (GPUs), main dynamic memory storing programs and data for use by the CPUs and/or GPUs during program execution, a static memory pool stored in a non-volatile memory, and a memory controller configured to manage the static memory pool. Each of the GPUs includes a local cache and is configured to access the static memory pool via the memory controller. The method includes executing a plurality of gaming sessions for a gaming title in parallel on the one or more CPUs. Each of the plurality of gaming sessions is associated with a static data item and requires a graphics operation executable by a respective GPU using the static data item. The static data item is stored in the static memory pool. The method further includes for a first one of the plurality of gaming sessions executed on the one or more CPUs, assigning the graphics operation to a first GPU, requesting by the first GPU a first copy of the static data item from the memory controller, receiving from the memory controller the first copy of the static data item read from the static memory pool, performing by the first GPU the graphics operation using the first copy of the static data item, and storing locally (e.g., in the local cache, in particular in the local cache of the first GPU) a first result of the graphics operation in association with the first one of the plurality of gaming sessions. The method further includes for a second one of the plurality of gaming sessions executed on the one or more CPUs, assigning the graphics operation to a second GPU, requesting by the first GPU a second copy of the static data item from the memory controller, receiving from the memory controller the second copy of the static data item read from the static memory pool, performing by the second GPU the graphics operation using the second copy of the static data item, storing locally (e.g., in the local cache, in particular in the local cache of the first GPU) a second result of the graphics operation in association with the second one of the plurality of gaming sessions.

"In another aspect, a method of loading a gaming title onto a server system that includes one or more CPUs, a plurality of GPUs, main dynamic memory storing programs and data for use by the CPUs and/or GPUs during program execution, a static memory pool stored in a non-volatile memory, and a memory controller configured to manage the static memory pool. Each of the GPUs is configured to access the static memory pool via the memory controller. The method includes loading by the CPUs an executable gaming program corresponding to the gaming title to the main dynamic memory. The CPUs are configured to execute a plurality of online gaming sessions in parallel. Each of the gaming sessions corresponds to the executable gaming program and requires a graphics operation executable by a respective GPU assigned to render the respective online gaming session. The method further includes identifying by the CPUs a static data item used in the graphics operation of the plurality of gaming sessions, storing by the memory controller the static data item in the static memory pool, and enabling by the memory controller the GPUs' executing the online gaming sessions to access the static data item while performing the graphics operation.

"In yet another aspect, a method of rendering image frames for online gaming sessions is implemented at a server system that includes one or more CPUs, one or more GPUs, main dynamic memory storing programs and data for use by the CPUs and/or GPUs during program execution, and a shader cache. The method includes executing on the one or more CPUs a plurality of online gaming sessions in parallel for a gaming title and rendering by the GPUs a plurality of image frames for each of the plurality of online gaming sessions using a first sequence of compiled shaders. The method further includes while executing the plurality of online gaming sessions, identifying a performance criterion for the plurality of online gaming sessions associated with the gaming title, collecting usage statistics characterizing execution of each of the online gaming sessions, and modifying a first shader in the first sequence of compiled shaders to improve performance of the first sequence of compiled shaders with respect to the performance criterion, thereby creating a modified first sequence of compiled shaders.

"In accordance with some aspects of this application, a server system includes memory storing instructions for causing the server system to perform any of the methods described above."

The claims supplied by the inventors are:

"1. A method of rendering image frames for online gaming sessions, comprising: executing on one or more CPUs a plurality of online gaming sessions in parallel for a gaming title; rendering by one or more GPUs a plurality of image frames for each of a plurality of online gaming sessions using a first sequence of compiled shaders; identifying a performance criterion for the plurality of online gaming sessions associated with the gaming title; collecting real-time usage statistics characterizing execution of each of the online gaming sessions; and based on the real-time usage statistics, modifying a first shader in the first sequence of compiled shaders to improve performance of the first sequence of compiled shaders with respect to the performance criterion for the plurality of online gaming sessions, thereby creating a modified first sequence of compiled shaders; establishing a shader hash table that associates each of a plurality of performance criteria with a respective sequence of compiled shaders, including associating the performance criterion and the first sequence of compiled shaders in the shader hash table; and storing the shader hash table in a shader cache of a memory.

"2. The method of claim 1, further comprising: replacing the first sequence of compiled shaders stored in a shader cache of the memory with the modified first sequence of compiled shaders.

"3. The method of claim 1, further comprising: storing in a shader cache of the memory the first sequence of compiled shaders as a first version of the first sequence of compiled shaders; storing in the shader cache the modified first sequence of compiled shaders as a second version of the first sequence of compiled shaders; and collecting subsequent usage statistics characterizing execution of each of the online gaming sessions; and in accordance with the subsequent usage statistics, selecting one of the first and second versions of the first sequence of compiled shaders to render the plurality of image frames for each of the plurality of online gaming sessions.

"4. The method of claim 1, wherein modifying the first shader in the first sequence of compiled shaders further comprises: selecting an alternative shader from a group of alternative shader options to replace the first shader in the first sequence of compiled shaders, such that performance of the plurality of online gaming sessions satisfies the performance criterion, wherein the modified first sequence of compiled shaders includes the alternative shader.

"5. The method of claim 1, further comprising: receiving a user instruction to modify the first shader in the first sequence of compiled shaders, wherein the first shader is modified in the first sequence of compiled shaders in response to the user instruction.

"6. The method of claim 1, wherein the first shader in the first sequence of compiled shaders is modified automatically and without user intervention to improve performance of the first sequence of compiled shaders with respect to the performance criterion.

"7. The method of claim 1, wherein creating the modified first sequence of compiled shaders further comprises: modifying a second shader in the first sequence of compiled shaders to improve performance of the first sequence of compiled shaders with respect to the performance criterion.

"8. The method of claim 1, further comprising: determining that the plurality of online gaming sessions need to be rendered in accordance with the performance criterion; and identifying the first sequence of compiled shaders for rending the plurality of image frames for each of the plurality of online gaming sessions.

"9. The method of claim 1, wherein the performance criterion includes a first performance criterion, and the plurality of online gaming sessions are rendered and executed in accordance with a second performance criterion distinct from the first criterion, further comprising: associating the first performance criterion with the modified first sequence of compiled shaders; and associating the second performance criterion with the first sequence of compiled shaders.

"10. A server system, comprising: one or more CPUs; one or more GPUs; and memory storing one or more programs for execution by the one or more CPUs and/or GPUs, the one or more programs comprising instructions for: executing on the one or more CPUs a plurality of online gaming sessions in parallel for a gaming title; rendering by the one or more GPUs a plurality of image frames for each of the plurality of online gaming sessions using a first sequence of compiled shaders; identifying a performance criterion for the plurality of online gaming sessions associated with the gaming title; collecting real-time usage statistics characterizing execution of each of the online gaming sessions; and based on the real-time usage statistics, modifying a first shader in the first sequence of compiled shaders to improve performance of the first sequence of compiled shaders with respect to the performance criterion for the plurality of online gaming sessions, thereby creating a modified first sequence of compiled shaders; establishing a shader hash table that associates each of a plurality of performance criteria with a respective sequence of compiled shaders, including associating the performance criterion and the first sequence of compiled shaders in the shader hash table; and storing the shader hash table in a shader cache of the memory.

"11. The server system of claim 10, wherein the performance criterion includes a first performance criterion, further comprising: storing the modified first sequence of compiled shaders in association with the first performance criterion in a shader cache of the memory.

"12. The server system of claim 11, further comprising: while executing the plurality of online gaming sessions: identifying a second performance criterion for the plurality of online gaming sessions associated with the gaming title; determining a second sequence of compiled shaders to improve performance of the first sequence of compiled shaders with respect to the second performance criterion; and storing in the shader cache the second sequence of compiled shaders in association with the second performance criterion.

"13. The server system of claim 12, wherein the usage statistics includes a total power consumption of the plurality of online gaming sessions, and the first performance criterion and the second performance criterion optimize response times and power usage of the plurality of online gaming sessions, respectively, further comprising: in accordance with a determination that the total power consumption of the plurality of online gaming sessions exceeds a predefined power threshold, selecting the second sequence of compiled shaders

and rendering the plurality of image frames for each of the plurality of online gaming sessions using the second sequence of compiled shaders.

"14. The server system of claim 10, wherein the usage statistics include information of user inputs, further comprising: associating in the shader hash table a plurality of versions of the first sequence of compiled shaders with the information of user inputs.

"15. The server system of claim 10, further comprising: dynamically updating the shader hash table according to the usage statistics, including replacing the first sequence of compiled shaders in the shader cache with the modified first sequence of compiled shaders.

"16. A non-transitory computer readable storage medium storing one or more programs configured for execution by one or more processors of a server system, the one or more programs comprising instructions for: executing on one or more CPUs a plurality of online gaming sessions in parallel for a gaming title; rendering by one or more GPUs a plurality of image frames for each of the plurality of online gaming sessions using a first sequence of compiled shaders; identifying a performance criterion for the plurality of online gaming sessions associated with the gaming title; collecting real-time usage statistics characterizing execution of each of the online gaming sessions; and based on the real-time usage statistics, modifying a first shader in the first sequence of compiled shaders to improve performance of the first sequence of compiled shaders with respect to the performance criterion for the plurality of online gaming sessions, thereby creating a modified first sequence of compiled shaders; establishing a shader hash table that associates each of a plurality of performance criteria with a respective sequence of compiled shaders, including associating the performance criterion and the first sequence of compiled shaders in the shader hash table; and storing the shader hash table in a shader cache of a memory.

"17. The non-transitory computer readable storage medium of claim 16, wherein the usage statistics include at least one or all of user inputs, power consumption, one or more gaming latencies, code size, memory usage and cache usage of the first sequence of compiled shaders corresponding to each of the plurality of online gaming sessions.

"18. The non-transitory computer readable storage medium of claim 16, wherein the performance criterion corresponds to one or more of total power consumption, a code size, an average latency, total cache usage, and total memory usage of the first sequence of compiled shaders during the course of executing the plurality of online gaming sessions.

"19. The non-transitory computer readable storage medium of claim 16, wherein the plurality of online gaming sessions is sampled from all online gaming sessions that are processed by the CPUs and GPUs for the gaming title."

For more information, see this patent: Lalonde, Paul. Memory management in gaming rendering. U.S. Patent Number 11110348, filed April 10, 2019, and published online on September 7, 2021. Patent URL: http://patft.uspto.gov/netacgi/nph-Parser?Sect1=PTO1&Sect2=HITOFF&d=PALL&p=1&u=%2Fnetahtml%2FPTO%2Fsrchnum.htm&r=1&f=G&l=50&s1=11110348.PN.&OS=PN/11110348RS=PN/11110348

Keywords for this news article include: Business, Google LLC, Cloud Computing, Internet Companies, Technology Companies, Information Technology.

Document INTWKN0020210927eh9r0002i

Google LLC; Patent Issued for Radio enhanced augmented reality and virtual reality with truly wireless earbuds (USPTO 11105636)

2,219 words
20 September 2021
Internet Weekly News
INTWKN
378
English

2021 SEP 20 (VerticalNews) -- By a News Reporter-Staff News Editor at Internet Weekly News -- According to news reporting originating from Alexandria, Virginia, by VerticalNews journalists, a patent by the inventors Leung, Chi Kin Benjamin (Sunnyvale, CA, US), Zhu, Jiang (Cupertino, CA, US), filed on April 17, 2019, was published online on August 31, 2021.

The assignee for this patent, patent number 11105636, is Google LLC (Mountain View, California, United States).

Reporters obtained the following quote from the background information supplied by the inventors: "Positioning and navigational systems often rely on satellites, such as the Global Positioning System (GPS). However, positioning and navigation using satellite signals may be difficult in an indoor environment, since the satellite signals may not be able to penetrate the walls forming or within the indoor environment. Systems for providing positioning and navigational information in an indoor environment may include beacons that emit signals, such as radio frequency (RF) signals. These beacons may be installed at fixed locations in the indoor environment. However, such indoor positioning and navigational systems may also face challenges, since the many walls and floors in an indoor environment may have multi-path effects that degrade signal quality. Further, indoor environments may also be crowded environments with many people and objects, which may further impact signal quality.

"Wireless earbuds are configured for wireless communication with other devices. In this regard, the wireless earbuds may include one or more antennas for connecting to another device and transmitting and/or receiving signals to and from the device. For example, wireless earbuds may be paired via Bluetooth(R) with another user device, such as a phone or a computer. The wireless earbuds may receive audio data from the paired phone or computer, and generate audio output to a user."

In addition to obtaining background information on this patent, VerticalNews editors also obtained the inventors' summary information for this patent: "The present disclosure provides for receiving, by one or more processors from a first antenna located in a first earbud worn by a user, a first signal from a beacon; receiving, by the one or more processors from a second antenna located in a second earbud worn by the user, a second signal from the beacon; determining, by the one or more processors based on the first signal and the second signal, at least one signal strength; and determining, by the one or more processors based on the at least one signal strength, a position of the user relative to the beacon.

"The first signal and the second signal may be received using a same frequency channel.

"The method may further comprise controlling, by the one or more processors, one or more antenna control circuits to combine the first signal and the second signal, wherein the at least one signal strength is determined based on the combined signal.

"The method may further comprise determining, by the one or more processors, that a quality of the first signal is stronger than a quality of the second signal, wherein the signal strength is determined based on the first signal.

"The method may further comprise receiving, by the one or more processors, motion data from one or more sensors indicating a movement of the user; correlating, by the one or more processors, the motion data with the first signal and the second signal, wherein determining the position of the user relative to the beacon is further based on the correlated motion data."

The claims supplied by the inventors are:

"1. A method, comprising: receiving, by one or more processors from a first antenna located in a first earbud worn by a user, a first signal from a beacon; receiving, by the one or more processors from a second antenna located in a second earbud worn by the user, a second signal from the beacon; comparing, by the one or more processors, an arrival time or a signal strength of the received first signal and the received second signal; and determining, by the one or more processors, based on the comparison of the arrival time or the

signal strength of the received first and second signals, a facing direction of the user with respect to the beacon.

"2. The method of claim 1, wherein the first signal and the second signal are received using a same frequency channel.

"3. The method of claim 1, further comprising: determining, by the one or more processors based on the received first signal and the second signal, a signal strength of the beacon; determining, by the one or more processors based on the signal strength of the beacon, a distance between the user to the beacon.

"4. The method of claim 3, further comprising: determining, by the one or more processors, that a quality of the first signal is stronger than a quality of the second signal, wherein the signal strength of the beacon is determined based on the first signal.

"5. The method of claim 3, further comprising: receiving, by the one or more processors, motion data from one or more sensors indicating a movement of the user; correlating, by the one or more processors, the motion data with the first signal and the second signal, wherein determining the distance between the user to the beacon or the facing direction of the user with respect to the beacon is further based on the correlated motion data.

"6. The method of claim 3, further comprising: receiving, by the one or more processors from the first antenna, a third signal from a second beacon; receiving, by the one or more processors from the second antenna, a fourth signal from the second beacon; determining, by the one or more processors based on the third signal and the fourth signal, at least one other signal strength; and determining, by the one or more processors based on the at least one other signal strength, at least one of a distance between the user to the second beacon or a facing direction of the user relative to the second beacon.

"7. The method of claim 3, further comprising: receiving, by the one or more processors, a request for navigation instructions for reaching a destination; accessing, by the one or more processors, a storage system to obtain a location of the destination relative to the beacon; generating, by the one or more processors based on the location of the destination relative to the beacon and at least one of the distance between the user to the beacon or the facing direction of the user relative to the beacon, navigation instructions for reaching the destination.

"8. The method of claim 7, wherein the beacon and the destination are in an indoor environment.

"9. The method of claim 7, further comprising: receiving, by the one or more processors from the first antenna, a third signal from the beacon; receiving, by the one or more processors from the second antenna, a fourth signal from the beacon; determining, by the one or more processors based on the third signal and the fourth signal, at least one new signal strength; determining, by the one or more processors based on the at least one new signal strength, a new distance between the user to the beacon; and generating, by the one or more processors based on the new distance between the user to the beacon, updated navigation instructions for reaching the destination.

"10. The method of claim 1, further comprising: receiving, by the one or more processors from the first antenna, a third signal from the beacon; receiving, by the one or more processors from the second antenna, a fourth signal from the beacon; comparing, by the one or more processors, the third signal and the fourth signal; determining, by the one or more processors based on the comparison, a new facing direction of the user with respect to the beacon; and generating, by the one or more processors based on the new facing direction of the users with respect to the beacon, updated navigation instructions for reaching the destination.

"11. The method of claim 3, further comprising: receiving, by the one or more processors, a request for additional information about items in an indoor environment; accessing, by the one or more processors, a storage system to obtain locations of a plurality of items relative to the beacon in the indoor environment; determining, by the one or more processors based on the distance between the user to the beacon and the locations of the plurality of items relative to the beacon, a position of the user relative to an item of the plurality of items; determining, by the one or more processors based on the position of the user relative to the item, that the user is viewing the item; accessing, by the one or more processors, the storage system to obtain additional information about the item; and generating, by the one or more processors, an output including the additional information about the item.

"12. The method of claim 11, further comprising: determining, by the one or more processors based on the position of the user relative to the item and the facing direction of the user with respect to the beacon, a facing direction of the user with respect to the item, wherein determining that the user is viewing the item is further based on the facing direction of the user with respect to the item.

"13. The method of claim 11, further comprising: receiving, by the one or more processors, motion data from one or more sensors indicating a movement of the user, wherein determining that the user is viewing the item is further based on the motion data.

"14. The method of claim 3, further comprising: receiving, by the one or more processors, a request for enhanced interactive experience; accessing, by the one or more processors, a storage system to obtain a location of a display relative to the beacon; determining, by the one or more processors based on the distance between the user to the beacon and the location of the display relative to the beacon, a position of the user relative to the display; controlling, by the one or more processors based on the position of the user relative to the display, one or more characteristics of an audio output.

"15. The method of claim 14, further comprising: determining, by the one or more processors based on the position of the user relative to the display and the facing direction of the user with respect to the beacon, a facing direction of the user with respect to the display, wherein controlling the one or more characteristics of the audio output is further based on the facing direction of the user with respect to the display.

"16. The method of claim 14, further comprising: receiving, by the one or more processors, motion data from one or more sensors indicating a movement of the user, wherein controlling the one or more characteristics of the audio output is further based on the motion data.

"17. The method of claim 3, further comprising: controlling, by the one or more processors, one or more antenna control circuits to combine the first signal and the second signal, wherein the strength of the beacon is determined based on the combined signal.

"18. A system, comprising: one or more processors configured to: receive, from a first antenna located in a first earbud worn by a user, a first signal from a beacon; receive, from a second antenna located in a second earbud worn by the user, a second signal from the beacon; compare an arrival time or a signal strength of the received first signal and the received second signal; and determine, of the arrival time or the signal strength of the received first and second signals, a facing direction of the user with respect to the beacon.

"19. The system of claim 18, further comprising: one or more output devices configured to generate outputs with one or more characteristics based on the facing direction of the user with respect to the beacon.

"20. A pair of earbuds, comprising: a first earbud including a first antenna; a second earbud including a second antenna; and one or more processors configured to: receive, from the first antenna, a first signal from a beacon; receive, from the second antenna, a second signal from the beacon; compare an arrival time or a signal strength of the received first signal and the received second signal; and determine, of the arrival time or the signal strength of the received first and second signals, a facing direction of the user with respect to the beacon."

For more information, see this patent: Leung, Chi Kin Benjamin. Radio enhanced augmented reality and virtual reality with truly wireless earbuds. U.S. Patent Number 11105636, filed April 17, 2019, and published online on August 31, 2021. Patent URL: http://patft.uspto.gov/netacgi/nph-Parser?Sect1=PTO1&Sect2=HITOFF&d=PALL&p=1&u=%2Fnetahtml%2FPTO%2Fsrchnum.htm&r=1&f=G&l=50&s1=11105636.PN.&OS=PN/11105636RS=PN/11105636

Keywords for this news article include: Business, Google LLC, Internet Companies, Technology Companies.

Document INTWKN0020210920eh9k0003j

Google LLC; Patent Issued for Adjusting video rendering rate of virtual reality content and processing of a stereoscopic image (USPTO 11100714)

2,521 words
13 September 2021
Internet Weekly News
INTWKN
185
English

2021 SEP 13 (VerticalNews) -- By a News Reporter-Staff News Editor at Internet Weekly News -- From Alexandria, Virginia, VerticalNews journalists report that a patent by the inventors Bavor, Jr., Clayton Woodward (Atherton, CA, US), Faaborg, Alexander James (Mountain View, CA, US), Peli, Eliezer (Needham, MA, US), Weaver, Joshua (Mountain View, CA, US), filed on March 11, 2019, was published online on August 24, 2021.

The patent's assignee for patent number 11100714 is Google LLC (Mountain View, California, United States).

News editors obtained the following quote from the background information supplied by the inventors: "Performing video rendering can consume a significant amount of computing resources. In some cases, multiple applications running on a computing device may share computing resources, which may decrease performance of one or more applications.

"In addition, in the real world, there is rarely a conflict between accommodation demand and convergence demand. However, for a VR (virtual reality) image or a stereoscopic image displayed on a screen, there can sometimes be a difference or conflict between accommodation demand and convergence demand. For a display screen, accommodation demand is typically fixed, since a user's eyes are focused on the display screen (e.g., distance from eyes to the screen is fixed). However, in some cases, a disparity (or distance or separation) between a left viewed image and a right viewed image of a stereoscopic image may create a variable convergence demand, and in some cases, this convergence demand may be different than the accommodation demand. This conflict between accommodation demand and convergence demand can create eye strain for the user."

As a supplement to the background information on this patent, VerticalNews correspondents also obtained the inventors' summary information for this patent: "According to an example implementation, a computer-implemented method is provided for executing instructions stored on a non-transitory computer-readable storage medium, the method including: performing, by a virtual reality application provided on a computing device, video rendering at a first video rendering rate based on updating an entire image on a screen of the computing device at an update rate; determining that a performance of the video rendering is less than a threshold; and performing, based on the determining, video rendering at a second video rendering rate by updating only a portion of the image at the update rate.

"According to an example implementation, a computer-implemented method is provided for executing instructions stored on a non-transitory computer-readable storage medium, the method including: performing, by a virtual reality application provided on a computing device, video rendering at a first video rendering rate based on updating an entire image on a screen of the computing device at a first update rate; determining that a performance of the video rendering is less than a threshold; and, performing, based on the determining, video rendering at a second video rendering rate by updating a first portion of the image at the first update rate, and by updating a second portion of the image at a second update rate that is less than the first update rate.

"According to an example implementation, a computer-implemented method is provided for executing instructions stored on a non-transitory computer-readable storage medium, the method including: performing, by a virtual reality application provided on a computing device, video rendering at a first video rendering rate; determining that a performance of the video rendering is less than a threshold; and, performing, based on the determining, video rendering at a second video rendering rate by updating a first portion of the image at a first resolution, and by updating a second portion of the image at a second resolution that is different than the first resolution.

"According to an example implementation, a computer-implemented method is provided for executing instructions stored on a non-transitory computer-readable storage medium, the method including: receiving an encoded video signal; performing, by a virtual reality application provided on a computing device, video rendering at a first video rendering rate based on the encoded video signal to display a first set of display frames on a screen of the computing device; measuring performance of the video rendering to display the

first set of display frames; determining, based on the measured performance of the video rendering, a second video rendering rate based on at least adjusting a portion of the screen that will be used to display a second set of display frames; and performing video rendering at the second video rendering rate based on the encoded video signal to display the second set of display frames on the adjusted portion of the screen.

"According to an example implementation, an apparatus may include at least one processor and at least one memory including computer instructions, when executed by the at least one processor, cause the apparatus to: receive an encoded video signal; perform, by a virtual reality application provided on a computing device, video rendering at a first video rendering rate based on the encoded video signal to display a first set of display frames on a screen of the computing device; measure performance of the video rendering to display the first set of display frames; determine, based on the measured performance of the video rendering, a second video rendering rate based on at least adjusting a portion of the screen that will be used to display a second set of display frames; and perform video rendering at the second video rendering rate based on the encoded video signal to display the second set of display frames on the adjusted portion of the screen."

The claims supplied by the inventors are:

"1. A computer-implemented method, the method comprising: performing video rendering of a portion of a virtual world based on an initial field of view; triggering display of the rendered video on a screen; responsive to detecting that the screen is physically moving, altering, for at least a period of time after the detecting, the performing of the video rendering; allocating at least a portion of computing resources from the performing of the video rendering of the portion of the virtual world to perform non-virtual world processing tasks for at least a portion of the period of time and while continuing to perform video rendering of the portion of the virtual world at a decreased video rendering rate; and responsive to detecting the end of the period of time, reallocating, from the non-virtual world processing tasks to the video rendering of the portion of the virtual world, the portion of the allocated computing resources, the reallocating triggering an increase in the video rendering rate associated with the video rendering of the portion of the virtual world.

"2. The computer-implemented method of claim 1, wherein: the altering the performing of the video rendering includes reducing the portion of the virtual world based on an updated field of view, the updated field of view being smaller than the initial field of view; and the allocating of the portion of computing resources is performed such that the video rendering of the portion of the virtual world pauses or temporarily stops.

"3. The computer-implemented method of claim 2, wherein the smaller field of view reduces an extent of the virtual world being rendered.

"4. The computer-implemented method of claim 1, wherein the performing video rendering of the portion of the virtual world based on an initial field of view includes performing video rendering at a first video rendering rate and the altering the performing of the video rendering includes performing video rendering at a second video rendering rate.

"5. The computer-implemented method of claim 4, wherein the performing video rendering at a second video rendering rate includes updating only a central portion of the screen at the second video rendering rate.

"6. The computer-implemented method of claim 4, wherein the performing video rendering at a second video rendering rate includes: updating a central portion of the screen at a first update rate; and updating a peripheral portion of the screen at a second update rate that is less than the first update rate.

"7. The computer-implemented method of claim 1, wherein the altering the performing of the video rendering includes adjusting a resolution of the video rendering.

"8. The computer-implemented method of claim 1, wherein the altering the performing of the video rendering includes: updating a first portion of the screen at a first resolution; and updating a second portion of the screen at a second resolution that is different than the first resolution.

"9. The computer-implemented method of claim 1, wherein the detecting that the screen is physically moving includes detecting, by a sensor that detects motion, movement, or acceleration of the screen.

"10. The method of claim 1, wherein the altering, responsive to detecting that the screen is physically moving further includes adjusting a frame rate associated with rendering the video displayed on the display screen.

"11. The method of claim 1, wherein the allocating enables one or more non-VR applications to process data during the portion of the period of time.

"12. A computing device comprising: a screen; a sensor that includes an accelerometer to detect motion or movement of the screen; at least one processor; and at least one memory including computer instructions that, when executed by the at least one processor, cause the computing device to: perform, by a virtual reality application provided on a computing device, video rendering to display a first set of display frames of virtual

reality content on a screen of the computing device; responsive to detecting, by the sensor, motion or movement of the screen, adjust, for at least a period of time after the detecting of the motion or movement of the screen, a frame rate for displaying a second set of display frames of the virtual reality content on the screen; allocate a portion of computing resources from the performing of the video rendering of the virtual reality content to perform non-virtual reality application tasks for at least a portion of the period of time and while continuing to perform video rendering of the virtual reality content; and responsive to detecting the end of the period of time, reallocating, from the non-virtual reality application tasks to the video rendering of the virtual reality content, the portion of the allocated computing resources.

"13. The computing device of claim 12, wherein the instructions that cause the computing device to: adjust the frame rate for displaying the virtual reality content on the screen include instructions that cause the computing device to reduce a size of a portion of a virtual world used in video rendering the second set of display frames of the virtual reality content, and wherein the allocating of the portion of computing resources is performed such that the video rendering of the portion of the virtual world pauses or temporarily stops.

"14. The computing device of claim 13, wherein the reduced size of the portion of the virtual world corresponds to a reduced extent of a field of view of the virtual world.

"15. The computing device of claim 12, wherein the instructions that cause the computing device to adjust the frame rate for displaying the virtual reality content on the screen include instructions that cause the computing device to increase the frame rate for displaying the virtual reality content on the screen.

"16. A computer-implemented method for executing instructions stored on a non-transitory computer-readable storage medium, the method comprising: performing, by a virtual reality application provided on a computing device, video rendering at a first video rendering rate based on updating an entire image on a screen of the computing device at a first update rate; responsive to detecting physical movement of the screen, performing, for at least a period of time after the detecting, video rendering at a second video rendering rate by updating a first portion of the image at the first update rate, and by updating a second portion of the image at a second update rate that is different than the first update rate; allocating a portion of computing resources from the performing of the video rendering to performing non-virtual reality application tasks for at least a portion of the period of time and while continuing to perform video rendering of the virtual reality content; and responsive to detecting the end of the period of time, reallocating, from the non-virtual reality application tasks to the video rendering of the virtual reality content, the portion of the allocated computing resources.

"17. The method of claim 16, wherein the performing video rendering at a second video rendering rate comprises: performing, based on the detecting, video rendering at a second video rendering rate by updating a central portion of the image at the first update rate, and by updating a peripheral portion of the image at the second update rate, the second update rate being less than the first update rate.

"18. The method of claim 16, wherein the performing video rendering at a second video rendering rate comprises: performing, based on the detecting, video rendering at a second video rendering rate by updating a central portion of the image at the first update rate and at a first image resolution, and by updating a peripheral portion of the image at the second update rate and at a second image resolution that is less than the first image resolution, the second update rate being less than the first update rate.

"19. The method of claim 16, wherein the performing video rendering at a second video rendering rate comprises: performing, based on the detecting, video rendering at a second video rendering rate by updating a first portion of the image at a first resolution, and by updating a second portion of the image at a second resolution that is different than the first resolution.

"20. The method of claim 16, wherein: the performing video rendering at the first video rendering rate includes performing video rendering of a portion of a virtual world based on an initial field of view; the performing video rendering at the second video rendering rate includes performing video rendering of a reduced portion of the virtual world based on a reduced field of view; and the second video rendering rate being greater than the first video rendering rate."

For additional information on this patent, see: Bavor, Jr., Clayton Woodward. Adjusting video rendering rate of virtual reality content and processing of a stereoscopic image. U.S. Patent Number 11100714, filed March 11, 2019, and published online on August 24, 2021. Patent URL: http://patft.uspto.gov/netacgi/nph-Parser?Sect1=PTO1&Sect2=HITOFF&d=PALL&p=1&u=%2Fnetahtml%2FPTO%2Fsrchnum.htm&r=1&f=G&l=50&s1=11100714.PN.&OS=PN/11100714RS=PN/11100714

Keywords for this news article include: Business, Computers, Google LLC, Internet Companies, Technology Companies.

Document INTWKN0020210913eh9d0001y

telecompaper

Google takes new head of Gaming Solutions from Stadia

193 words
10 September 2021
Telecompaper World
TELWOR
English

Google Cloud has hired Jack Buser to head Gaming Solutions, in a newly created executive role, Zdnet reported. Buser currently serves director for games at Stadia, Google's cloud gaming platform. He will move to his new on 13 September, reporting to Lori Mitchell-Keller, VP for Industry Solutions.

"Google Cloud sees incredible momentum across all industries, and gaming is one of the key verticals we are investing in," a Google Cloud spokesperson told ZDNet.

Buser will be tasked with helping Google Cloud develop broader relationships with game publishers and developers. Google wants to connect with players through a holistic suite of products and services. This could include, for example, end-to-end collaboration services that include YouTube as a streaming partner for live broadcasts or e-sporting events. The move should also bring about new partnerships and product opportunities across Stadia and Google Cloud.

Before joining Google, Buser spent nearly a decade in general management roles at PlayStation.

Stadia GM Phil Harrison will meanwhile remain in his position, with Michael Abbttista, Stadia's director of business development, still leading Stadia's partner relations teams.

Document TELWOR0020210910eh9a0008d

VR Gaming Market is Booming Worldwide | Facebook Technologies, Google , Lucid Sight

973 words
2 September 2021
iCrowdNewswire
ICROWDN
English

Latest released the research study on Global VR Gaming Market, offers a detailed overview of the factors influencing the global business scope. VR Gaming Market research report shows the latest market insights, current situation analysis with upcoming trends and breakdown of the products and services. The report provides key statistics on the market status, size, share, growth factors of the VR Gaming.

The study covers emerging player's data, including: competitive landscape, sales, revenue and global market share of top manufacturers are bHaptics, Inc. (South Korea),Facebook Technologies, LLC. (United States),Google LLC (United States),HTC Corporation (Taiwan),VR Electronics Limited (United Kingdom),Samsung Electronics Co., Ltd . (South Korea),Sony Interactive Entertainment LLC (Japan),AppliedVR, Inc. (United States),Phaser Lock Interactive (United States),Lucid Sight (United States).

Free Sample Report + All Related Graphs & Charts @:
https://www.advancemarketanalytics.com/sample-report/26732-global-vr-gaming-market

Definition:

Recent advancements in motion sensors, graphics, multimodal display technologies, and interactivity have prepared the road for Virtual Reality (VR) games to go beyond traditional entertainment, allowing for seamless immersion in highly interactive synthetic worlds. VR develops beyond linked technology to take the user(s) into the heart of the tale itself, seeing it as though in first person, from active adventures to soothing, passive immersion. Serious games including education and training, for example, become a fascinating experience thanks to the magic of VR, which teaches players new abilities and improves their competence. VR gaming is presently being used by industries such as real estate, automobiles, advertising, and tourism to attract new audiences or engage clients in new engaging experiences. VR gaming also serves as a source of inspiration for media artists, filmmakers, singers, and designers.

Keep yourself up-to-date with latest market trends and changing dynamics due to COVID Impact and Economic Slowdown globally. Maintain a competitive edge by sizing up with available business opportunity in VR Gaming Market various segments and emerging territory.

Market Trend:

Emergence of Gaming as Competitive Esports

Market Drivers:

Increasing Recognition for VR Gaming

Challenges:

Costly Virtual Reality Headsets

User Friendly Interface

Opportunities:

Increasing Demand Across Emerging Regions

Enquire for customization in Report @:
https://www.advancemarketanalytics.com/enquiry-before-buy/26732-global-vr-gaming-market

The Global VR Gaming Market segments and Market Data Break Down are illuminated below:

by Connecting Device (Gaming Console, PC/ Desktop, Smartphone), Component (Hardware, Software), End User (Commercial Space, Individual)

Region Included are: North America, Europe, Asia Pacific, Oceania, South America, Middle East & Africa

Country Level Break-Up: United States, Canada, Mexico, Brazil, Argentina, Colombia, Chile, South Africa, Nigeria, Tunisia, Morocco, Germany, United Kingdom (UK), the Netherlands, Spain, Italy, Belgium, Austria, Turkey, Russia, France, Poland, Israel, United Arab Emirates, Qatar, Saudi Arabia, China, Japan, Taiwan, South Korea, Singapore, India, Australia and New Zealand etc.

What benefits does AMA research study is going to provide?

Latest industry influencing trends and development scenario Open up New Markets To Seize powerful market opportunities Key decision in planning and to further expand market share Identify Key Business Segments, Market proposition & Gap Analysis Assisting in allocating marketing investments

Strategic Points Covered in Table of Content of Global VR Gaming Market:

Chapter 1: Introduction, market driving force product Objective of Study and Research Scope the VR Gaming market

Chapter 2: Exclusive Summary – the basic information of the VR Gaming Market.

Chapter 3: Displaying the Market Dynamics- Drivers, Trends and Challenges of the VR Gaming

Chapter 4: Presenting the VR Gaming Market Factor Analysis Porters Five Forces, Supply/Value Chain, PESTEL analysis, Market Entropy, Patent/Trademark Analysis.

Chapter 5: Displaying market size by Type, End User and Region 2015-2020

Chapter 6: Evaluating the leading manufacturers of the VR Gaming market which consists of its Competitive Landscape, Peer Group Analysis, BCG Matrix & Company Profile

Chapter 7: To evaluate the market by segments, by countries and by manufacturers with revenue share and sales by key countries (2021-2026).

Chapter 8 & 9: Displaying the Appendix, Methodology and Data Source

Finally, VR Gaming Market is a valuable source of guidance for individuals and companies in decision framework.

Get More Information:

https://www.advancemarketanalytics.com/reports/26732-global-vr-gaming-market

Key questions answered

Who are the Leading key players and what are their Key Business plans in the Global VR Gaming market? What are the key concerns of the five forces analysis of the Global VR Gaming market? What are different prospects and threats faced by the dealers in the Global VR Gaming market? What are the strengths and weaknesses of the key vendors?

Definitively, this report will give you an unmistakable perspective on every single reality of the market without a need to allude to some other research report or an information source. Our report will give all of you the realities about the past, present, and eventual fate of the concerned Market.

Thanks for reading this article; you can also get individual chapter wise section or region wise report version like North America, Europe or Asia.

About Author:

Advance Market Analytics is Global leaders of Market Research Industry provides the quantified B2B research to Fortune 500 companies on high growth emerging opportunities which will impact more than 80% of worldwide companies' revenues.

Our Analyst is tracking high growth study with detailed statistical and in-depth analysis of market trends & dynamics that provide a complete overview of the industry. We follow an extensive research methodology coupled with critical insights related industry factors and market forces to generate the best value for our clients. We Provides reliable primary and secondary data sources, our analysts and consultants derive informative and usable data suited for our clients business needs. The research study enable clients to meet varied market objectives a from global footprint expansion to supply chain optimization and from competitor profiling to M&As.

Document ICROWDN020210902eh9200132

Google Chrome beta adds new cloud gaming features

Luke Wilson
394 words
1 September 2021
T3
SMLIV
English

Browser-based gaming that's faster and smoother

Google has just released the Chrome 94 beta update that looks to improve in-browser gaming. Courtesy of some sleek changes to Chrome's code, Google says that its browser-based gaming should be faster and easier than ever before.

A more seamless Chrome-based gaming experience could bring about myriad benefits to users who enjoy such cloud gaming services as Facebook Gaming and Google Stadia. Google Chrome is still the most popular browser in the world, and it remains the most widely used by some distance despite Microsoft Edge making gains on Safari in this year's desktop browser rankings.

* Latest macOS Monterey beta features Universal Control

* PS5 teardown reveals the real differences in the new model

* Google Maps will make you share your data to get directions

Google's Chrome Beta 94 announcement outlines the implementation of new web standards. This involves changes to WebCodecs, which is an Application Programming Interface (API) for encoding and decoding audio and video inside of your browser. These modified WebCodecs can then use your computer's hardware to deliver the game's video stream more quickly.

There are, of course, already existing mechanisms to get video to play in Chrome. However, these current methods may not be suitable enough for cloud gaming, which relies on low latency for the best experience. High latency can disrupt (or even stop) a game in mid-stream, while low latency helps to ensure silky-smooth, buffer-free gaming. WebCodecs optimize incoming video stream, getting the video onto your stream in the quickest way possible, while also potentially aiding performance on slower machines.

Smoother and faster

The new beta update also brings changes to the WebGPU API. The newer WebGPU allows web developers better access to your computer's graphics power, enabling them to communicate more directly with it. This helps to erase obstructive layers causing high latency by letting them tap into your computer's native graphics API.

All in all, it's good news for Chrome browser users (of which there are many). If you'd rather stick with your console, then there's news to report in the cloud gaming arena here, as well, with Xbox Cloud Gaming set to arrive on Xbox consoles later this year.

Chrome logo (Shutterstock)

Document SMLIV00020210902eh9100004

THE TIMES OF INDIA

GADGETS NEWS

Google's future Chrome update may make gaming in your browser more advanced

381 words
1 September 2021
The Times of India
TOI
English

Internet search giant Google had recently released a new beta version of its web browser Google Chrome. The new version, Chrome Beta 94, is set to come with new web standards which are aimed at enhancing the browser-based gaming experience for users.The WebCodecs, which will be released as part of this update, are expected to make the cloud gaming easier and faster, while the experimental WebGPU is said to make it easier for games than run in the browser to use the computer's power.WebCodecs is an API that will allow developers to access video encoding/decoding codecs that are coupled with the browser.

This WebCodecs is meant to make it easier to get incoming video streams onto the screen, with the use of hardware decoding, as safely as possible.As for the WebGPU, it is meant to give web developers better access to the computer's graphics horsepower by making use of the computer's native graphics API.There is no set timeline of when these features might be rolled out.Just last month, Google rolled out new features as part of the Chrome 92 update.Among other enhancements, they aim to make internet browsing safer for users. Users can now check permissions of websites easilyChrome 92 update allows users to check all the permissions of a particular website by tapping on the lock icon on the left side of the Chrome address bar.Address bar is now 'actionable'The Chrome browser update will allow users to perform actions by typing them in the address bar. For instance, typing "safety check" will check the security of passwords, scan for malicious extensions, and more. Similarly, "manage security settings" or "manage sync" too will perform these quick actions, eliminating the need to look for them in the Settings section of the app.Safety and privacy improvementsChrome 92 update also expands the scope of Site Isolation, a security feature that aims to protect users from malicious websites. "Site Isolation will now cover a broader range of sites, as well as extensions, and all of this comes with tweaks that improve Chrome's speed," said the company in its announcement blog post.

Document TOI0000020210831eh9100065

Immersive Virtual Reality Market Next Big Thing | Facebook , Google , HTC, Microsoft , HTC,

1,127 words
31 August 2021
iCrowdNewswire
ICROWDN
English

The ‘ Immersive Virtual Reality market’ research report added by Report Ocean, is an in-depth analysis of the latest developments, market size, status, upcoming technologies, industry drivers, challenges, regulatory policies, with key company profiles and strategies of players. The research study provides market overview; Immersive Virtual Reality derived key statistics, based on the market status of the manufacturers and is a valuable source of guidance and direction for companies and individuals interested in Immersive Virtual Reality market size forecast, Get report to understand the structure of the complete fine points (Including Full TOC, List of Tables & Figures, Chart).

A combination of factors, including COVID-19 containment situation, end-use market recovery & Recovery Timeline of 2020/ 2021

covid-19 scenario

Market Behavior

End Industry Behavior

Expected Industry Recovery Timeline

Expected Key Dynamic

Business Impact Horizon

Fast recovery – Opening of economy by Q2 2020

xx

xx

xx

xx

xx

Gradual recovery – Opening of economy by Q3 2020

xx

xx

xx

xx

xx

Partial recovery – Partial opening of economy by Q3 2020

xx

xx

xx

xx

xx

Slow recovery – Opening of economy extended till Q4 2020 / Q1 2021

xx

xx

xx

xx

xx

Download Free Sample Copy of ‘Immersive Virtual Reality market’ Report @

https://reportocean.com/industry-verticals/sample-request?report_id=bis210779

A systematic step framework for How to Tackle The Situation… “MITIGATE” | “SUSTAIN” | “GROW”: Business Strategy Recovery, Scenario and Planning

Key Segments Studied in the Global Immersive Virtual Reality Market

Manufacturer Detail

Facebook

Google

HTC

Microsoft

Magic Leap

Samsung

WorldViz

Marxent Labs

Unity Technologies

Snap

CastAR

Section 4: 900 USD——Region Segmentation

North America (United States, Canada, Mexico)

South America (Brazil, Argentina, Other)

Asia Pacific (China, Japan, India, Korea, Southeast Asia)

Europe (Germany, UK, France, Spain, Italy)

Middle East and Africa (Middle East, Africa)

Section (5 6 7): 700 USD——

Product Type Segmentation

Non-Immersion

Half-Immersion

Whole-Immersion

Application Segmentation

Entertainment

Engineering

Education

Commercial

Browse market information, tables and figures extent in-depth TOC, The latest independent research document on various market development activities and business strategies such as new product/services development, Joint Ventures, partnerships, mergers and acquisitions, etc. In order to provide a more informed view, a market company profiles include Business Overview, Product / Service Offerings, SWOT Analysis, Segment & Total Revenue, Gross Margin and % Market Share.

What our reports offer:

Market share assessments for the regional and country-level segments Strategic recommendations for the new entrants Covers market data for 2020, 2021, till 2025 Market trends (drivers, opportunities, threats, challenges, investment opportunities, and recommendations) Strategic recommendations in key business segments based on the market estimations Competitive landscaping mapping the key common trends Company profiling with detailed strategies, financials, and recent developments Supply chain trends mapping the latest technological advancements

Geographical Breakdown: Regional level analysis of the market, currently covering North America, Europe, China & Japan

In-Depth Qualitative Analyses Include Identification And Investigation Of The Following Aspects: Market Structure, Growth Drivers, Restraints and Challenges, Emerging Product Trends & Market Opportunities, Porter's Fiver Forces. The report also inspects the financial standing of the leading companies, which includes gross profit, revenue generation, sales volume, sales revenue, manufacturing cost, individual growth rate, and other financial ratios. The report basically gives information about the Market trends, growth factors, limitations, opportunities, challenges, future forecasts, and details about all the key market players.

(Check Our Exclusive Offer: Ask for Discount to our Representative)

https://reportocean.com/industry-verticals/sample-request?report_id=bis210779

Key questions answered: Study Explore COVID 19 Outbreak Impact Analysis

Market size and growth rate during forecast period. Key factors driving the Market. Key market trends cracking up the growth of the Market. Challenges to market growth. Key vendors of Market. Detailed SWOT analysis. Opportunities and threats faces by the existing vendors in Global Market. Trending factors influencing the market in the geographical regions. Strategic initiatives focusing the leading vendors. PEST analysis of the market in the five major regions.

Ask Our Expert for Complete Report@:

https://reportocean.com/industry-verticals/sample-request?report_id=bis210779

Market analysis requires careful attention to the following:

Market Analysis: To make this section robust, we help you identify industry size, growth rates, drivers, challenges, major players, and market forecasts and emerging trends. Competitive Analysis: Understanding your competition is critical to your success. This section includes an analysis of your key competitors, their products/services, their differentiators, and market shares. Target Market and Customers: Identifying and prioritizing specific target markets are another key part of your industry analysis where research is crucial. You need to think about demographics and buying behaviors of your customers? How can you best reach them? What kinds of challenges do they have? How do they like to be marketed?

Competitiveness Industry concentration – This is a measure of the number of firms in an industry and the size of the predominant firms in the industry. It indicates the nature of the competition. Identify the most important players in the industry. What percent of the market is controlled by the largest companies (for example, the four largest firms)? What is the market share of each major firm? What is the number of firms over a certain size? Is there a dominant industry leader? Who is it?

Key Points Covered in Immersive Virtual Reality Market Report: Study Explore COVID 19 Outbreak Impact Analysis

Global Immersive Virtual Reality Market Research Report

Section 1: Global Immersive Virtual Reality Industry Overview

Section 2: Global Economic Impact on Immersive Virtual Reality Industry

Section 3: Global Market Competition by Industry Producers

Section 4: Global Productions, Revenue (Value), according to Regions

Section 5: Global Supplies (Production), Consumption, Export, Import, geographically

Section 6: Global Productions, Revenue (Value), Price Trend, Product Type

Section 7: Global Market Analysis, on the basis of Application

Section 8: Immersive Virtual Reality Market Pricing Analysis

Section 9: Market Chain, Sourcing Strategy, and Downstream Buyers

Section 10: Strategies and key policies by Distributors/Suppliers/Traders

Section 11: Key Marketing Strategy Analysis, by Market Vendors

Section 12: Market Effect Factors Analysis

Section 13: Global Immersive Virtual Reality Market Forecast

Continued….

……..and view more in complete table of Contents

Browse Premium Research Report with Tables and Figures at @
https://reportocean.com/industry-verticals/sample-request?report_id=bis210779

Thanks for reading this article; you can also get individual chapter wise section or region wise report version like North America, Europe or Asia.

About Report Ocean:

We are the best market research reports provider in the industry. Report Ocean believe in providing the quality reports to clients to meet the top line and bottom line goals which will boost your market share in today's competitive environment. Report Ocean is "one-stop solution" for individuals, organizations, and industries that are looking for innovative market research reports.

Document ICROWDN020210831eh8v000pv

THE AGE
INDEPENDENT. ALWAYS.

Apple and Google face stricter rules as digital wallets take off

Clancy Yeates
623 words
30 August 2021
16:23
The Age - Online
AGEEOL
English

The biggest review of Australian payments regulation in more than 20 years says the government should have the power to set rules for new forms of payment such as Apple and Google's digital wallets, which could become systemically important players in finance.

Banks and fintechs on Monday backed the landmark review that said Australia's current system of payment regulation lacked a clear vision, as the sector grapples with rapid growth in new types of digital payment.

In response, the review said the federal Treasurer should be given new powers to intervene in payments systems, based on national interest criteria such as cybersecurity, crisis management, or consumer protection.

The payments system review, by King & Wood Mallesons partner Scott Farrell, also called for the Reserve Bank's powers to regulate payments to be bulked up, and for a simplified licensing regime.

As an example of how payments are changing rapidly, the review highlighted the rapid growth in digital wallets -apps that allow customers to use smartphones to make payments - provided by Apple, Google and WeChat. It said digital wallets could become "systemically important" if their growth continued, and while the apps held huge amounts of consumer data they were not subject to payment regulation.

While the report did not actually recommend regulating Apple Pay, Treasurer Josh Frydenberg on Monday appeared to signal the government's support for changes to the payment regulatory regime, and he highlighted the rise of digital wallets.

"Ultimately, if we do nothing to reform the current framework, it will be Silicon Valley alone that determines the future of our payments system, a critical piece of our economic infrastructure," Mr Frydenberg wrote in The Australian Financial Review.

Banks, which have highlighted the threat they face from unregulated "big tech" players, also backed Mr Farrell's report.

The Commonwealth Bank, which has recently engaged in a public fight with Apple over its market power in digital wallets, said the report underscored the need for a system that encouraged competition. "The Farrell Report provides a well-considered and comprehensive review of the current payments system which indicates there is broad agreement the system needs to be significantly re-shaped to incorporate the rapid changes underway in payments in Australia and globally," a CBA spokesman said.

The report did not make a call on whether there was a need to regulate fast-growing buy now, pay later (BNPL) operators such as Afterpay.

Managing director of payments consultancy The Initiatives Group, Lance Blockley, said the review was taking a much wider view of the payments system than merely the network that moves the money, to also include the user interface and technology platforms, such as digital wallets. The report said there was already a shift underway from a payments system to an "ecosystem", citing the rise of digital wallets, buy-now pay-later services and cryptocurrencies.

Mr Blockley said the extra powers proposed for the Treasurer could apply to areas such as digital wallets offered by technology companies such as Apple and Google.

"It does allow future dealing with all sorts of new forms of payments because it would capture them," Mr Blockley said. "You could imagine a politician might be a bit more front-footed than a regulator."

However, chief executive of payments consultancy McLean Roche, Grant Halverson, said the government's focus on big tech was a distraction, and the report did not focus enough on the need for more competition in

payments. "Australian payments will see more change in the next 10 years than the last 30 years combined," Mr Halverson said.

The Market Recap newsletter is a wrap of the day's trading. Get it each weekday afternoon.

Document AGEEOL0020210830eh8u001ba

Australia considering new laws for Apple, Google, WeChatdigital wallets

328 words
30 August 2021
Bahrain News Agency
BAHRNA
English

Sydney, Aug. 30 (BNA): The Australian government is considering new laws that would tighten the regulation of digital payment services by tech giants such as Apple and Alphabet's Google.

Treasurer Josh Frydenberg said he would "carefully consider" that and other recommendations from a government-commissioned report into whether the payments system had kept pace with advances in technology and changes in consumer demand, Reuters reported.

Services such as Apple Pay, Google Pay and China's WeChat Pay, which have grown rapidly in recent years, are not currently designated as payment systems, putting them outside the regulatory system.

"Ultimately, if we do nothing to reform the current framework, it will be Silicon Valley alone that determines the future of our payments system, a critical piece of our economic infrastructure," Frydenberg said in an opinion piece published in the Australian Financial Review newspaper.

The Bank for International Settlements (BIS) earlier this month called for global financial watchdogs to urgently get to grips with the growing influence of 'Big Tech', and the huge amounts of data controlled by groups such as Google, Facebook, Amazon and Alibaba.

The Australian report recommended the government be given the power to designate tech companies as payment providers, clarifying the regulatory status of digital wallets.

It also recommended the government and industry together establish a strategic plan for the wider payments ecosystem and that a single, integrated licensing framework for payment systems be developed.

The Reserve Bank of Australia (RBA), which is currently in charge of designating who is a payment services provider, reported that payments through digital wallets had grown to 8% of in-person card transactions in 2019, up from 2% in 2016.

The Commonwealth Bank of Australia, which has estimated digital wallet transactions more than doubled in the year to March to A$2.1 billion, has urged regulators to address "competition issues" and consider the safety implications of their use.

H.F.

article

Document BAHRNA0020210830eh8u0008g

AR Gaming Market Is Booming Worldwide with Microsoft, Google, Legrand

575 words
25 August 2021
iCrowdNewswire
ICROWDN
English

Advance Market Analytics published a new research publication on "AR Gaming Market Insights, to 2026" with 232 pages and enriched with self-explained Tables and charts in presentable format. In the Study you will find new evolving Trends, Drivers, Restraints, Opportunities generated by targeting market associated stakeholders. The growth of the AR Gaming market was mainly driven by the increasing R&D spending across the world.

Some of the key players profiled in the study are:

Apple (United States), Microsoft (United States), Google (United States), Sony (Japan), Siemens AG (Germany), Schneider Electric S.E. (France), Legrand SA (France), Honeywell International, Inc. (United States), Koninklijke Philips N.V. (Netherlands), Tunstall Healthcare Ltd. (United Kingdom)

Get Free Exclusive PDF Sample Copy of This Research @
https://www.advancemarketanalytics.com/sample-report/18945-global-ar-gaming-market

Scope of the Report of AR Gaming

Augmented reality gaming also called as AR gaming. It is the integration of game visual as well as audio content with the user's environment in real time. This contained convergence of natural and virtual environment would be achieved by using HMDs (Head Mount Displays) and aligned AR apparatus. Adoption of augmented reality games will help to boost global AR Gaming Market.

The titled segments and sub-section of the market are illuminated below:

by Type (Smartphones, Laptops, Tablets, Portable Gaming Systems, Others), Application (Consumer Electronics, Education, Entertainment, Healthcare, Others), Display (Smart Glasses, Head-Mounted)

Market Trends:

Huge Investment of Organizations Rising Affordability Of AR video Gaming

Market Drivers:

Fueling Demand of Augmented Reality Devices Increasing Popularity of Video Gaming

Market Opportunities:

Technological Advancement

Region Included are: North America, Europe, Asia Pacific, Oceania, South America, Middle East & Africa

Country Level Break-Up: United States, Canada, Mexico, Brazil, Argentina, Colombia, Chile, South Africa, Nigeria, Tunisia, Morocco, Germany, United Kingdom (UK), the Netherlands, Spain, Italy, Belgium, Austria, Turkey, Russia, France, Poland, Israel, United Arab Emirates, Qatar, Saudi Arabia, China, Japan, Taiwan, South Korea, Singapore, India, Australia and New Zealand etc.

Have Any Questions Regarding Global Keyword Market Report, Ask Our Experts@
https://www.advancemarketanalytics.com/enquiry-before-buy/18945-global-ar-gaming-market

Strategic Points Covered in Table of Content of Global Keyword Market:

Chapter 1: Introduction, market driving force product Objective of Study and Research Scope the AR Gaming market

Chapter 2: Exclusive Summary – the basic information of the AR Gaming Market.

Chapter 3: Displaying the Market Dynamics- Drivers, Trends and Challenges & Opportunities of the AR Gaming

Chapter 4: Presenting the AR Gaming Market Factor Analysis, Porters Five Forces, Supply/Value Chain, PESTEL analysis, Market Entropy, Patent/Trademark Analysis.

Chapter 5: Displaying the by Type, End User and Region/Country 2015-2020

Chapter 6: Evaluating the leading manufacturers of the AR Gaming market which consists of its Competitive Landscape, Peer Group Analysis, BCG Matrix & Company Profile

Chapter 7: To evaluate the market by segments, by countries and by Manufacturers/Company with revenue share and sales by key countries in these various regions (2021-2026)

Chapter 8 & 9: Displaying the Appendix, Methodology and Data Source

finally, AR Gaming Market is a valuable source of guidance for individuals and companies.

Read Detailed Index of full Research Study at @
https://www.advancemarketanalytics.com/reports/18945-global-ar-gaming-market

Thanks for reading this article; you can also get individual chapter wise section or region wise report version like North America, Middle East, Africa, Europe or LATAM, Southeast Asia.

Document ICROWDN020210825eh8p0015p

E-Learning Virtual Reality Market May Set Massive Growth by 2026 | Immersive Vr Education, Google, Zspace, Nearpod

1,030 words
18 August 2021
iCrowdNewswire
ICROWDN
English

The global E-Learning Virtual Reality is witnessing high demand from the forecasted period due to COVID 19 Pandemic. There are examples in each of these areas that are both timely in the current reality of COVID-19 and which can be built upon once cultural institutions, schools, and workplaces reopen their doors. With the advent of digitalization, classrooms are also taking a virtual form. Virtual classrooms are becoming a reality in the era of e-learning. Nevertheless, ever-rising technological advancements are expected to provide grand growth to the global e-learning virtual reality market in the future.

Download Sample Report PDF (Including Full TOC, Table & Figures) @ https://www.advancemarketanalytics.com/sample-report/104712-global-e-learning-virtual-reality-market

Key Players in This Report Include:

Immersive Vr Education (Ireland),Oculus Vr (United States),Google Inc. (United States),Zspace, Inc. (United States),Curiscope (United Kingdom),Nearpod (United States),Eon Reality Inc (United States),Schell Games (United States),Gamar (United States),Thing link (Finland)

The latest study released on the Global E-Learning Virtual Reality Market by AMA Research evaluates market size, trend, and forecast to 2026. The E-Learning Virtual Reality market study covers significant research data and proofs to be a handy resource document for managers, analysts, industry experts and other key people to have ready-to-access and self-analyzed study to help understand market trends, growth drivers, opportunities and upcoming challenges and about the competitors.

Market Trend:

Increasing Online learning due to COVID-19 Pandemic The Rising Adoption from Corporate for Training of Employees

Market Drivers:

Increasing digitalization and demand for augmented and virtual reality The increasing demand for distance education and collaborations of education providers with hardware and software companies are paving the way for substantial growth

Market Opportunities:

The Growing adoption from developing countries Increasing Inclination towards Smart Devices

The Global E-Learning Virtual Reality Market segments and Market Data Break Down are illuminated below:

by Type (Devices (Computers, Mobiles, Consoles, Others), Software (Sdk Kits, Cloud-Based Solutions), Services (Virtual Reality Training, Tailor Mode E-Learning, Games For E-Learning, Mobile Learning, Public Speaking Vr Simulation, E-Learning Tools)), Application (Academic, Corporate Training), Technology (Head Mount, Gesture Control, Projectors)

Global E-Learning Virtual Reality market report highlights information regarding the current and future industry trends, growth patterns, as well as it offers business strategies to help the stakeholders in making sound decisions that may help to ensure the profit trajectory over the forecast years.

Have a query? Market an enquiry before purchase @ https://www.advancemarketanalytics.com/enquiry-before-buy/104712-global-e-learning-virtual-reality-market

Geographically, the detailed analysis of consumption, revenue, market share, and growth rate of the following regions:

The Middle East and Africa (South Africa, Saudi Arabia, UAE, Israel, Egypt, etc.) North America (United States, Mexico & Canada) South America (Brazil, Venezuela, Argentina, Ecuador, Peru, Colombia, etc.) Europe (Turkey, Spain, Turkey, Netherlands Denmark, Belgium, Switzerland, Germany, Russia UK, Italy,

France, etc.) Asia-Pacific (Taiwan, Hong Kong, Singapore, Vietnam, China, Malaysia, Japan, Philippines, Korea, Thailand, India, Indonesia, and Australia).

Objectives of the Report

-To carefully analyze and forecast the size of the E-Learning Virtual Reality market by value and volume. -To estimate the market shares of major segments of the E-Learning Virtual Reality -To showcase the development of the E-Learning Virtual Reality market in different parts of the world. -To analyze and study micro-markets in terms of their contributions to the E-Learning Virtual Reality market, their prospects, and individual growth trends. -To offer precise and useful details about factors affecting the growth of the E-Learning Virtual Reality -To provide a meticulous assessment of crucial business strategies used by leading companies operating in the E-Learning Virtual Reality market, which include research and development, collaborations, agreements, partnerships, acquisitions, mergers, new developments, and product launches.

Buy Complete Assessment of E-Learning Virtual Reality market now @ https://www.advancemarketanalytics.com/buy-now?format=1&report=104712

Major highlights from Table of Contents:

E-Learning Virtual Reality Market Study Coverage:

It includes major manufacturers, emerging player's growth story, and major business segments of E-Learning Virtual Reality market, years considered, and research objectives. Additionally, segmentation on the basis of the type of product, application, and technology. E-Learning Virtual Reality Market Executive Summary: It gives a summary of overall studies, growth rate, available market, competitive landscape, market drivers, trends, and issues, and macroscopic indicators. E-Learning Virtual Reality Market Production by Region E-Learning Virtual Reality Market Profile of Manufacturers-players are studied on the basis of SWOT, their products, production, value, financials, and other vital factors. Key Points Covered in E-Learning Virtual Reality Market Report: E-Learning Virtual Reality Overview, Definition and Classification Market drivers and barriers E-Learning Virtual Reality Market Competition by Manufacturers Impact Analysis of COVID-19 on E-Learning Virtual Reality Market E-Learning Virtual Reality Capacity, Production, Revenue (Value) by Region (2020-2026) E-Learning Virtual Reality Supply (Production), Consumption, Export, Import by Region (2020-2026) E-Learning Virtual Reality Production, Revenue (Value), Price Trend by Type {Cloud Based, Web Based} E-Learning Virtual Reality Market Analysis by Application {Large Enterprises, SMEs} E-Learning Virtual Reality Manufacturers Profiles/Analysis E-Learning Virtual Reality Manufacturing Cost Analysis, Industrial/Supply Chain Analysis, Sourcing Strategy and Downstream Buyers, Marketing Strategy by Key Manufacturers/Players, Connected Distributors/Traders Standardization, Regulatory and collaborative initiatives, Industry road map and value chain Market Effect Factors Analysis.

Browse Complete Summary and Table of Content @ https://www.advancemarketanalytics.com/reports/104712-global-e-learning-virtual-reality-market

Key questions answered

How feasible is E-Learning Virtual Reality market for long-term investment? What are influencing factors driving the demand for E-Learning Virtual Reality near future? What is the impact analysis of various factors in the Global E-Learning Virtual Reality market growth? What are the recent trends in the regional market and how successful they are?

Thanks for reading this article; you can also get individual chapter wise section or region wise report version like North America, Europe or Asia.

Document ICROWDN020210818eh8i000b5

BUSINESS INSIDER

How to use the Google Cardboard virtual reality app with compatible viewers

feedback@businessinsider.com (Devon Delfino)
514 words
16 August 2021
21:00
Business Insider
BIZINS
English

Summary List Placement

Google Cardboard is the company's affordable answer to a virtual reality (VR) experience: It's a free app that works alongside other VR apps to let users effectively turn their phones into a VR device. They also offer relatively cheap viewer options on the Google Cardboard site, lowering the bar to entry for VR.

Here's how to find Google Cardboard-compatible VR viewers and use the Cardboard app on your iPhone or Android.

What is Google Cardboard?

The term "Google Cardboard" can be used to refer to two different things:

* The Google Cardboard app: The app, which can be downloaded for iPhone or Android, helps users launch VR experiences on their device.

* The Google Cardboard VR viewer: This cardboard viewer was made to fit around your smartphone and function like VR goggles. Google has discontinued the device, though they do provide instructions for creating your own cardboard viewer.

Note: Even though the Google-made viewer is no longer available, you can still find similar products from other VR companies through the Google Cardboard site. And those can work alongside the Google Cardboard app.

How Google Cardboard works

To use the Google Cardboard app, you just have to do the following:

1. Download the Google Cardboard app from your phone's app store.

2. Give the app permission to use your camera.

3. Find the QR code on your viewer and scan it.

4. Place your phone in your VR viewer device.

5. Load up your desired VR experience, either within the Cardboard app or through a Cardboard-compatible VR app.

How to get and use Google Cardboard

The VR viewers showcased on the Google Cardboard site range from about $8.95 to $39.95, and are made from cardboard, plastic, and nylon ABS. They can fit screen sizes up to seven inches, depending on the model you purchase.

Quick tip: Once you have a viewer, you can scan the QR code into the Cardboard app to connect it up, so the shape of each side of your screen will fit the viewer you're using.

You can also download Cardboard-compatible VR apps, which can be found within the Cardboard app.

To use an app in tandem with Cardboard and your viewer, select the View in Cardboard option.

From there, you should be able to enjoy your VR experience, properly formatted for your viewer.

What is augmented reality? Here's what you need to know about the 3D technologyHow to cast an Oculus Quest to a TV and share your virtual reality viewHow to use Google Tasks to make to-do lists and organize your scheduleHow to connect an Oculus Quest to a PC to play virtual reality games

See Also:

* What is Google Play? The online store for Android devices, explained

* How to use Live Text, a new iPhone feature that lets you copy text from photos

* FaceTime not working? Here's how to troubleshoot Apple's video-calling app

Document BIZINS0020210816eh8g00139

Samaaro; Senior Executives From Google, Flipkart, Swiggy & Zivame Invest In Award-Winning Virtual Event Platform - Samaaro

520 words
6 August 2021
Investment Weekly News
INVWK
252
English

2021 AUG 14 (VerticalNews) -- By a News Reporter-Staff News Editor at Investment Weekly News -- India-based Virtual Event Platform, Samaaro, has raised $125K in angel round participated by leading investors in India. Angel investors like Richa Kar, Naman Gupta and Kedar Gavane were among those who participated in the round.

Speaking about the investment, Naman Gupta, Assistant Vice President of Swiggy, said, "The market potential for Samaaro is quite high but for me, the clarity of thought, calm demeanor, sharp focus on the product and ever-smiling attitude of the founders clinched the deal. I am very excited to be onboard and join this journey with the entire team and look forward to huge success."

Samaaro was launched in 2020 by Purnank Prakash, Mayank Banka and Skandha Gopalan on the heels of the deadly pandemic that put paid to all corporate and business events across the world.

There has been a huge surge in demand for virtual event platforms since last year, and the virtual event market, currently valued at over $100 Billion, is forecasted to grow at a compounded annual growth rate of 23.2% from now to 2027. This means the virtual event platform market can be expected to be valued at $774 Billion by 2030, according to Grand View Research.

Samaaro provides a platform for organizations to host 20+ types of virtual events, including Virtual Expos, Virtual Trade Fairs, Virtual Conferences and Virtual Exhibitions for unlimited attendees. Its primary target group includes Event Management Companies, Marketing & Media Agencies, Exhibition, Fairs and Tradeshow Organizers, Large Conference Organizers, Associations, Government bodies, Higher Education Institutes, Corporates, Startups, SMBs & Enterprises.

"The events industry has changed dramatically in the last year. Virtual & hybrid event platforms have empowered organizations to launch bigger events in a much shorter timeline. I believe Samaaro is one of the game changers in the industry with a virtual event platform having endless possibilities. Their impressive list of clients proves that the team has put in solid effort to take events to the next level," added Kedar Gavane, Senior Vice President and Head - APAC of Comscore.

As per the official statement of the organization, it has already helped big brands like Cisco, Hitachi, Vodafone, host virtual events and also has a long-term collaboration with Informa Markets- the world's leading trade fair organizers in terms of revenue.

Purnank Prakash, CEO and Co-founder of Samaaro said, "Our priority in this round was to onboard investors with a strong background and varied expertise along with funds raising. I am elated that we were able to successfully achieve that."

The company plans to spend its funds towards scaling the product, hiring top-tier talent, and spreading its reach to global markets. The company also plans to expand into the Hybrid Event market in the coming months, aimed to help organizers host events that involve both live and virtual audiences.

Keywords for this news article include: Samaaro.

Document INVWK00020210806eh86000ug

PR Newswire
a CISION company

Global $4.98 Billion Cloud Gaming Market to 2026 Featuring Google, Cyber Cloud Technologies, Nvidia, Kingsoft Cloud, Microsoft, Ubitus, Sony

666 words
3 August 2021
22:15
PR Newswire
PRN
English

DUBLIN, Aug. 3, 2021 /PRNewswire/ -- The "Global Cloud Gaming Market (2021-2026) by Type, Application and Geography - Competitive Analysis, Impact of COVID-19, Ansoff Analysis" report has been added to ResearchAndMarkets.com's offering.

The Global Cloud Gaming Market is estimated to be worth USD 2.3 Billion in 2020 and is expected to reach USD 4.98 Billion by 2025, growing at a CAGR of 16.7%.

Market Dynamics

The rise in digitalization, increasing world online gaming competitions, an upsurge of mobile games, and the introduction of new technologies like 5G are major factors promoting the increase of the cloud gaming market. Cloud gaming enables the reduction of data storage and edge computing.

Moreover, fast speed, OTT gaming services, continuous updating, and education or learning games have escalated cloud gaming. However, bandwidth issues in developing countries are hindering the market growth.

The increasing adoption of cloud technology in developing countries is anticipated to create new opportunities in the market.

Recent Developments

1. Amazon announced new cloud gaming service, Luna. - 24th September 2020

2. Jezby Ventures acquires Blade, a French startup that owns Shadow- a cloud-based gaming service. - 30th April 2021

Company Profiles

Some of the companies covered in this report Google LLC, Cyber Cloud Technologies LLC, In Nvidia Corporation, Kingsoft Cloud Holdings, Microsoft Corporation, Ubitus Inc., Sony Group Corporation, etc

Key Topics Covered:

1 Report Description

1.1 Study Objectives

1.2 Market Definition

1.3 Currency

1.4 Years Considered

1.5 Language

1.6 Key Shareholders

2 Research Methodology

2.1 Research Process

2.2 Data Collection and Validation

9 Competitive Landscape

9.1 Competitive Quadrant

9.2 Market Share Analysis

9.3 Strategic Initiatives

9.3.1 M&A and Investments

9.3.2 Partnerships and Collaborations

9.3.3 Product Developments and Improvements

10 Company Profiles

-- Apple Inc.

-- Crytek GmbH

-- Cyber Cloud Technologies LLC

-- Faceboo. Inc. (PlayGiga S.L.)

-- LeEco

-- LiquidSky Software Inc.

-- Microsoft Corporation

-- Numecent Holdings Ltd

-- Nvidia Corporation

-- Kingsoft Cloud Holdings

-- Parsec Cloud Inc.

-- PlayKey

-- Amazon.co. Inc

-- Shawdow.tech (Blade SAS)

-- Simplay Gaming Ltd

-- Sony Group Corporation

-- Tencent Cloud

-- BlacknutSAS

-- Ubitus Inc.

-- Utomik BV

For more information about this report visit https://www.researchandmarkets.com/r/ciasj6

Media Contact:

Research and Markets

Laura Wood, Senior Manager

press@researchandmarkets.com

For E.S.T Office Hours Call +1-917-300-0470

For U.S./CAN Toll Free Call +1-800-526-8630

For GMT Office Hours Call +353-1-416-8900

U.S. Fax: 646-607-1907

Fax (outside U.S.): +353-1-481-1716

View original
content:
https://www.prnewswire.com/news-releases/global-4-98-billion-cloud-gaming-market-to-2026-featuring-google-cyber-cloud-technologies-nvidia-kingsoft-cloud-microsoft-ubitus-sony-301347009.html

SOURCE Research and Markets

/Web site: http://www.researchandmarkets.com

(END)

Document PRN0000020210803eh83000vt

THE IRISH NEWS

Games: Google Doodle game Champion Island offers hours of retro-gaming fun

502 words
30 July 2021
The Irish News
IRISHN
English

Champion Island (web browser) By: Google SET TO an orchestral flourish of classic videogame soundtracks, last week's Olympic Opening Ceremony paid tribute to Japan's love affair with the form – but if watching athletic hopefuls march out to the strains of Sonic the Hedgehog isn't enough, Google's got you covered.

In the past, the search engine giant's Doodles have celebrated everything from the birth of hip-hop to the first Dutchman in space (who could forget Ubbo Ockels?), even going interactive with solvable Rubik's Cubes and a full-blown version of Pac-Man.

The latest, however, is easily their best – so good, in fact, that it deserves recognition as a full-blown game. Despite living inside a search bar, Champion Island is a love letter to the history of videogames that could give some of this year's 'proper' releases an athletic run for their money.

Landing on Champion Island as Lucky the Ninja Cat, players align with one of four teams to take part in a quadrennial celebration of athletic competition against the island's animal inhabitants, logging their scores in a global leaderboard.

The seven shindigs on offer include marathon running, rugby, table tennis, skateboarding, synchronised swimming, archery and climbing, each taking place in a themed area of Champion Island's top-down map. For a humble Doodle, there's a surprising amount of content to enjoy here, with nods to Japanese folklore, legendary opponents, side quests, additional challenges, running gags and even a plot twist for those who complete the whole shebang.

The entire enterprise is beautifully designed, with games based around the golden age of 8 and 16-bit gaming and sandwiched between eye-popping anime cutscenes. Controlled with just your arrow keys and space bar, its gameplay mechanics hark back to the halcyon, joystick-waggling days of Track and Field or, for gamers of a certain vintage, Daley Thompson's Decathlon.

It can also be played on your phone, if you can cope with the rather finicky mobile controls. Developed by award-winning Tokyo animators Studio 4°C, whose previous credits include 2015's Batman: Arkham Knight and 2011's Thundercats reboot (there was a Thundercats reboot?), the team alluded to "various stories from Hokkaido in the north to Okinawa in the south in the Doodle". "Besides drawing inspiration from stories known across Japan, we also hoped to convey the rich and diverse natural beauty of the country, including underwater, sandy tropical beaches, forests, and snowy mountains." Despite relatively simple gameplay, Champion Island is shockingly deep for a humble Doodle, and guaranteed to tank office productivity as work-shy employees climb the leaderboards (though autosaves mean your progress is safe when the man is around). At time of writing, Champion Island remains Google's active Doodle, but even when the Olympic flame is extinguished, you'll be able to find it here: Google.com/doodles/doodle-champion-island-games-july-24.

Document IRISHN0020210729eh7u00030

Cloud Gaming Market To Gather Revenue Of $7.24 Billion By 2027 - Top Companies Consist Amazon Web Services, Apple, Electronic Arts, Google & Intel Corporation | Million Insights

951 words
27 July 2021
M2 Presswire
MTPW
English

According to new report available with Million Insights, the global cloud gaming industry research report offers thorough insights on devices, technology, end-user and global demand. It also offers ready, data-driven answers to several industry-level questions.

According to the published report, the global cloud gaming market size is estimated to arrive at USD 7.24 Billion by 2027. It is projected to develop by 48.2% CAGR from 2021 to 2027.

Progression in the cloud technology has facilitated the speedy shearing of cloud gaming form. Cloud gaming provide consumers, distant admittance to interactive sports events, in addition to allow streaming of videos above the internet. Besides, it permits devices to run effortlessly, a variety of premium next generation sports, by means of lesser computational capability. These features are expected to impel the expansion of the market, during the period of the forecast.

To download the sample PDF of “Cloud Gaming Market” Report please click here:
https://www.millioninsights.com/industry-reports/global-cloud-gaming-market/request-sample

Augmented demand for cloud gaming has been observed, like an instructive means in the educational division, since it enhances inspiration of the student, academic as well as communal talent and attentiveness. Cloud gaming present a collection of the most recent and graphically superior games and decreases necessities of the license. The wide-ranging future for cloud gaming in educational surroundings is currently being recognized, stimulating the requirement for gaming subject in an educational segment, above the period of the forecast.

The issues like, the increasing funds in 5G technology along with the admittance to several games on cloud, at reasonable prices are the factors, moreover estimated to add to the expansion of the cloud gaming market. In addition, the companies are observed collaborating with telecom groups, to provide the services of cloud gaming, all over the world. Such as, Microsoft Corporation joined with SK Telecom Co., Ltd. to increase the scope of its Project xCloud Preview, a solution of game streaming in South Korea, in January 2020.

Major companies of the market are concentrating on presenting innovative solutions & products with implementing the strategies like collaborations, mergers & acquisitions and partnerships, to stay viable in the market.

To browse report summary & detailed TOC, please click the link below:

https://www.millioninsights.com/industry-reports/global-cloud-gaming-market

Further key findings from the report suggest:

* North America is expected to witness, extraordinary enlargement, during the period of the forecast. This is credited to the increasing infiltration of speedy internet and the rising figure of gamers, within the region.

* The initiation of 5G and the handiness of smart phones, that facilitate faultless cloud gaming, are the factors expected to impel the progress of the smartphone sector.

* The avid gamers section is estimated to register a sizeable CAGR, during the period of the forecast. The growth in immersive and aggressive gaming, on movable devices, is expected to force the progress of the section.

* Since the file streaming facilitate companies to present an improved as well as flawless gaming sense to the consumer, regardless of the lesser internet speeds. The file streaming section is likely to record the maximum CAGR during the forecast period.

Million Insights segmented the global cloud gaming market based on Gamer Type, Device, Type, and Region.

Cloud Gaming Type Outlook (Revenue, USD Million, 2016 - 2027)

* File Streaming

* Video Streaming

Cloud Gaming Device Outlook (Revenue, USD Million, 2016 - 2027)

* Smartphones

* Tablets

* Gaming Consoles

* PCs & Laptops

* Smart TVs

* Head-Mounted Displays

Cloud Gaming Gamer Type Outlook (Revenue, USD Million, 2016 - 2027)

* Casual Gamers

* Avid Gamers

* Lifestyle Gamers

Cloud Gaming Regional Outlook (Revenue, USD Million, 2016 - 2027)

* North America

* U.S.

* Canada

* Europe

* U.K.

* Germany

* Asia Pacific

* China

* India

* Japan

* Latin America

* Brazil

* Middle East & Africa

Companies

Various companies for cloud gaming market are:

* Sony Interactive Entertainment LLC

* Microsoft Corporation

* Intel Corporation

* Electronic Arts, Inc.

* Amazon Web Services Inc.

* Ubitus Inc.

* NVIDIA Corporation

* International Business Machines Corporation

* Google Inc.

* Apple, Inc.

Browse latest market research reports available with Million Insights:

* Inkjet Coders Market: The global inkjet coders market size was valued USD 1.5 billion in 2018 and expected to register 5.1% growth rate during the forecasted period, from 2019 to 2025.

* Thermoplastic Vulcanizates Market: With reference to the report published, the global thermoplastic vulcanizates (TPV) market was prized by USD 1.5 billion in 2019. It is estimated to witness 6.5% CAGR from 2020 to 2027.

About Million Insights

Million Insights, is a distributor of market research reports, published by premium publishers only. We have a comprehensive marketplace that will enable you to compare data points, before you make a purchase. Enabling informed buying is our motto and we strive hard to ensure that our clients get to browse through multiple samples, prior to an investment. Service flexibility & the fastest response time are two pillars, on which our business model is founded. Our market research report store includes in-depth reports, from across various industry verticals, such as healthcare, technology, chemicals, food & beverages, consumer goods, material science & automotive.

Media Contact

Company Name: Million Insights

Contact Person: Ryan Manuel

Email: sales@millioninsights.com

Phone: 91-20-65300184

Address:Office No. 302, 3rd Floor, Manikchand Galleria, Model Colony, Shivaji Nagar

City: Pune

State: Maharashtra

Country: India

Website: https://www.millioninsights.com/industry-reports/global-cloud-gaming-market

Source: www.abnewswire.com

Document MTPW000020210727eh7r004mp

Google partners Maliyo Games to grow African content in gaming market

Frank Eleanya
148 words
22 July 2021
Business Day
BUSMEDI
English

[click to view image]

Google has joined forces with Lagos-based Maliyo Games to create mobile games with local content for the Play Store. The two companies are organising a boot camp game developer program called #GameUp in three countries, Nigeria, Kenya, and Ghana. The objective of the program, which is a first of its kind, is to prepare young…

Document BUSMEDI020210722eh7m0005q

YOURSTORY

From a Delhi out-house to Google for Startups: Journey of mobile gaming studio BlackLight Games

Sohini Mitter
Distributed by Contify.com
1,504 words
15 July 2021
Your Story
ATYOST
English

BlackLight Games is one of India's fast-growing mobile gaming studios, with successes like Ludo SuperStar, Carrom SuperStar, and CallBreak to its name. The Noida-based startup is now expanding to the Middle East and North America for revenue growth.

When BlackLight Studio Games was formed in 2012, gaming wasn't very popular in India either as a business or as a medium of entertainment.

Founder Shruti Sarraf, who started coding at the age of eight and later went on to build HTML5 games for Symbian browsers (during her stint at Spice Labs), bootstrapped the company from an out-house in South Delhi until 2014.

But very soon, she realised that hiring quality talent from an informal set-up was a major issue. So, BlackLight moved to an office space in Noida the same year.

"The ecosystem was still getting built in those days. Simple things like tracking user analytics, game performance, monetisation opportunities, hiring talent, etc. that are easy today, were not that straightforward back then," Shruti tells YourStory.

BlackLight's goal was to create classic games for the mobile, which was increasingly becoming the first-choice device for users.

It started with word games, primarily targeted at English-speaking territories like the US, the UK, Canada, and Australia that were also popular gaming markets.

The company released titles like Word Search, Word Alchemy, Word Shift, and Wordathon. "I enjoy playing word games myself and knew we could deliver amazing titles in it. Since we were bootstrapped, it was critical for us to become profitable early," says the founder.

BlackLight's "first major turning point" came with the success of its classic card game Solitaire (released in 2015). It became immensely popular not only in India but also in the US and Europe. The studio went on to release multiple versions of the game, including Solitaire Zen, Spider Solitaire, and Solitaire Live Challenge.

However, with the overall gaming ecosystem undergoing rapid changes, BlackLight had to change lanes too.

The move to multiplayer games

Post-2016, with the surging adoption of low-cost but powerful smartphones and Jio's affordable 4G connectivity, mobile gaming started to take off in a big way.

In 2017, India was ranked fifth globally by game downloads, and was poised to surpass countries like Russia and Brazil soon. (Three years later, in 2020, India became the second-largest casual gaming market in the world, trailing only China.)

BlackLight started shifting gears in 2017 after roping in Anupam Srivastav as a co-founder. Its goal was to create social multiplayer games that are culturally relevant to India, and offer interactive and community-driven experiences to users.

Anupam (Shruti's ex-colleague from Spice Labs) came with more than 15 years of experience in building mobile apps and games, with wildly popular titles like Octro Teen Patti and Hangman to his name.

"Under Anupam's supervision, BlackLight's ideas have turned into reality. His product expertise has helped our games stand tall while competing with international gaming giants," Shruti says of her co-founder.

As priorities changed, so did the gaming technology.

BlackLight developed an in-house authoritative multiplayer engine that could scale seamlessly as the user load increased. The startup claims its servers are strong enough to support over 50,000 concurrent players.

Shruti elaborates,

"To meet the growing appetite for mobile games, we have built a strong infrastructure, which provides reliable real-time multiplayer game experience to our players and helps us in tracking meaningful game analytics. One of the common challenges in ad-monetised multiplayer games is the cost of game servers. Our game servers are authoritative, cost-optimised, and scalable. And they are built as plug-and-play solutions that can be utilised in all our titles."

BlackLight is keen on building games that are local and nostalgic for Indian players. "These games have typically been played by users in their childhood, and have no learning curve which makes them attractive to the masses. These games have higher retention rates as well," explains the founder.

With the launch of Ludo SuperStar (multiplayer casual ludo game) in 2017, BlackLight hit gold. It has clocked more than 100 million downloads, and is the most successful title in the company's portfolio. It is also the second most downloaded Ludo game in the world (after Ludo King), and counts over two million daily active users (DAUs).

BlackLight's other popular titles include Carrom Superstar and Callbreak. Both launched in 2018 and have gained over 10 million downloads each.

Growth and pandemic impact

Since 2018, BlackLight claims to have grown 10X in revenues. A majority of this has been driven by Ludo SuperStar, which continues to top app charts.

Overall, BlackLight's games are played by three million users daily, with average sessions lasting 30 minutes. About 70 percent of its audience comes from India.

And 25 percent of the gamers are women. Shruti believes that the combination of "right content, right market, right time" has contributed to BlackLight's growth.

"We aim to grow 5X by the end of 2022-23. We also plan to balance our revenue split between ad monetisation and in-app purchases, which would help increase life-time value (LTV) of our players and ensure a steady revenue stream," she says.

Like most gaming startups, BlackLight witnessed positive growth in the pandemic.

Infographic: YS Design

Its daily installs increased by 350 percent; and usage of "Play with Friends" and "Play with Random Player" modes shot up by 450 percent and 1,100 percent respectively, mirroring the rise of social gaming in the lockdown.

"Socialising via gaming is an emerging trend in India. Social features connect gamers all over the world and make the game more interactive and engaging," Shruti states.

In 2019, BlackLight was also selected in Indie Game Accelerator, and in 2020, it became a part of Google for Startups Accelerator (GFSA).

Shruti shares,

"GFSA has been a catalyst in our growth. During the programme, we were connected with some globally leading gaming companies, which once faced challenges similar to ours. We not only gained deep product and market insights but also got valuable advice from them."

The startup has also grown its team size from 8 to 30, with new hires across roles such as product managers, tech leads, game design heads, and customer experience.

"We've been actively hiring for independent roles from different countries. Different cultural perspectives can inspire creativity and drive innovation," Shruti says.

Global expansion and future roadmap

BlackLight is embarking on its expansion to the Middle East and North America (MENA) region, which houses some of the world's most active gaming communities.

These markets have high smartphone penetration and above-average disposable incomes, but limited entertainment avenues. That is what makes it an attractive destination for new-age gaming companies from India.

Shruti explains,

"To maintain a healthy revenue per user, we plan to expand to the MENA market, including Saudi Arabia, UAE, Qatar, Oman, and Turkey while maintaining a sizeable player base in India. This expansion will ensure a consistent flow of revenue, allowing us to invest more in creating new game titles and user acquisition."

The startup continues to be bootstrapped even as online gaming gains VC interest.

"Investors are convinced about the potential of gaming in the Indian market. However, getting the right value from the right investor without losing flexibility is very important for us. We are more interested in a partnership where we can together make BlackLight grow multi-folds," states the founder.

BlackLight's team size has grown from eight to 30 since 2018.

Even though casual gaming saw tremendous growth in the pandemic, with India accounting for 17 percent of total game downloads in 2020, BlackLight believes that the industry's dependence on advertising as a means of monetisation remains an issue "and is not likely to go away in the near future".

India's Average Revenue Per Paying User (ARPPU) for casual gaming was less than $2 in FY21, which is amongst the lowest in the world.

"The segment is significantly under indexed on monetisation with lower ARPUs as compared to the gaming markets such as Indonesia, Malaysia and South Africa, which are comparable [to India] in terms of the per capita GDPs," KPMG said in a report.

However, with the maturity of the ecosystem and the emergence of local gaming studios that develop culturally relevant games, monetisation is likely to look up too.

BlackLight competes with the likes of Gametion Technologies, Octro, Gameberry Labs, MindYourLogic Studios, Nazara Technologies, and several others in a casual gaming market estimated to be worth Rs 169 billion by FY25.

Shruti sums up by saying, "Gaming has always been a hyper-competitive market. However, there lies a huge opportunity as there are billions of smartphone owners and all of them are potential gamers. This makes the market very exciting as well."

Document ATYOST0020210715eh7f00030

Google LLC; Patent Issued for Context sensitive user interface activation in an augmented and/or virtual reality environment (USPTO 11010972)

2,081 words
28 June 2021
Internet Weekly News
INTWKN
371
English

2021 JUN 28 (VerticalNews) -- By a News Reporter-Staff News Editor at Internet Weekly News -- From Alexandria, Virginia, VerticalNews journalists report that a patent by the inventors Clement, Manuel Christian (Felton, CA, US), Wiley, Jon (San Jose, CA, US), filed on December 7, 2016, was published online on May 18, 2021.

The patent's assignee for patent number 11010972 is Google LLC (Mountain View, California, United States).

News editors obtained the following quote from the background information supplied by the inventors: "An augmented reality (AR) system and/or a virtual reality (VR) system may generate a three-dimensional (3D) immersive virtual environment. A user may experience this 3D virtual environment through interaction with various electronic devices, such as, for example, a helmet or other head mounted device including a display, glasses or goggles that a user looks through when viewing a display device, gloves fitted with sensors, external handheld devices that include sensors, and other such electronic devices. Once immersed in the virtual environment, user interaction with the virtual environment may take various forms, such as, for example, eye gaze, head gaze, physical movement and/or manipulation of an electronic device to interact with, personalize and control the virtual environment."

As a supplement to the background information on this patent, VerticalNews correspondents also obtained the inventors' summary information for this patent: "In one aspect, a method may include generating a virtual environment including displaying a plurality of virtual objects in the virtual environment, detecting a virtual contact between a selection device and a virtual object of the plurality of virtual objects, determining whether the detected virtual contact corresponds to a command to be executed in the virtual environment based on at least one characteristic of the detected virtual contact, and when it is determined that the detected virtual contact corresponds to a command to be executed in the virtual environment, selecting the virtual object for actuation, and executing an action in the virtual environment corresponding to the selected virtual object and the command based on the detected virtual contact.

"In another aspect, a system may include a computing device configured to generate a virtual environment. The computing device may include a memory storing executable instructions, and a processor configured to execute the instructions. Execution of the instructions may cause the computing device to generate a virtual environment including a display of a plurality of virtual objects, detect a virtual contact between a selection device and a virtual object of the plurality of virtual objects, determine whether the detected virtual contact corresponds to a command to be executed in the virtual environment based on at least one characteristic of the detected virtual contact, and when it is determined that the detected virtual contact corresponds to a command to be executed in the virtual environment, select the virtual object for actuation, and execute an action in the virtual environment corresponding to the command and the selected virtual object.

"The details of one or more implementations are set forth in the accompanying drawings and the description below. Other features will be apparent from the description and drawings, and from the claims."

The claims supplied by the inventors are:

"1. A method, comprising: generating a virtual environment for interacting, the virtual environment including displaying a plurality of virtual objects in the virtual environment; detecting a characteristic of a virtual contact between a selection device and a virtual object of the plurality of virtual objects, the detecting the virtual contact including tracking a position and an orientation of the selection device relative to the plurality of virtual objects, the characteristic including one or more of an approach direction of the selection device with respect to the virtual object at a point of virtual contact, an approach velocity of the selection device with respect to the virtual object at the point of virtual contact, and an approach acceleration of the selection device with respect to the virtual object at the point of virtual contact; determining whether the detected virtual contact corresponds to an intended or unintended virtual contact in the virtual environment, the determining based on one or more of the characteristic of the detected virtual contact and a context in the virtual environment at a time at which the virtual contact is detected; and when it is determined that the detected virtual contact corresponds to an intended virtual contact in the virtual environment; selecting the virtual object for actuation,

and executing an action in the virtual environment corresponding to the selected virtual object and a command corresponding to the detected virtual contact, and when it is determined that the detected virtual contact corresponds to an unintended virtual contact in the virtual environment, ignoring the detection of the virtual contact.

"2. The method of claim 1, wherein detecting the characteristic of the detected virtual contact includes detecting the approach direction of the selection device with respect to the virtual object at the point of virtual contact, and determining whether the detected virtual contact corresponds to an intended or unintended virtual contact in the virtual environment includes comparing the detected approach direction of the detected virtual contact to a preset approach direction threshold.

"3. The method of claim 2, wherein the preset approach direction threshold defines a range of approach angles with respect to an actuation surface of the virtual object, and wherein determining whether the detected virtual contact corresponds to an intended or unintended virtual contact in the virtual environment includes executing the command in the virtual environment when the detected approach direction falls within the preset range of approach angles.

"4. The method of claim 2, wherein the preset approach direction threshold is defined with respect to one or more actuation areas of the virtual object, and wherein determining whether the detected virtual contact corresponds to an intended or unintended virtual contact in the virtual environment includes executing the command in the virtual environment when the detected approach direction is detected within one of the one or more actuation areas of the virtual object.

"5. The method of claim 1, wherein detecting the characteristic of the detected virtual contact includes detecting the approach velocity of the detected virtual contact with respect to the virtual object, and determining whether the detected virtual contact corresponds an intended or unintended virtual contact in the virtual environment includes comparing the detected approach velocity of the detected virtual contact to a preset approach velocity threshold.

"6. The method of claim 5, wherein the preset approach velocity threshold defines a range of approach velocities with respect to the virtual object, and wherein determining whether the detected virtual contact corresponds to an intended or unintended virtual contact in the virtual environment includes executing the command in the virtual environment when the detected approach velocity falls within the preset range of approach velocities.

"7. The method of claim 1, wherein detecting the characteristic of the detected virtual contact includes detecting an approach acceleration of the detected virtual contact with respect to the virtual object, and determining whether the detected virtual contact corresponds to an intended or unintended virtual contact in the virtual environment includes comparing the detected approach acceleration of the detected virtual contact to a preset approach acceleration threshold.

"8. The method of claim 7, wherein the preset approach acceleration threshold defines a range of approach accelerations with respect to the virtual object, and wherein determining whether the detected virtual contact corresponds to an intended or unintended virtual contact in the virtual environment includes executing the command in the virtual environment when the detected approach acceleration falls within the preset range of approach accelerations.

"9. The method of claim 1, wherein the detected virtual contact is detected at a first surface of the virtual object, the first surface of the virtual object defining an actuation surface of the virtual object, the method further comprising: detecting a subsequent virtual contact on a second surface of the virtual object, the second surface defining an inactive surface of the virtual object; determining that the subsequent virtual contact does not correspond to an intended virtual contact in the virtual environment; and ignoring the detection of the subsequent virtual contact.

"10. The method of claim 1, wherein detecting a virtual contact between a selection device and a virtual object of the plurality of virtual objects includes: detecting that the virtual object is outside of a user field of view; determining that the detected virtual contact does not correspond to an intended virtual contact in the virtual environment; and ignoring the detection of the virtual contact.

"11. The method of claim 1, wherein detecting a virtual contact between a selection device and a virtual object of the plurality of virtual objects includes: detecting a change in a user field of view, from a first field of view to a second field of view, wherein virtual contact is detected with the virtual object within the first field of view, and the virtual object is outside of the second field of view; determining that the detected virtual contact corresponds to an intended virtual contact with respect to the virtual object, with the virtual object outside of the second field of view; and executing the command in response to the detected virtual contact.

"12. The method of claim 1, wherein the selection device is at least one of a plurality of body parts of a user, the detecting a virtual contact including tracking a position and an orientation of the plurality of body parts of

the user relative to the plurality of virtual objects in the virtual environment, the detected virtual contact being detected between one of the plurality of body parts of the user and the virtual object, and the determining whether the detected virtual contact corresponds to an intended or unintended virtual contact in the virtual environment including: determining the context of the virtual environment at the time at which the virtual contact is detected; determining whether the one of the plurality of body parts is matched with the virtual object for actuation of the virtual object within the determined context of the virtual environment; executing the command in the virtual environment in response to the detected virtual contact if the one of the plurality of body parts is matched with the virtual object; and ignoring the detected virtual contact if the one of the plurality of body parts is not matched with the virtual object.

"13. The method of claim 1, wherein the selection device is at least one of a plurality of body parts of a user, the detecting a virtual contact including tracking a position and an orientation of the plurality of body parts of the user relative to the plurality of virtual objects in the virtual environment, the detected virtual contact being detected between one of the plurality of body parts of the user and the virtual object, and the determining whether the detected virtual contact corresponds to an intended or unintended virtual contact in the virtual environment including: determining whether the detected virtual contact is detected between an actuation portion of the one of the plurality of body parts and an actuation portion of the virtual object based on the tracked position and orientation of the one of the plurality of body parts at a time at which the virtual contact was detected; executing the command in the virtual environment in response to the detected virtual contact if the detected virtual contact is between the actuation portion of the one of the plurality of body parts and the virtual object; and ignoring the detected virtual contact if the detected virtual contact is not between the actuation portion of the one of the plurality of body parts and the virtual object."

There are additional claims. Please visit full patent to read further.

For additional information on this patent, see: Clement, Manuel Christian. Context sensitive user interface activation in an augmented and/or virtual reality environment. U.S. Patent Number 11010972, filed December 7, 2016, and published online on May 18, 2021. Patent URL: http://patft.uspto.gov/netacgi/nph-Parser?Sect1=PTO1&Sect2=HITOFF&d=PALL&p=1&u=%2Fnetahtml%2FPTO%2Fsrchnum.htm&r=1&f=G&l=50&s1=11010972.PN.&OS=PN/11010972RS=PN/11010972

Keywords for this news article include: Business, Google LLC, Internet Companies, Technology Companies.

Document INTWKN0020210628eh6s0003e

The Number of Gaming Apps in Google Play Store Jumped by 40% in a Year to Almost 480,000

527 words
9 June 2021
M2 Presswire
MTPW
English

The mobile gaming industry continues its meteoric growth, with more people than ever choosing gaming apps as their favorite entertainment on the go. As one of the two largest distribution channels for mobile apps, Google Play has witnessed a record number of new gaming releases in the last year.

According to data presented by 123scommesse.it, the number of gaming apps in the Google Play Store jumped by 40% in a year and hit almost 480,000 in the first quarter of 2021.

More than 50,000 Gaming Apps Released in Q1 2021

In the first quarter of 2018, Google Play hit an all-time high with more than 677,500 available gaming apps. However, in the next three months, this figure plunged by 25% to around 501,500 and continued falling. By the end of 2018, the number of Android gaming apps dropped to 288,800.

However, 2019 again witnessed an increasing trend. By the end of the year, the number of mobile games in the Google Play Store rose to around 343,300.

Statistics show that 83,000 new gaming apps were released in 2020, with their total number jumping to over 427,000 in December. However, 2021 set a new record, with more than 50,000 new mobile games released in the first three months of the year, the highest quarterly increase so far. App Store hit around 316,800 gaming apps in the same period, or 34% less than Google Play.

Mobile Games Account for 13% of All Google Play Apps

As of the first quarter of 2021, gaming apps were the most popular app category in the Google Play Store, accounting for 13.7% percent of all available apps. Education apps ranked second with a 9.3% share. Business, finance, and tools apps followed with 6.6%, 6.4% and 6%, respectively.

Coin Master was the top-grossing gaming app among Android users, with over $61 million in revenue in April. Garena Free Fire-World Series and PUBG mobile-Karakin followed with $38.5 million and $37.7 million in revenue that month.

However, Bridge Race was the most downloaded mobile game worldwide. The block building title generated more than 24.3 million downloads from Android users in April. High Heels, published by Zynga, was the second-most popular gaming app title, with more than 17.2 million downloads from global users. Crash Bandicoot: On the Run and Ludo King followed, with 16.8 million and 15.9 million downloads, respectively.

Read the full story here:
https://www.123scommesse.it/pr/the-number-of-gaming-apps-in-google-play-store-jumped-by-40-in-a-year-to-almost-480000/

Contact: Adam Grunwerg

Psychic Ventures Ltd

St Magnus House

3 Lower Thames Street

London

EC3R 6HD

adam@psyventures.com

www.123scommesse.it

Document MTPW000020210609eh690076d

Digital Wallets Market Will Hit Big Revenues In Future | Google ,Paypal Holdings ,Visa

806 words
3 June 2021
iCrowdNewswire
ICROWDN
English

Digital Wallets are referred as electronic based payment or internet that stores both financial value as well as personal identity related information in a computer or mobile. Digital Wallets market has high growth prospects due to demand of security by encrypting personal information for the real transactions. The major companies are adding more proven store-based retailing in Asia-Pacific countries as these countries are focused on fastest-growing verticals for the digital payment application.

Free Sample Report + All Related Graphs & Chart@:
https://www.advancemarketanalytics.com/sample-report/114994-global-digital-wallets-market

The players profiled in the Digital Wallets market include:

Alibaba Group Holdings Ltd. (China)

Apple Inc. (United States)

Citrus Payment Solutions (India)

Google, Inc. (United States)

Oxigen Services India Pvt. Ltd. (India)

Paypal Holdings Ltd. (United States)

Samsung Electronics Inc. (South Korea)

Visa (United States)

Digital Wallets Segmentation :

by Type (Open, Closed, Semi-Closed), Application (Retail, Healthcare, IT, Education, Others), Mode (Online, Mobile Wallets)

Market Trends

Collaboration and Tie Up Of Leading Players

Drivers

Consumer Preference towards Digitalization and Urbanization. Rising Demand of Electronic Transactions and Purchasing Items by Computers.

Challenges

Stiff Competition between Major Players

Opportunities

Growing Government Focus on Promoting Cashless Economy. Increasing Demand at Developing Countries.

For Early Buyers | Get Up to 10-25% Discount on Premium Version of this Report:
https://www.advancemarketanalytics.com/request-discount/114994-global-digital-wallets-market

Competitive Analysis:

The Digital Wallets market examines the competition by highlighting the leading industry players including crucial information, such as company profile, financial information, services offered, recent improvements in products, and key components. The report studies strengths and weaknesses of these players and presents details on several strategies adopted by them. The common strategies adopted by the Digital Wallets market

players include mergers and acquisition, partnerships, new product development, product promotions, and technological improvements.

Market Insights

In October 2018, Zomato launched its own digital payments and mobile wallets solutions that aims to boost the predictability of orders.

Furthermore, the years considered for the study are as follows:

Historical Years: 2015-2020

Base Year: 2020

Estimated Year: 2021

Forecast Period: 2021-2026

Get More Information & Customization:
https://www.advancemarketanalytics.com/enquiry-before-buy/114994-global-digital-wallets-market

Table of Content:

Chapter 4: Industry Players operating in the Digital Wallets Market

4.4 Company 1

4.4.1 ‘Company 1’ Basic Information

4.4.2 Digital Wallets Product Profiles, Applications and Features

4.4.3 ‘Company 1’ Digital Wallets Industry Performance

4.4.4 ‘Company 1’ Business Summary

Updated information on Digital Wallets Market:

The report offers comprehensive outline of regional distributions of key and prominent products in the Digital Wallets Market The Digital Wallets market research report offers developmental plans for businesses involved in the market based on the production cost value and products value, and more for the coming years in order to gain prosperity It also provides all-inclusive study on the overall expansion within the Digital Wallets Market to decide asset developments, product launch and other associated news The report answers how the mid-level producers and major companies earn profit in the Digital Wallets Market

Read Detailed Index of full Research Study at @
https://www.advancemarketanalytics.com/reports/114994-global-digital-wallets-market

Customization Service of the Report:-

AMA Research provides customization of reports as per your need. This report can be personalized to meet your requirements. Get in touch with our sales team, who will guarantee you to get a report that suits your necessities.

Thanks for reading this article; you can also get individual chapter wise section or region wise report version like North America, West Europe or Southeast Asia.

Document ICROWDN020210603eh6300073

Panorama Virtual Reality Solutions Market to Eyewitness Huge Growth by 2026 | EON Reality, Epson, Magic Leap, Google

802 words
27 May 2021
iCrowdNewswire
ICROWDN
English

The Latest research study released by HTF MI "Global Panorama Virtual Reality Solutions Market" with 100+ pages of analysis on business Strategy taken up by key and emerging industry players and delivers know how of the current market development, landscape, technologies, drivers, opportunities, market viewpoint and status. Understanding the segments helps in identifying the importance of different factors that aid the market growth. Some of the Major Companies covered in this Research are Microsoft, Magic Leap, Epson, Google, Toshiba, Nvidia, EON Reality, Oculus & Christie Digital Systems etc.

Click here for free sample + related graphs of the report @:
https://www.htfmarketreport.com/sample-report/3296639-global-panorama-virtual-reality-solutions-market-growth

Browse market information, tables and figures extent in-depth TOC on "Panorama Virtual Reality Solutions Market by Application (Commercial Use, Individual Consumer Use & Others), by Product Type (,Hardware & Software), Business scope, Manufacturing and Outlook – Estimate to 2025".

for more information or any query mail at sales@htfmarketreport.com

At last, all parts of the Global Panorama Virtual Reality Solutions Market are quantitatively also subjectively valued to think about the Global just as regional market equally. This market study presents basic data and true figures about the market giving a deep analysis of this market based on market trends, market drivers, constraints and its future prospects. The report supplies the worldwide monetary challenge with the help of Porter's Five Forces Analysis and SWOT Analysis.

If you have any Enquiry please click here @:
https://www.htfmarketreport.com/enquiry-before-buy/3296639-global-panorama-virtual-reality-solutions-market-growth

Customization of the Report: The report can be customized as per your needs for added data up to 3 businesses or countries or 2 analyst hours.

On the basis of report- titled segments and sub-segment of the market are highlighted below:

Global Panorama Virtual Reality Solutions Market By Application/End-User (Value and Volume from 2021 to 2026) : Commercial Use, Individual Consumer Use & Others

Market By Type (Value and Volume from 2021 to 2026) : ,Hardware & Software

Global Panorama Virtual Reality Solutions Market by Key Players: Microsoft, Magic Leap, Epson, Google, Toshiba, Nvidia, EON Reality, Oculus & Christie Digital Systems

Geographically, this report is segmented into some key Regions, with manufacture, depletion, revenue (million USD), and market share and growth rate of Panorama Virtual Reality Solutions in these regions, from 2015 to 2026 (forecast), covering China, USA, Europe, Japan, Korea, India, Southeast Asia & South America and its Share (%) and CAGR for the forecasted period 2021 to 2026.

Informational Takeaways from the Market Study: The report Panorama Virtual Reality Solutions matches the completely examined and evaluated data of the noticeable companies and their situation in the market considering impact of Coronavirus. The measured tools including SWOT analysis, Porter's five powers analysis, and assumption return debt were utilized while separating the improvement of the key players performing in the market.

Key Development's in the Market: This segment of the Panorama Virtual Reality Solutions report fuses the major developments of the market that contains confirmations, composed endeavors, R&D, new thing dispatch, joint endeavours, and relationship of driving members working in the market.

To get this report buy full copy @: https://www.htfmarketreport.com/buy-now?format=1&report=3296639

Some of the important question for stakeholders and business professional for expanding their position in the Global Panorama Virtual Reality Solutions Market :

Q 1. Which Region offers the most rewarding open doors for the market Ahead of 2021?

Q 2. What are the business threats and Impact of latest scenario Over the market Growth and Estimation?

Q 3. What are probably the most encouraging, high-development scenarios for Panorama Virtual Reality Solutions movement showcase by applications, types and regions?

Q 4.What segments grab most noteworthy attention in Panorama Virtual Reality Solutions Market in 2020 and beyond?

Q 5. Who are the significant players confronting and developing in Panorama Virtual Reality Solutions Market?

For More Information Read Table of Content @:
https://www.htfmarketreport.com/reports/3296639-global-panorama-virtual-reality-solutions-market-growth

Key poles of the TOC:

Chapter 1 Global Panorama Virtual Reality Solutions Market Business Overview

Chapter 2 Major Breakdown by Type [,Hardware & Software]

Chapter 3 Major Application Wise Breakdown (Revenue & Volume)

Chapter 4 Manufacture Market Breakdown

Chapter 5 Sales & Estimates Market Study

Chapter 6 Key Manufacturers Production and Sales Market Comparison Breakdown

……..

Chapter 8 Manufacturers, Deals and Closings Market Evaluation & Aggressiveness

Chapter 9 Key Companies Breakdown by Overall Market Size & Revenue by Type

……..

Chapter 11 Business / Industry Chain (Value & Supply Chain Analysis)

Chapter 12 Conclusions & Appendix

Thanks for reading this article; you can also get individual chapter wise section or region wise report version like North America, LATAM, Europe or Southeast Asia.

Document ICROWDN020210527eh5r0008j

PR Newswire
a CISION company

Global Digital Wallets Market Report 2021 Featuring Functionality of Leading Digital Wallets - Apple Wallet, Google Pay, Samsung Pay, PayPal, Starbucks, Cumberland Farms/ Zipline, & Amazon Pay

738 words
21 May 2021
19:15
PR Newswire
PRN
English

DUBLIN, May 21, 2021 /PRNewswire/ -- The "A Functional Taxonomy of Digital Wallets: Today's Version, Tomorrow's Direction" report has been added to ResearchAndMarkets.com's offering.

A Functional Taxonomy of Digital Wallets: Today's Version, Tomorrow's Direction, delivers a review of all the major digital wallets using a single consistent taxonomy to enable a more effective competitive evaluation of the feature/functions each wallet supports. This in turn suggests the key development and market direction being pursued by each wallet supplier.

Today there are wallets to support global card networks, national card networks, multiple merchants and single merchants. Some have added loyalty programs, others support ticketing and still others are adding support for car keys. There are also e-commerce buttons that act as wallets and merchant wallets that are adding financial services.

"It is interesting to witness the expansion of wallets into new markets, from authentication to access control. Yet when one takes a step back, one doesn't perceive these solutions staying focused on the payments market. They need to offer more benefits to win over banks, merchants and consumers," comments Tim Sloane.

Highlights of the report include:

-- Digital wallets available today are very different, ranging from universal wallets (Apple Pay, Google Pay, Samsung Pay), to online pay buttons (Amazon, PayPal, and soon the Secure Remote Commerce (SRC) solutions), all the way to retailer digital wallets.

-- Each digital wallet has its own set of features, sometimes implemented to help target international markets, sometimes to address new domestic markets (such as car replacing keys), and sometimes to benefit existing users, be that the consumer, the financial institution or the merchant.

-- It may be that the difficulty of staying focused on specific markets, instead of chasing new markets, has prevented universal wallets from delivering a compelling solution to its three primary market participants: banks, consumers and merchants.

-- Universal digital wallets have struggled to provide sufficient features to divert merchants from developing their own digital wallets Universal digital wallet providers have created significant distrust on the part of banks, by adding banking features, introducing their own card programs, as well as P2P capabilities.

-- Merchants are also not enamored by the universal digital wallets, as they lack the ability to differentiate their merchant loyalty programs.

-- It is likely traditional market forces will start to consolidate the functions supported in the universal wallets that are popular in the market today. Suppliers associated with what is typically called a universal wallet have all been adding new capabilities.

Key Topics Covered:

-- Apple

--
Google

-- Samsung

-- PayPal

-- Starbucks

-- Cumberland Frams

-- Zipline

-- Amazon

-- EMVCo

-- McDonalds

-- Dunkin Donuts

-- Target

-- Walmart

-- Burger King

-- Subway

-- Domino's

-- Chipotle

-- CVS

-- Pizza Hut

-- Panera Bread

-- Cheesecake Factory

-- Gulf

-- Exxon

-- Venmo

-- BMW

-- FIDO

-- Uber

-- Lyft

-- Airbnb

-- OpenTable

For more information about this report visit https://www.researchandmarkets.com/r/vzybp7

Media Contact:

Research and Markets

Laura Wood, Senior Manager

press@researchandmarkets.com

For E.S.T Office Hours Call +1-917-300-0470

For U.S./CAN Toll Free Call +1-800-526-8630

For GMT Office Hours Call +353-1-416-8900

U.S. Fax: 646-607-1907

Fax (outside U.S.): +353-1-481-1716

View original
content:
http://www.prnewswire.com/news-releases/global-digital-wallets-market-report-2021-featuring-functionality-of-leading-digital-wallets---apple-wallet-google-pay-samsung-pay-paypal-starbucks-cumberland-farms-zipline--amazon-pay-301296840.html

SOURCE Research and Markets

/Web site: http://www.researchandmarkets.com

(END)

Document PRN0000020210521eh5l00083

12:18 EDT Google Stadia's Ahearn tells GI.biz cloud gaming service 'alive and...

195 words
14 May 2021
Theflyonthewall.com
FLYWAL
English

12:18 EDT Google Stadia's Ahearn tells GI.biz cloud gaming service 'alive and well'Nate Ahearn, developer marketing lead at Google's (GOOG) Stadia game streaming service, said that the platform is "alive and well," despite a series of notable game development departures, user complaints about a lack of updates for the service, the closing of the service's internal development studio, and a launch that had mixed reception, Gamesindustry.biz's James Batchelor reports. "We're well on our way to over 100 new games launching on Stadia in 2021, and we're continuing to make Stadia a great place to play games on devices you already own," Ahearn told GI.biz.

"I'd tell any non-believers to take notice of how we're continuing to put our words into action, as we grow the Stadia Makers program and partner with AAA studios like Capcom (CCOEY), EA (EA), Square Enix (SQNXF), Ubisoft (UBSFY) and others." Ahearn added that the company was "focused on delivering value for our partners and on behalf of our players."

Reference Link

Document FLYWAL0020210514eh5e00z9h

Virtual Reality in Tourism Market To See Extraordinary Growth | Oculus, Cyber Group, Google, Nokia

1,280 words
11 May 2021
iCrowdNewswire
ICROWDN
English

2020-2025 Global Virtual Reality in Tourism Market Report – Production and Consumption Professional Analysis (Impact of COVID-19) Covid 19 Outbreak Impact research report added by Report Ocean, is an in-depth analysis of market characteristics, size and growth, segmentation, regional and country breakdowns, competitive landscape, market shares, trends and strategies for this market. It traces the market's historic and forecast market growth by geography. It places the market within the context of the wider Virtual Reality in Tourism market, and compares it with other markets., market definition, regional market opportunity, sales and revenue by region, manufacturing cost analysis, Industrial Chain, market effect factors analysis, Virtual Reality in Tourism market size forecast, market data & Graphs and Statistics, Tables, Bar &Pie Charts, and many more for business intelligence.

Get report to understand the structure of the complete Report (Including Full TOC, List of Tables & Figures, Chart). – In-depth Analysis Pre & Post COVID-19 Market Estimates

Download Free Sample Copy of 'Virtual Reality in Tourism market' Report @ (Exclusive Offer)

https://reportocean.com/industry-verticals/sample-request?report_id=mai168277

This report elaborates the market size, market characteristics, and market growth of the Virtual Reality in Tourism industry, and breaks down according to the type, application, and consumption area of Virtual Reality in Tourism. The report also conducted a PESTEL analysis of the industry to study the main influencing factors and entry barriers of the industry.

In Chapter 3.4 of the report, the impact of the COVID-19 outbreak on the industry was fully assessed. Fully risk assessment and industry recommendations were made for Virtual Reality in Tourism in a special period. This chapter also compares the markets of Pre COVID-19 and Post COVID-19.

In addition, chapters 8-12 consider the impact of COVID-19 on the regional economy.

Key players in the global Virtual Reality in Tourism market covered in Chapter 13:

Oculus

Cyber Group

Google

Nokia

Facebook

HTC

EON Reality

Samsung

In Chapter 6, on the basis of types, the Virtual Reality in Tourism market from 2015 to 2025 is primarily split into:

Hardware

Software

In Chapter 7, on the basis of applications, the Virtual Reality in Tourism market from 2015 to 2025 covers:

Travel Agency

Hotel

Tourist Attractions

Other

Geographical Breakdown: Regional level analysis of the market, currently covering North America, Europe, China & Japan

Countries: Argentina; Australia; Austria; Belgium; Brazil; Canada; Chile; China; Colombia; Czech Republic; Denmark; Egypt; Finland; France; Germany; Hong Kong; India; Indonesia; Ireland; Israel; Italy; Japan; Malaysia; Mexico; Netherlands; New Zealand; Nigeria; Norway; Peru; Philippines; Poland; Portugal; Romania; Russia; Saudi Arabia; Singapore; South Africa; South Korea; Spain; Sweden; Switzerland; Thailand; Turkey; UAE; UK; USA; Venezuela; Vietnam

In-Depth Qualitative COVID 19 Outbreak Impact Analysis Include Identification And Investigation Of The Following Aspects: Market Structure, Growth Drivers, Restraints and Challenges, Emerging Product Trends & Market Opportunities, Porter's Fiver Forces. The report also inspects the financial standing of the leading companies, which includes gross profit, revenue generation, sales volume, sales revenue, manufacturing cost, individual growth rate, and other financial ratios. The report basically gives information about the Market trends, growth factors, limitations, opportunities, challenges, future forecasts, and details about all the key market players.

(Check Our Exclusive Offer: Ask for Discount to our Representative)

https://reportocean.com/industry-verticals/sample-request?report_id=mai168277

Changing Forecasts in a Time of Crisis: explores key issues, including:

The market characteristics section of the report defines and explains the market. The market size section gives the market size covering both the historic growth of the market, the impact of the Covid 19 virus and forecasting its recovery. Market segmentations break down market into sub markets. The regional and country breakdowns section gives an analysis of the market in each geography and the size of the market by geography and compares their historic and forecast growth. It covers the impact and recovery path of Covid 19 for all regions, key developed countries and major emerging markets. Competitive landscape gives a description of the competitive nature of the market, market shares, and a description of the leading companies. Key financial deals which have shaped the market in recent years are identified. The trends and strategies section analyses the shape of the market as it emerges from the crisis and suggests how companies can grow as the market recovers.

Key questions answered: The Study Explore COVID 19 Outbreak Impact Analysis

What should be entry strategies, countermeasures to economic impact, and marketing channels? What are market dynamics? What are challenges and opportunities? What is economic impact on market? What is industry considering capacity, production and production value? What will be the estimation of cost and profit? What will be market share, supply and consumption? What about import and export? What is current market status? What's market competition in this industry, both company, and country wise? What's market analysis by taking applications and types in consideration? Who are the global key players in this industry? What are their company profile, their product information, and contact information? Which manufacturing technology is used, what are their company profile, their product information, and contact information?

Ask Our Expert for Complete Report@:

https://reportocean.com/industry-verticals/sample-request?report_id=mai168277

Key Points Covered in Virtual Reality in Tourism Market Report:

COVID 19 Outbreak Impact Analysis : Chapter 1, to describe Definition, Specifications and Classification of Global Virtual Reality in Tourism, Applications of , Market Segment by Regions;

COVID 19 Outbreak Impact Analysis : Chapter 2, to analyze the Manufacturing Cost Structure, Raw Material and Suppliers, Manufacturing Process, Industry Chain Structure;

COVID 19 Outbreak Impact Analysis : Chapter 3, to display the Technical Data and Manufacturing Plants Analysis of , Capacity and Commercial Production Date, Manufacturing Plants Distribution, Export & Import, R&D Status and Technology Source, Raw Materials Sources Analysis;

COVID 19 Outbreak Impact Analysis : Chapter 4, to show the Overall Market Analysis, Capacity Analysis (Company Segment), Sales Analysis (Company Segment), Sales Price Analysis (Company Segment);

COVID 19 Outbreak Impact Analysis : Chapter 5 and 6, to show the Regional Market Analysis that includes United States, EU, Japan, China, India & Southeast Asia, Segment Market Analysis (by Type);

COVID 19 Outbreak Impact Analysis : Chapter 7 and 8, to explore the Market Analysis by Application Major Manufacturers Analysis;

COVID 19 Outbreak Impact Analysis : Chapter 9, Market Trend Analysis, Regional Market Trend, Market Trend by Product Type, Market Trend by Application;

COVID 19 Outbreak Impact Analysis : Chapter 10, Regional Marketing Type Analysis, International Trade Type Analysis, Supply Chain Analysis;

COVID 19 Outbreak Impact Analysis : Chapter 11, to analyze the Consumers Analysis of Global Virtual Reality in Tourism by region, type and application;

COVID 19 Outbreak Impact Analysis : Chapter 12, to describe Virtual Reality in Tourism Research Findings and Conclusion, Appendix, methodology and data source;

COVID 19 Outbreak Impact Analysis : Chapter 13, 14 and 15, to describe Virtual Reality in Tourism sales channel, distributors, traders, dealers, Research Findings and Conclusion, appendix and data source.

Continued….

……..and view more in complete table of Contents

Browse Premium Research Report with Tables and Figures at @
https://reportocean.com/industry-verticals/sample-request?report_id=mai168277

Thanks for reading this article; you can also get individual chapter wise section or region wise report version like North America, Europe or Asia.

About Report Ocean:

We are the best market research reports provider in the industry. Report Ocean believe in providing the quality reports to clients to meet the top line and bottom line goals which will boost your market share in today’s competitive environment. Report Ocean is “one-stop solution” for individuals, organizations, and industries that are looking for innovative market research reports.

Document ICROWDN020210512eh5b00006

Google LLC; Patent Issued for Virtual Reality Head-Mounted Devices Having Reduced Numbers Of Cameras, And Methods Of Operating The Same (USPTO 10,990,186)

1,881 words
10 May 2021
Internet Weekly News
INTWKN
685
English

2021 MAY 10 (VerticalNews) -- By a News Reporter-Staff News Editor at Internet Weekly News -- Google LLC (Mountain View, California, United States) has been issued patent number 10,990,186, according to news reporting originating out of Alexandria, Virginia, by VerticalNews editors.

The patent's inventors are Wan, Chung Chun (San Jose, CA); Chng, Choon Ping (Los Altos, CA).

This patent was filed on October 23, 2018 and was published online on May 10, 2021.

From the background information supplied by the inventors, news correspondents obtained the following quote: "Virtual-reality head-mounted displays have multiple cameras to image and/or render virtual-reality environments in which someone can be physically or virtually present, and to track movements of the viewer and/or other items physically and/or virtually present in the virtual-reality environment."

Supplementing the background information on this patent, VerticalNews reporters also obtained the inventors' summary information for this patent: "Virtual-reality head-mounted devices or displays having reduced numbers of cameras, and methods of operating the same are disclosed. An disclosed example method includes providing a virtual-reality head-mounted display having an imaging sensor, the imaging sensor including color-sensing pixels, and infrared sensing pixels amongst the color-sensing pixels; capturing, using the imaging sensor, an image having a color portion and an infrared portion; forming an infrared image from at least some of the infrared portion from the image; performing a first tracking based on the infrared image; forming a color image by replacing the at least some of the removed infrared portion with color data determined from the color portion of the image and the location of the removed infrared-sensing pixels in the image; and performing a second tracking based on the color image.

"A disclosed example virtual-reality head-mounted device for use in a virtual-reality environment includes an imaging sensor to capture an image using color-sensing pixels, and infrared sensing pixels located amongst the color-sensing pixels, the captured image having a color portion and an infrared portion; a reconstructor configured to remove at least some of infrared portion from the image, and form an infrared image from the removed infrared portion; a first tracker configured to perform first virtual-reality tracking within the virtual-reality environment using the infrared image; an image modifier to form a color image by substituting the removed infrared portion with color-sensing pixels determined from the color portion of the image and the locations of the removed infrared-sensing pixels in the image; and a second tracker configured to carry out a second virtual-reality tracking based on the color image.

"A disclosed example non-transitory machine-readable media stores machine-readable instructions that, when executed, cause a machine to at least provide a virtual-reality head-mounted display having an imaging sensor, the imaging sensor including color-sensing pixels, and infrared sensing pixels amongst the color-sensing pixels; capture, using the imaging sensor, an image having a color portion and an infrared portion; form an infrared image using at least some of the infrared portion; perform a first tracking based on the infrared image; form a color image by replacing the at least some of the infrared portion of the with color data determined from the color portion of the image and the location of the at least some of the infrared portion in the image; and perform a second tracking based on the color image."

The claims supplied by the inventors are:

"What is claimed is:

"1. A method comprising: providing a head-mounted display (HMD) having an imaging sensor, the imaging sensor including color-sensing pixels, and infrared (IR) sensing pixels amongst the color-sensing pixels; capturing, using the imaging sensor, an image having a color portion and an IR portion; forming an IR image and a color image from the captured image by: forming the IR image from at least some of the IR portion from the captured image; forming the color image by replacing the IR portion of the captured image with color data determined from the color portion of the captured image and locations of the IR-sensing pixels in the imaging sensor; performing a first tracking based on the IR image; performing a second tracking based on the color image; and performing a third tracking based on the IR image and the color image.

"2. The method of claim 1, further comprising: performing a fourth tracking based on the IR image; and performing a fifth tracking based on the color image.

"3. The method of claim 1, wherein the second tracking includes six degrees of freedom tracking and the third tracking includes hand tracking.

"4. The method of claim 3, wherein the fourth tracking includes IR optical tracking of a controller.

"5. The method of claim 1, further comprising providing the color image for display in the HMD.

"6. The method of claim 5, further comprising at least one of cropping or scaling the color image before the color image is displayed in the HMD.

"7. The method of claim 1, wherein at least two of the image, the color image, and the IR image differ in at least one of a size, a dimension, a sampling rate, or a resolution.

"8. The method of claim 1, wherein the IR-sensing pixels being amongst color-sensing pixels comprises at least one of: the IR-sensing pixels being at least partially encircled by at least some of the color-sensing pixels; and the color-sensing and IR-sensing pixels forming a regular pattern.

"9. A head-mounted device (HMD) comprising: an imaging sensor to capture an image using color-sensing pixels and infrared (IR)-sensing pixels located amongst the color-sensing pixels, the captured image having a color portion and an IR portion; a reconstructor configured to remove at least some of the IR portion from the image, and form an IR image from the removed IR portion; a first tracker configured to perform first tracking using the IR image; an image modifier to form a color image by replacing the removed IR portion with color pixels determined based on the color portion of the image and locations of the removed IR-sensing pixels in the image; a second tracker configured to perform a second tracking based on the color image; and a third tracker configured to perform tracking based on the IR image and the color image.

"10. The HMD of claim 9, wherein IR-sensing pixels replace at least some green sensing pixels of the color-sensing pixels.

"11. The HMD of claim 9, wherein at least two of the image, the color image, and the IR image differ in at least one of a size, a dimension, a pixel density, or a resolution.

"12. The HMD of claim 9, wherein the IR-sensing pixels and the color-sensing pixels of the imaging sensor are arranged in a regular pattern such that each 2.times.2 block of pixels in the imaging sensor includes three color-sensing pixels and one IR-sensing pixel.

"13. The HMD of claim 12, wherein the three color-sensing pixels of each 2.times.2 block of pixels in the imaging sensor include a red-sensing pixel, a blue-sensing pixel, and a green-sensing pixel.

"14. The HMD of claim 9, further comprising a dual-band filter that passes only visible light and a narrow band of IR light disposed inside the HMD such that the imaging sensor is exposed to only the visible light and the narrow band of IR light that passes through the dual-band filter.

"15. The HMD of claim 9, wherein the second tracking includes a six degrees of freedom tracking.

"16. The HMD of claim 15, wherein the six degrees of freedom tracking is based on a chroma sub-sampled image generated from the color image.

"17. A system comprising: a first imaging sensor included in a head-mounted device (HMD) configured to capture a first image having a color portion captured by color-sensing pixels of the first imaging sensor and an infrared (IR) portion captured by IR-sensing pixels of the first imaging sensor; and a second imaging sensor configured to capture a second image having a color portion captured by color-sensing pixels of the second imaging sensor and an IR portion captured by IR-sensing pixels of the second imaging sensor; at least one memory including instructions; and at least one processor that is operably coupled to the at least one memory and that is arranged and configured to execute instructions that, when executed, cause the system to: form a first IR image using the IR portion of the first image; form a second IR image using the IR portion of the second image; perform an optical tracking based on at least one of the first IR image or the second IR image; form a first color image by replacing the IR portion of the first image with color data determined based on the color portion of the first image and a location the IR portion of the first image; form a second color image by replacing the IR portion of the second image with color data determined based on the color portion of the second image and a location of the IR portion of the second image; perform a six degrees of freedom tracking based on one or more of the first color image and the second color image; and perform a third tracking based on a stereoscopic image formed from the first IR image, the second IR image, the first color image, and the second color image.

"18. The system of claim 17, wherein instructions, when executed, cause the system to additionally provide at least one of the first color image or the second color image for display in the HMD.

"19. The system of claim 17, wherein the IR-sensing pixels and the color-sensing pixels of the first imaging sensor are arranged in a regular pattern such that each 2.times.2 block of pixels in the first imaging sensor includes three color-sensing pixels and one IR-sensing pixel.

"20. The system of claim 19, wherein the three color-sensing pixels of each 2.times.2 block of pixels in the first imaging sensor include a red-sensing pixel, a blue-sensing pixel, and a green-sensing pixel."

For the URL and additional information on this patent, see: Wan, Chung Chun; Chng, Choon Ping. Virtual Reality Head-Mounted Devices Having Reduced Numbers Of Cameras, And Methods Of Operating The Same. U.S. Patent Number 10,990,186, filed October 23, 2018, and published online on May 10, 2021. Patent URL: http://patft.uspto.gov/netacgi/nph-Parser?Sect1=PTO1&Sect2=HITOFF&d=PALL&p=1&u=%2Fnetahtml%2FPTO%2Fsrchnum.htm&r=1&f=G&l=50&s1=10,990,186.PN.&OS=PN/10,990,186RS=PN/10,990,186

Keywords for this news article include: Business, Google LLC, Internet Companies, Technology Companies.

Document INTWKN0020210510eh5a0005n

Extra
Google pressed over staff firing claims; Tencent seeks to keep US gaming stakes

Hassan Aftab
832 words
6 May 2021
SNL Financial Extra
SNLFE
English

TOP NEWS IN TMT

* National Labor Relations Board Acting General Counsel Peter Sung Ohr said Google LLC "arguably violated" federal labor law as it "unlawfully" terminated three activist staffers, Bloomberg News reported. A Google spokesperson reportedly said the staffers were involved in disseminating confidential client and business information.

* Tencent Holdings Ltd. and the Committee on Foreign Investment in the United States are in talks over potential deals that may enable Tencent to retain its ownership interests in American video game developers Epic Games Inc. and Riot Games Inc., Reuters reported, citing sources. The company reportedly aims to reach risk-mitigation measures in the negotiations, which have been going on since the second half of 2020.

➢ Facebook oversight board's Trump ban ruling leaves more questions unanswered

A ruling by Facebook Inc.'s oversight board that partially upholds the company's suspension of former U.S. President Donald Trump is likely to please few and solve little, but it will require the company to clarify its policies, analysts said.

➢ Supply Chain: Intel's new spending in New Mexico will not clear current chip shortage problem

Intel Corp. is expanding investments at its New Mexico operations to include a new 3D packaging technology. That will not help clear the current chip shortage, which has followed a drop in U.S. imports of chip-making equipment.

➢ Technology: Traditional media players have options in $187B video gaming industry

Cloud gaming, esports and adaptations of intellectual property are potential revenue streams inside an industry that grew 2020 global revenue 21.5% year over year.

TECHNOLOGY

* The Senate Commerce Committee will discuss on May 12 a bipartisan bill that seeks to boost U.S. leadership in scientific and technological innovation, Reuters reported, citing sources. The Endless Frontier Act calls for establishing a directorate that would receive $100 billion over five years for investment and research in areas including robotics and AI.

* Zynga Inc. agreed to acquire 100% of mobile games-based advertisements monetization platform Chartboost Inc. in a cash deal worth about $250 million. Zynga expects to close the transaction in the third quarter.

* GoDaddy Inc. tapped Mark McCaffrey, former head of the U.S. technology, media and telecom sector at PricewaterhouseCoopers LLP, as the company's new CFO, replacing Ray Winborne. GoDaddy also appointed Michele Lau, former senior vice president at McKesson Corp., as chief legal officer, replacing Nima Kelly.

INTERNET AND OTT

* Fox Corp., via a subsidiary, agreed to acquire Outkick Media LLC, a digital media platform offering sports, opinion, politics and pop culture content. Separately, Fox Corp. CFO Steven Tomsic said the company expects to achieve roughly a $350 million to $400 million EBITDA positive impact by releasing the NFL's "Thursday Night Football" package a year early.

* Internet companies Google, Facebook and Twitter Inc. may be fined in Russia for refusing to take down prohibited content, Tass reported. Google and Facebook could be fined 20 million Russian rubles each, while Twitter could be hit with an additional 24 million rubles fine.

* Google CEO Sundar Pichai expects nearly 60% of the company's staff to work in the office a few days per week, Bloomberg News reported, citing the executive's statements. The company will reportedly allow an additional 20% of staff to relocate to other offices and the other 20% to permanently work remotely.

* Facebook unveiled Facebook Neighborhoods, a dedicated space in its app that helps users connect with their neighbors, partake in the local community and discover new places in their locality. The feature is available in Canada, and will start launching in certain U.S. cities soon.

* Twitter announced content agreements with Billboard, Comcast Corp.'s NBCUniversal Media LLC, the National Hockey League LP and Major League Baseball, The Hollywood Reporter reported, citing an announcement at the NewFronts advertising event.

* Twitter began rolling out an improved version of prompts across Android and iOS that encourage users to stop and make sure the tweet they are about to send is not harmful or offensive.

FILM AND TV

* As the pay TV universe continues to shrink amid cord cutting, Sinclair Broadcast Group Inc. believes the forthcoming direct-to-consumer app for its regional sports networks will provide revenue opportunities to help counter those trends. At year-end 2020, Sinclair had 52 million regional sports network subscribers, of which 35 million households are unique.

* Walt Disney Television's President of Entertainment Craig Hunegs decided to leave The Walt Disney Co. at the end of this month, Variety reported, citing an internal memo. In December 2020, Hunegs, Disney Television Studios President at the time, became president of entertainment for Walt Disney Television.

Click here for a summary of indexes on the MI platform.

The Daily Dose has an editorial deadline of 8:00 a.m. ET. Some external links may require a subscription. Links are current as of publication time, and we are not responsible if those links are unavailable later.

Document SNLFE00020210507eh56000p5

Google LLC; Patent Issued for Intelligent Command Batching In An Augmented And/Or Virtual Reality Environment (USPTO 10,976,890)

2,398 words
26 April 2021
Internet Weekly News
INTWKN
276
English

2021 APR 26 (VerticalNews) -- By a News Reporter-Staff News Editor at Internet Weekly News -- According to news reporting originating from Alexandria, Virginia, by VerticalNews journalists, a patent by the inventor MacGillivray, Ian (New York, NY), filed on May 19, 2020, was published online on April 26, 2021.

The assignee for this patent, patent number 10,976,890, is Google LLC (Mountain View, California, United States).

Reporters obtained the following quote from the background information supplied by the inventors: "An augmented reality (AR) and/or virtual reality (VR) system may generate an immersive, three-dimensional (3D) virtual environment. A user may interact with virtual objects, elements, features and the like in this virtual environment using various electronic devices, such as, for example, a helmet or other head mounted device including a display, glasses or goggles that a user looks through when viewing a display device, one or more handheld electronic devices such as controllers, joysticks and the like, gloves fitted with sensors, keyboards, mouse, and other electronic devices."

In addition to obtaining background information on this patent, VerticalNews editors also obtained the inventor's summary information for this patent: "In one aspect, a method may include detecting, in a three dimensional (3D) virtual environment generated by a computing device, a plurality of commands to be executed in the virtual environment; executing the plurality of commands; and assigning each command of the plurality of commands to a batch, of a plurality of batches, based on at least one of a moving temporal window associated with the detection of the command, a classification of an operation to be executed in connection with the command, or a spatial position in the virtual environment associated with the detection of the command. The method may also include executing a supplementary command associated with at least one of the plurality of batches of commands and executing the supplementary command.

"In another aspect, a computer program product may be embodied on a non-transitory computer readable medium, the computer readable medium having stored thereon a sequence of instructions. When executed by a processor, the instructions may cause the processor to execute a method, the method including generating a three dimensional (3D) virtual environment; detecting a plurality of commands to be executed in the virtual environment; and assigning each command of the plurality of commands to a batch, of a plurality of batches, based on at least one of a moving temporal window associated with the detection of the command, a classification of an operation to be executed in connection with the command, or a spatial position in the virtual environment associated with the detection of the command. The method may also include detecting a supplementary command associated with at least one of the plurality of batches of commands; and executing the supplementary command.

"The details of one or more implementations are set forth in the accompanying drawings and the description below. Other features will be apparent from the description and drawings, and from the claims."

The claims supplied by the inventors are:

"What is claimed is:

"1. A method, comprising: detecting, in a three dimensional (3D) virtual environment generated by a computing device, a plurality of commands to be executed in the virtual environment, wherein at least one of the detected commands is a 3D input detected in a 3D spatial volume of the 3D virtual environment; executing the plurality of commands; assigning each command of the plurality of commands to a batch of commands; and executing a supplementary command associated with the batch of commands, including: executing an un-do operation in response to an un-do command, the undo operation reversing a previous execution of commands assigned to the batch of commands; executing a re-do operation in response to a re-do command, the re-do operation re-executing commands assigned to the batch of commands; and executing a re-play operation in response to a re-play command, the re-play operation sequentially and individually re-executing the commands assigned to the batch of commands, the batch of commands having been previously reversed in response to a previous un-do command.

"2. The method of claim 1, wherein the executing of the plurality of commands and the assigning of each command includes executing a plurality of voice commands directed to one or more virtual objects in the virtual environment, and assigning the plurality of voice commands to a batch of voice commands.

"3. The method of claim 2, wherein the executing of the un-do operation includes reversing the plurality of voice commands included in the batch of voice commands; the executing of the re-do operation includes re-executing the plurality of voice commands included in the batch of voice commands; and the executing of the re-play operation sequentially and individually re-executing the plurality of voice commands included in the batch of voice commands.

"4. The method of claim 1, wherein the executing of the re-play operation in response to the re-play command includes: identifying a range of commands assigned to the batch of commands; identifying a beginning command corresponding to a first command of the range of commands; identifying an end command corresponding to a last command of the range of commands; and sequentially executing the range of commands, from the beginning command to the last command.

"5. The method of claim 1, wherein the assigning of each command to a batch of commands includes assigning each command to a corresponding batch of commands based on a moving temporal window associated with the detection of the command.

"6. The method of claim 5, wherein the assigning of each command to a corresponding batch based on a moving temporal window associated with the detection of the command includes: monitoring time associated with interaction in the virtual environment; assigning commands detected within a set window of time to a current temporal window; re-setting the current temporal window at set time intervals; and updating the commands assigned to the current temporal window based on the re-set temporal window.

"7. The method of claim 1, wherein the assigning of each command to a batch of commands includes assigning each command to a corresponding batch of commands based on a classification of an operation to be executed in connection with the command.

"8. The method of claim 7, wherein the assigning of each command to a corresponding batch of commands based on classification of an operation to be executed in connection with the command includes: detecting an operational category, of a plurality of operational categories, associated with each detected command; assigning each detected command to a batch corresponding to the detected operational category; and identifying a batch, of a plurality of batches of commands having different operational categories, for execution.

"9. The method of claim 8, wherein the executing of the supplementary command includes: identifying an operational category associated with the detected supplementary command; and executing the supplementary command including the batch of commands assigned to the corresponding operational category.

"10. The method of claim 1, wherein the assigning of each command to a batch of commands includes assigning each command to a corresponding batch of commands based on a spatial position in the 3D virtual environment associated with the detection of the command.

"11. The method of claim 10, wherein the assigning of each command to a corresponding batch of commands based on a spatial position in the 3D virtual environment associated with the detection of the command includes: setting a plurality of spatial areas in the virtual environment, each of the plurality of spatial areas being defined by respective set of spatial boundaries; and assigning each detected commands to a corresponding spatial area based on a detection position of the command within the corresponding spatial area.

"12. The method of claim 11, wherein the executing of the supplementary command includes: detecting the supplementary command; identifying a spatial area, of the plurality of spatial areas, associated with the detected supplementary command; and executing the supplementary command including the batch of commands assigned to the corresponding spatial area.

"13. The method of claim 1, wherein the detecting of the plurality of commands includes: detecting a first plurality of commands issued by a first user, wherein the first plurality of commands are directed for execution with respect to a virtual object in the virtual environment; assigning the first plurality of commands to a first batch; detecting a second plurality of commands issued by a second user, wherein the second plurality of commands are directed for execution with respect to the virtual object in the virtual environment; and assigning the second plurality of commands to a second batch.

"14. The method of claim 13, wherein the detecting of the first plurality of commands includes: detecting the first plurality of commands in a first spatial area of the virtual environment; the detecting of the second plurality of commands includes: detecting the second plurality of commands in a second spatial area of the

virtual environment; and the executing of the supplementary command includes: executing the supplementary command in accordance with the first batch in response to detection of the supplementary command in the first spatial area; and executing the supplementary command in accordance with the second batch in response to detection of the supplementary command in the second spatial area.

"15. A computer program product comprising a non-transitory computer readable medium, the non-transitory computer readable medium having stored thereon a sequence of instructions which, when executed by a processor, causes the processor to execute a method, the method comprising: detecting, in a three dimensional (3D) virtual environment generated by a computing device, a plurality of commands to be executed in the virtual environment, wherein at least one of the detected commands is a 3D input detected in a spatial volume of the 3D virtual environment; executing the plurality of commands; assigning each command of the plurality of commands to a batch of commands; and executing a supplementary command associated with the batch of commands, including: executing an un-do operation in response to an un-do command, the un-do operation reversing a previous execution of commands assigned to the batch of commands; executing a re-do operation in response to a re-do command, the re-do operation re-executing commands assigned to the batch of commands; and executing a re-play operation in response to a re-play command, the re-play operation sequentially and individually re-executing the commands assigned to the batch of commands, the batch of commands having been previously reversed in response to a previous un-do command.

"16. The computer program product of claim 15, wherein the assigning of each command to a batch includes assigning each command to a corresponding batch of commands based on a moving temporal window associated with the detection of the command, including: monitoring time associated with interaction in the virtual environment; assigning commands detected within a set window of time to a current temporal window; re-setting the current temporal window at set time intervals; and updating the commands assigned to the current temporal window based on the re-set temporal window.

"17. The computer program product of claim 15, wherein the assigning of each command to a batch of commands includes assigning each command to a corresponding batch of commands based on a classification of an operation to be executed in connection with the command, including: detecting an operational category, of a plurality of operational categories, associated with each detected command; assigning each detected command to a batch corresponding to the detected operational category; and identifying a batch, of a plurality of batches of commands having different operational categories, for execution; and the executing of the supplementary command includes: identifying an operational category associated with the detected supplementary command; and executing the supplementary command including the batch of commands assigned to the corresponding operational category.

"18. The computer program product of claim 15, wherein the assigning of each command to a batch of commands includes assigning each command to a corresponding batch of commands based on a spatial position in the 3D virtual environment associated with the detection of the command, including: setting a plurality of spatial areas in the virtual environment, each of the plurality of spatial areas being defined by respective set of spatial boundaries; and assigning each detected commands to a corresponding spatial area based on a detection position of the command within the corresponding spatial area; and the executing of the supplementary command includes: detecting the supplementary command; identifying a spatial area, of the plurality of spatial areas, associated with the detected supplementary command; and executing the supplementary command including the batch of commands assigned to the corresponding spatial area.

"19. The computer program product of claim 15, wherein the executing of the plurality of commands and the assigning of each command includes executing a plurality of voice commands directed to one or more virtual objects in the virtual environment, and assigning the plurality of voice commands to a batch of voice commands; the executing of the un-do operation in response to the un-do command includes reversing the plurality of voice commands included in the batch of voice commands; the executing of the re-do operation in response to the re-do command includes re-executing the plurality of voice commands included in the batch of voice commands; and the executing of the re-play operation in response to the re-play command includes sequentially and individually re-executing the plurality of voice commands included in the batch of voice commands."

For more information, see this patent: MacGillivray, Ian. Intelligent Command Batching In An Augmented And/Or Virtual Reality Environment. U.S. Patent Number 10,976,890, filed May 19, 2020, and published online on April 26, 2021. Patent URL: http://patft.uspto.gov/netacgi/nph-Parser?Sect1=PTO1&Sect2=HITOFF&d=PALL&p=1&u=%2Fnetahtml%2FPTO%2Fsrchnum.htm&r=1&f=G&l=50&s1=10,976,890.PN.&OS=PN/10,976,890RS=PN/10,976,890

Keywords for this news article include: Business, Computers, Google LLC, Internet Companies, Technology Companies.

Document INTWKN0020210426eh4q00028

PR Newswire
a CISION company

Jackpocket App Launches on Google Play Store in New York Solidifying its Place as a Trailblazer in the Real Money Gaming Space

587 words
26 April 2021
18:30
PR Newswire
PRN
English

Jackpocket is the Only Licensed 3rd Party App Approved by State Lotteries Available on Google Play Store

NEW YORK, April 26, 2021 /PRNewswire/ -- Jackpocket, the first and only licensed third-party lottery app in the U.S. to provide a secure way to order official state lottery tickets, today announced their app's launch on Google Play Store in the state of New York. With this launch, Jackpocket is the only third-party app approved by state lotteries available on both Google Play and the Apple App Store.

Google has been methodical and intentional in setting policies around apps in the real-money gaming space on Google Play. As of March 1, 2021, Google's new policy allows licensed real-money gaming apps, including officially sanctioned state lottery products.

"Since the launch of Jackpocket in 2013, we have been deliberate in our decision to work closely with state regulators, and this has been especially true in New York and in our relationship with the New York State Gaming Commission," said Jackpocket CEO and founder, Peter Sullivan. "Our commitment to following the rules in order to safely and securely innovate the real money gaming space has led to this landmark moment that will make mobile lottery play even more accessible for all New Yorkers."

The Google Play store had an estimated 108.5 billion apps downloaded in 2020 and reaches nearly 130 million Android users which will significantly increase Jackpocket's reach and continue its mission to bring casual, convenient mobile play to New Yorkers.

The Jackpocket app launched in the New York market in January 2021 and saw historic levels of success for the eight-year history of the company's existence. In January alone, new user growth surpassed the entirety of 2020, and Jackpocket hit 7% of all Powerball tickets sold in New York. In 2019, the New York Gaming Commission approved new regulations allowing digital lottery courier services to operate in New York. Jackpocket is the first and only officially-licensed New York courier service under this regulatory framework.

To ensure player safety, Jackpocket offers consumer protections such as daily deposit and spend limits, self-exclusion, and in-app access to responsible gaming resources. Jackpocket is a member of the National Council on Problem Gambling, and the first third-party lottery service to receive a responsible gambling certification from the NCPG's Internet Responsible Gambling Compliance Assessment Program.

To date, Jackpocket players have won over $40 million in lottery prizes.

About Jackpocket

Jackpocket is on a mission to create a more convenient, fun and responsible way to play the lottery. By being the first company to automatically lock a customer's account to their ticket serial number, Jackpocket makes the lottery even more secure. Jackpocket is currently available in Arkansas, Colorado, Minnesota, New Hampshire, New Jersey, New York, Ohio, Oregon, Texas, and Washington, D.C., and is expanding to many new markets. Download the app on iOS or Android and follow along on Facebook, Twitter and Instagram.

Google Play and the Google Play logo are trademarks of Google LLC.

View original content to download multimedia: http://www.prnewswire.com/news-releases/jackpocket-app-launches-on-google-play-store-in-new-york-solidifying-its-place-as-a-trailblazer-in-the-real-money-gaming-space-301276061.html

SOURCE Jackpocket

/CONTACT: Media Contact: Lauren Hovey, Lauren.hovey@clydegroup.com

/Web site: http://jackpocket.com

(END)

Document PRN0000020210426eh4q000av

Virtual Reality Content Creation Market to Boom Post 2021 | Oculus, Google , Microsoft , Samsung

1,125 words
23 April 2021
iCrowdNewswire
ICROWDN
English

Latest released the research study on Global Virtual Reality Content Creation Market, offers a detailed overview of the factors influencing the global business scope. Virtual Reality Content Creation Market research report shows the latest market insights, current situation analysis with upcoming trends and breakdown of the products and services. The report provides key statistics on the market status, size, share, growth factors of the Virtual Reality Content Creation.

The study covers emerging player's data, including: competitive landscape, sales, revenue and global market share of top manufacturers are: Oculus VR (United States),Google (United States),HTC Vive (China),Unity (United States),Microsoft (United States),Samsung (South Korea),Magic Leap (United States),WorldViz (United States),Snap Inc (United States),Wevr (United States)

Free Sample Report + All Related Graphs & Charts @:
https://www.advancemarketanalytics.com/sample-report/57329-global-virtual-reality-content-creation-market

Definition:

The Virtual reality refers to demonstrating real experience of a particular subject by using the computer-generated technology of a 3D image or atmosphere that can be interacted with in a relatively real or physical way by a person using special electronic equipment, such as a helmet with a screen inside or gloves fitted with sensors, goggles, etc. VR content creation imitates the presence of real environments which gives thundering experiences to the consumer.

Analyst at AMA have conducted special survey and have connected with opinion leaders and Industry experts from various region to minutely understand impact on growth as well as local reforms to fight the situation. A special chapter in the study presents Impact Analysis of COVID-19 on Global Virtual Reality Content Creation Market along with tables and graphs related to various country and segments showcasing impact on growth trends.

Market Trend:

Popularity Increasing For Virtual Games, Virtual Classrooms And Virtual Reality Content Movie

Market Drivers:

Highly demanded as it facilitates three-dimensional, computer-generated environment which can be explored and interacted with by an individual

Growing Use In Educational Learning Which Creates Immersive Experiences That Can Help Educate And Even Entertain consumers

Opportunities:

Growing Interest Of Children And Youngster In Different VR Animations And Contents

Growing Population Which Is Addicted To Virtual World

The Global Virtual Reality Content Creation Market segments and Market Data Break Down are illuminated below:

by Type (360-Degree Videos, 3D Animations, 3D Graphics (Computer animation, 3D modeling, Visual effects, Product design, Graphic/motion design, Visualization for architecture, engineering, Stereoscopic, 3D effects)), Application (Entertainment industry, Educational Learning (Academic Research Through To Engineering, Design, Business, Arts), Develop New Models, Training Methods, Communication and Interaction), Platform (Non-immersive reality, Fully immersive reality, Augmented reality, Collaborative, Web-based), End-User (Real Estate, Travel & Hospitality, Healthcare, Retail Marketing, Gaming, Automotive), Component (Software, Service)

Enquire for customization in Report @:
https://www.advancemarketanalytics.com/enquiry-before-buy/57329-global-virtual-reality-content-creation-market

Region Included are: North America, Europe, Asia Pacific, Oceania, South America, Middle East & Africa

Country Level Break-Up: United States, Canada, Mexico, Brazil, Argentina, Colombia, Chile, South Africa, Nigeria, Tunisia, Morocco, Germany, United Kingdom (UK), the Netherlands, Spain, Italy, Belgium, Austria, Turkey, Russia, France, Poland, Israel, United Arab Emirates, Qatar, Saudi Arabia, China, Japan, Taiwan, South Korea, Singapore, India, Australia and New Zealand etc.

What benefits does AMA research study is going to provide?

– Latest industry influencing trends and development scenario

– Open up New Markets

– To Seize powerful market opportunities

– Key decision in planning and to further expand market share

– Identify Key Business Segments, Market proposition & Gap Analysis

– Assisting in allocating marketing investments

Strategic Points Covered in Table of Content of Global Virtual Reality Content Creation Market:?

Chapter 1: Introduction, market driving force product Objective of Study and Research Scope the Virtual Reality Content Creation market

Chapter 2: Exclusive Summary – the basic information of the Virtual Reality Content Creation Market.

Chapter 3: Displaying the Market Dynamics- Drivers, Trends and Challenges of the Virtual Reality Content Creation

Chapter 4: Presenting the Virtual Reality Content Creation Market Factor Analysis Porters Five Forces, Supply/Value Chain, PESTEL analysis, Market Entropy, Patent/Trademark Analysis.

Chapter 5: Displaying market size by Type, End User and Region 2015-2020

Chapter 6: Evaluating the leading manufacturers of the Virtual Reality Content Creation market which consists of its Competitive Landscape, Peer Group Analysis, BCG Matrix & Company Profile

Chapter 7: To evaluate the market by segments, by countries and by manufacturers with revenue share and sales by key countries (2021-2026).

Chapter 8 & 9: Displaying the Appendix, Methodology and Data Source

Finally, Virtual Reality Content Creation Market is a valuable source of guidance for individuals and companies in decision framework.

Get More Information:
https://www.advancemarketanalytics.com/request-discount/57329-global-virtual-reality-content-creation-market

Key questions answered

– Who are the Leading key players and what are their Key Business plans in the Global Virtual Reality Content Creation market?

– What are the key concerns of the five forces analysis of the Global Virtual Reality Content Creation market?

– What are different prospects and threats faced by the dealers in the Global Virtual Reality Content Creation market?

– What are the strengths and weaknesses of the key vendors?

Definitively, this report will give you an unmistakable perspective on every single reality of the market without a need to allude to some other research report or an information source. Our report will give all of you the realities about the past, present, and eventual fate of the concerned Market.

Thanks for reading this article; you can also get individual chapter wise section or region wise report version like North America, Europe or Asia.

About Author:

Advance Market Analytics is Global leaders of Market Research Industry provides the quantified B2B research to Fortune 500 companies on high growth emerging opportunities which will impact more than 80% of worldwide companies' revenues.

Our Analyst is tracking high growth study with detailed statistical and in-depth analysis of market trends & dynamics that provide a complete overview of the industry. We follow an extensive research methodology coupled with critical insights related industry factors and market forces to generate the best value for our clients. We Provides reliable primary and secondary data sources, our analysts and consultants derive informative and usable data suited for our clients business needs. The research study enables clients to meet varied market objectives a from global footprint expansion to supply chain optimization and from competitor profiling to M&As.

Contact Us:

Craig Francis (PR & Marketing Manager)

AMA Research & Media LLP

Unit No. 429, Parsonage Road Edison, NJ

New Jersey USA – 08837

Phone: +1 (206) 317 1218

sales@advancemarketanalytics.com

Connect with us at

https://www.linkedin.com/company/advance-market-analytics

https://www.facebook.com/AMA-Research-Media-LLP-344722399585916

https://twitter.com/amareport

Document ICROWDN020210423eh4n00094

Google LLC; Patent Application Titled "Advanced Gaming And Virtual Reality Control Using Radar" Published Online (USPTO 20210096653)

2,025 words
19 April 2021
Internet Weekly News
INTWKN
152
English

2021 APR 19 (VerticalNews) -- By a News Reporter-Staff News Editor at Internet Weekly News -- According to news reporting originating from Washington, D.C., by VerticalNews journalists, a patent application by the inventors Amihood, Patrick M. (Palo Alto, CA); Poupyrev, Ivan (Sunnyvale, CA), filed on December 11, 2020, was made available online on April 1, 2021.

The assignee for this patent application is Google LLC (Mountain View, California, United States).

Reporters obtained the following quote from the background information supplied by the inventors: "Current gaming and virtual reality (VR) control often uses visual tracking or hand-held controllers. Visual tracking uses optical or infrared cameras to track major body motions to control a user's game or VR environment. These cameras, however, suffer from inadequate spatial resolution, sensitivity to light and darkness, or inability to handle optical occlusions due to clothes or other objects obscuring a user's hands or body.

"Current hand-held controllers do not permit the great breadth of control that is often desired to control a game, as they are limited by the number and orientation of buttons or inadequate motion-sensing sensors, such as accelerometers. Further, hand-held controllers often are nearly worthless for VR, as in VR it is desirable to know a user's body and hand orientation within the VR world, which hand-held controllers do not provide.

"A partial solution to this problem involves radio-frequency (RF) techniques that track a point on a moving object. These current RF techniques, however, struggle to determine small motions without having large, complex, or expensive radar systems due to the resolution of the radar tracking system being constrained by the hardware of the radar system."

In addition to obtaining background information on this patent application, VerticalNews editors also obtained the inventors' summary information for this patent application: "This document describes techniques for advanced gaming and virtual reality control using radar. These techniques enable small motions and displacements to be tracked, even in the millimeter or submillimeter scale, for user control actions even when those actions are optically occluded or obscured, such when a user's own clothes, game tool, or fingers occlude an action or an action is obscured due to darkness or varying light. Further, these techniques enable fine resolution and real-time control, unlike conventional RF-tracking or optical-tracking techniques.

"This summary is provided to introduce simplified concepts concerning advanced gaming and virtual reality control using radar, which is further described below in the Detailed Description. This summary is not intended to identify essential features of the claimed subject matter, nor is it intended for use in determining the scope of the claimed subject matter."

The claims supplied by the inventors are:

"1. A computer-implemented method for controlling a gaming or virtual-reality application, the computer-implemented method comprising: providing a radar field over time; receiving a radar signal representing reflections of the radar field off a first point and a second point over time, at least one of the first point or the second point being on a portion of a user; determining, based on the radar signal, relative Doppler-frequencies between the first point and the second point over time; determining, based on the relative Doppler-frequencies, a user-control action for the gaming or virtual-reality application; performing, based on the user-control action, an action in the gaming or virtual-reality application; determining, based on the radar signal, locations of at least one of the first point or the second point over time; and altering, based on the locations, a display in the gaming or virtual-reality application over time.

"2. The computer-implemented method of claim 1: wherein the radar signal further represents reflections of the radar field off one or more other points over time; and further comprising: determining, based on the radar signal, micro-Doppler centroids over time; and distinguishing, based on the micro-Doppler centroids, the first point and the second point from the other points over time.

"3. The computer-implemented method of claim 1, further comprising spatially resolving the first point and the second point over time by determining: radial distances for the first point and the second point based on respective time delays determined from the radar signal; radial velocities for the first point and the second point based on respective Doppler frequencies determined from the radar signal; and reflected energies for the first point and the second point determined from the radar signal.

"4. The computer-implemented method of claim 1, wherein the portion of the user is a hand of the user.

"5. The computer-implemented method of claim 4, wherein the first point and the second point are on the hand of the user.

"6. The computer-implemented method of claim 4, wherein the altering the display in the gaming or virtual-reality application comprises representing the hand of the user within the gaming or virtual-reality application.

"7. The computer-implemented method of claim 4, wherein the altering the display in the gaming or virtual-reality application comprises representing an object that is being held by the hand of the user within the gaming or virtual-reality application.

"8. The computer-implemented method of claim 7, wherein the object does not have control or communication capabilities.

"9. The computer-implemented method of claim 8, wherein the object is a mock game controller.

"10. The computer-implemented method of claim 1, further comprising determining, based on the relative Doppler frequencies, relative velocities between the first point and the second point over time, wherein the user-control action is determined based further on the relative velocities.

"11. The computer-implemented method of claim 10, further comprising integrating the relative velocities to determine relative displacements between the first point and the second point over time, wherein the user-control action is determined based further on the relative displacements.

"12. An apparatus comprising: at least one processor; a radar system configured to: provide a radar field over time; and receive a radar signal representing reflections of the radar field off points over time; and at least one computer-readable storage medium having instructions stored thereon that, responsive to execution by the processor, cause the processor to implement a micro-motion tracking module, a control-recognition module, and a user-representation module: the micro-motion tracking module configured to: determine, based on the radar signal, relative Doppler frequencies between a first point and a second point of the points over time, at least one of the first point or the second point being on a portion of a user; the control-recognition module configured to: determine, based on the relative Doppler frequencies, a user-control action; and pass the user-control action to a game application or virtual-reality program; and the user-representation module configured to: determine, based on the radar signal, locations of at least one of the first point or the second point relative to the apparatus over time; and pass the locations to the game application or the virtual-reality program effective to enable the game application or the virtual-reality program to alter a display based on the locations.

"13. The apparatus of claim 12, wherein the apparatus is configured as smart glasses, a smart watch, a virtual or augmented-reality system, a gaming system, a mobile phone, a tablet, a laptop, or a desktop computer.

"14. The apparatus of claim 12, wherein at least one of the user-control action or the locations is passed to the game application or the virtual-reality program via at least one application programming interface (API).

"15. The apparatus of claim 12, wherein: the locations correspond to a hand of the user; and the passing the locations to the game application or the virtual-reality program is further effective to enable the game application or the virtual-reality program to display a representation of the hand of the user within the game application or the virtual-reality program.

"16. The apparatus of claim 12, wherein: the locations correspond to an object being held by the user; and the passing the locations to the game application or the virtual-reality program is further effective to enable the game application or the virtual-reality program to display a representation of the object within the game application or the virtual-reality program.

"17. The apparatus of claim 16, wherein the object does not have control or communication capabilities.

"18. The apparatus of claim 17, wherein the object is a mock game controller.

"19. The apparatus of claim 12, wherein the control recognition module is further configured to determine the user-control action based on relative velocities between the first point and the second point over time, the relative velocities based on the relative Doppler frequencies.

"20. The apparatus of claim 19, wherein the control recognition module is further configured to determine the user-control action based on relative displacements between the first point and the second point over time, the relative displacements based on an integral of the relative velocities over time.

"21. At least one computer-readable storage medium having instructions stored thereon that, responsive to execution by at least one processor, cause the processor to: receive a radar signal representing reflections of the radar field off a first point and a second point over time, at least one of the first point or the second point being on a portion of a user; determine, based on the radar signal, relative Doppler frequencies between the first point and the second point over time; determine, based on the relative Doppler frequencies, a user-control action for a gaming or virtual-reality application; pass the user-control action to the gaming or virtual-reality application; determine locations of at least one of the first point or the second point over time; and pass the locations to the gaming or virtual-reality application.

"22. The computer-readable storage medium of claim 21, wherein: the locations correspond to a hand of the user; and the passing the locations to the game application or the virtual-reality program is effective to enable the game application or the virtual-reality program to display a representation of the hand of the user within the game application or the virtual-reality program.

"23. The computer-readable storage medium of claim 21, wherein: the locations correspond to an object being held by the user; and the passing the locations to the game application or the virtual-reality program is effective to enable the game application or the virtual-reality program to display a representation of the object within the game application or the virtual-reality program.

"24. The computer-readable storage medium of claim 23, wherein the object does not have control or communication capabilities.

"25. The computer-readable storage medium of claim 24, wherein the object is a mock game controller.

"26. The computer-readable storage medium of claim 21, wherein: the instructions further cause the processor to determine, based on the relative Doppler frequencies, relative velocities between the first point and the second point over time; and the user-control action is determined based further on the relative velocities.

"27. The computer-readable storage medium of claim 26, wherein: the instructions further cause the processor to integrate the relative velocities to determine relative displacements between the first point and the second point over time; and wherein the user-control action is determined based further on the relative displacements."

For more information, see this patent application: Amihood, Patrick M.; Poupyrev, Ivan. Advanced Gaming And Virtual Reality Control Using Radar. Filed December 11, 2020 and posted April 1, 2021. Patent URL: http://appft.uspto.gov/netacgi/nph-Parser?Sect1=PTO1&Sect2=HITOFF&d=PG01&p=1&u=%2Fnetahtml%2FPTO%2Fsrchnum.html&r=1&f=G&l=50&s1=%2220210096653%22.PGNR.&OS=DN/20210096653&RS=DN/20210096653

Keywords for this news article include: Business, Computers, Google LLC, Internet Companies, Technology Companies.

Document INTWKN0020210419eh4j00017

Musculoskeletal Diseases and Conditions - Scoliosis; Research on Scoliosis Reported by Researchers at Campus Bio-Medico University of Rome (Virtual Reality in Preoperative Planning of Adolescent Idiopathic Scoliosis Surgery Using Google Cardboard)

438 words
16 April 2021
Medical Devices & Surgical Technology Week
MDST
5468
English

2021 APR 25 (NewsRx) -- By a News Reporter-Staff News Editor at Medical Devices & Surgical Technology Week -- Research findings on scoliosis are discussed in a new report. According to news reporting out of Rome, Italy, by NewsRx editors, research stated, "Preoperative planning in spine surgery is a fundamental step of the surgical workup and is often assisted by direct visualization of anatomical 2-dimensional images."

The news correspondents obtained a quote from the research from Campus Bio-Medico University of Rome: "This process is time-consuming and may excessively approximate the 3-dimensional (3D) nature of spinal anatomy. Virtual reality (VR) is an emerging technology capable of reconstructing an interactive 3D anatomical model that can be freely explored and manipulated. Sixty patients with adolescent idiopathic scoliosis underwent correction of the scoliotic curve by posterior arthrodesis after preoperative planning using traditional on-screen visualization of computed tomography scans (control group, n = 30) or exploration of a 3D anatomical model in VR using Google Cardboard (Google Inc.) (VR group, n = 30). Mean operative time, blood loss, length of hospital stay, and surgeon's satisfaction were assessed after surgery. The use of VR led to a significant decrease in operative time and bleeding while increasing the surgeon's satisfaction compared to the control group."

According to the news reporters, the research concluded: "Preoperative planning with VR turned out to be effective in terms of operative time and blood loss reduction. Moreover, such technology proved to be reproducible, cost-effective, and more satisfactory compared to conventional planning."

For more information on this research see: Virtual Reality in Preoperative Planning of Adolescent Idiopathic Scoliosis Surgery Using Google Cardboard. Neurospine, 2021,18(1):199-205. The publisher for Neurospine is Korean Spinal Neurosurgery Society.

A free version of this journal article is available at https://doi.org/10.14245/ns.2040574.287.

Our news editors report that more information may be obtained by contacting Sergio De Salvatore, Department of Orthopedic and Trauma Surgery, Campus Bio-Medico University of Rome, Rome, Italy. Additional authors for this research include Gianluca Vadala, Leonardo Oggiano, Fabrizio Russo, Luca Ambrosio, Pier Francesco Costici.

Keywords for this news article include: Campus Bio-Medico University of Rome, Rome, Italy, Europe, Surgery, Healthcare, Technology, Spinal Curvatures, Health and Medicine, Idiopathic Scoliosis, Bone Diseases and Conditions, Spinal Diseases and Conditions, Musculoskeletal Diseases and Conditions.

Document MDST000020210416eh4g000eg

Is Google Stadia Dying? Will It Rule Cloud Gaming?

602 words
14 April 2021
PCQuest
CMPCQU
English

People contemplating the death of Google Stadia is nothing new. It's been happening ever since the service launched in late 2019 and it's entirely understandable. Google has a track record of mercilessly killing services that fail to reach critical mass even if they have an active and enthusiastic fan base. There's a reason https://killedbygoogle.com/ is a thing. If you ever wonder why people are skeptical about the company's long-term dedication to cloud gaming then just take a look at the many promising apps and services left to rot in the Google graveyard.

Stadia in late 2019 launching with an anemic collection of titles and missing a bunch of features bore all the hallmarks of a Google product that might not have a lot of staying power. The latest round of speculation has followed the first major downsizing of Google Stadia ambitions with a shutting of Stadia Games and Entertainment. That was the division tasked with making compelling exclusive first party titles for Stadia led by veteran developer and producer Jade Raymond. The shuttering of these first party studios is undoubtedly a huge loss.

Back around launch time they were held as a major strength for the service in the future. AAA's developers working to produce games specifically for the cloud with the chance of unique cloud-powered gaming experiences that wouldn't be possible on a console or even a high-end PC. Here's the thing though AAA titles are expensive to make and take a long time to come to fruition. We're talking typically three or four years here so Stadia Games and Entertainment was seen as a statement of confidence in the platform's future. Given that people have been speculating about Stadia's closure for as long as it's existed it's easy to look at this news and or the conclusion that Stadia is living on borrowed time.

In a blog post Stadia's boss Phil Harrison formerly of Microsoft and Sony said Google would be expanding its efforts to help developers and publishers take advantage of the Stadia platform technology and deliver games directly to their players. That's a pretty big 180 from focusing on homegrown big budget Stadia only titles and points towards Google redirecting resources that it was going to spend on SG&E.

In the short term if you think about it that's not such a bad move. Although Stadia picked up a lot of big name titles in 2020 like cyberpunk, doom eternal, and the hitman series along with the likes of FIFA coming soon. The selection right now is still pretty scant compared to a traditional console. So if Stadia is under pressure from Google to earn your keep for the next two to three years you're probably better off spending your resources courting existing big publishers and making sure Stadia doesn't miss out on important major releases in the short to midterm. Basically trading first party exclusives much later for second party parity.

The counterpoint to that is a company like Google and an industry veteran like Phil Harrison should have been able to see this situation coming in 2019. If they had they wouldn't now be in the position of laying off large numbers of talented developers having already burned money for more than a year making games that'll never see the light of day. As a result some pretty smart people are now calling time on the service.

Click here to view image

Document CMPCQU0020210504eh4e00005

$159 Billion Worldwide Gaming Software Industry to 2026 - Featuring Ubisoft Entertainment, Google & Microsoft Among Others - ResearchAndMarkets.com

791 words
13 April 2021
20:51
Business Wire
BWR
English

DUBLIN--(BUSINESS WIRE)--April 13, 2021--
The "Global Gaming Software Market, by Device Type (Smartphones, Tablets, PC, Gaming Consoles and Handheld Games), By Game Type (Action, Adventure, Stimulation, and Others), By Distribution Channel, By End Use, By Region, Competition Forecast & Opportunities, 2026" report has been added to ResearchAndMarkets.com's offering.

The Global Gaming Software Market is expected to reach USD159.59 billion by 2026, growing at a CAGR of 10.81% in the next five years, owing to the rapid technological advancements and increasing customer engagement.

The increasing software gaming penetration in the entertainment and educational sectors around the world, increase in the number of smartphones, and evolving business models are creating numerous growth opportunities for the Global Gaming Software Market. The end-users are progressively receiving diverse types of software games, such as adventure, action, role-playing, simulation, puzzles, sports, and others.

Gaming Software can be segmented based on the gaming device type, gaming type end-use, distribution channel, and region. The market can be segmented into action, adventure, simulation, role-playing, sports, puzzles based on type. Action is expected to lead the market owing to its increasing demand from the customers. Action games are highly used as they are believed to benefit the brain by growing its cognitive abilities, including perception, attention, and reaction time.

Companies Mentioned

-- Disney Interactive Studios, Inc.
-- Tencent Holding Ltd.
-- Ubisoft Entertainment SA
-- Google LLC
-- Microsoft Corp.
-- NCSoft Corporation
-- Nexon Co. Ltd.
-- Nintendo Co, Ltd.
-- Electronic Arts, Inc.
-- Valve Corporation

Objective of the Study:

-- To analyze the historical growth in the market size of the Global Gaming Software Market from 2016 to 2020.
-- To estimate and forecast the market size of the Global Gaming Software

Market from 2021 to 2026 and growth rate until 2026.

-- To define, classify and forecast the Global Gaming Software Market based on device type, type, end-use, region, distribution channel, and company.

-- To scrutinize the detailed market segmentation and forecast the market size, in terms of value, and based on end-use sector by segmenting the Global Gaming Software Market into six sectors, namely, Action, Adventure,

Stimulation, Role Playing, Sports, Puzzles.

-- To analyze and forecast the market size, in terms of regions.

-- To identify the drivers and challenges for the Global Gaming Software Market.

-- To strategically profile leading players in the market which are driving the innovation and technological advancements in the Global Gaming Software Market.

Key Topics Covered:

1. Product Overview

2. Research Methodology

3. Impact of COVID-19 on Global Gaming Software Market

4. Executive Summary

5. Voice of Customer

6. Global Gaming Software Market Outlook

6.1. Market Size & Forecast

6.1.1. By Value

6.2. Market Share & Forecast

6.2.1. By Device Type (Smartphones, PC, Gaming Consoles, Handheld Games and Tablets)

6.2.2. By Game Type (Action, Adventure, Stimulation, Role Playing, Sports, Puzzles and Others)

6.2.3. By End-Use (Entertainment, Education, Others)

6.2.4. By Distribution Channel (Online and Offline)

6.2.5. By Region (Asia-Pacific, Europe, North America, Middle East & Africa, and South America)

6.2.6. By Company (2020)

6.3. Product Map

7. North America Gaming Software Market Outlook

7.1. Market Size & Forecast

7.2. Market Share & Forecast

7.3. Product Map

7.4. North America Gaming Software Market Country Analysis

8. Asia-Pacific Gaming Software Market Outlook

8.1. Market Size & Forecast

8.2. Market Share & Forecast

8.3. Product Map

8.4. Asia-Pacific Gaming Software Market Country Analysis

9. Europe Gaming Software Market Outlook

9.1. Market Size & Forecast

9.2. Market Share & Forecast

9.3. Product Map

9.4. Europe Gaming Software Market Country Analysis

10. Middle East & Africa Gaming Software Market Outlook

10.1. Market Size & Forecast

10.2. Market Share & Forecast

10.3. Product Map

10.4. Middle East & Africa Gaming Software Market Country Analysis

11. South America Gaming Software Market Outlook

11.1. Market Size & Forecast

11.2. Market Share & Forecast

11.3. Product Map

11.4. South America Gaming Software Market Country Analysis

12. Market Dynamics

12.1. Drivers

12.2. Challenges

13. Market Trends & Developments

14. Competitive Landscape

14.1. Company Profiles

15. Strategic Recommendations

16. About the Publisher & Disclaimer

For more information about this report visit https://www.researchandmarkets.com/r/d0h5hj

View source version on businesswire.com: https://www.businesswire.com/news/home/20210413005863/en/

CONTACT: ResearchAndMarkets.com
Laura Wood, Senior Press Manager

press@researchandmarkets.com

For E.S.T Office Hours Call 1-917-300-0470

For U.S./CAN Toll Free Call 1-800-526-8630

For GMT Office Hours Call +353-1-416-8900

(END)

Technology

Google I/O developer conference set to return on May 18 as a virtual event: Expected announcements, other details

Saurabh Singh
454 words
8 April 2021
Financial Express Online
FIEXON
English

Google I/O developer conference is returning this May as a virtual event after being cancelled last year due to coronavirus outbreak. Notably, the event will be free for everyone. As is usually the case, the global search engine giant put out a cryptic puzzle on a dedicated website last night and solving it reveals the Google I/O 2021 date(s) – May 18-20. Soon after, Google and Alphabet CEO Sundar Pichai also confirmed this on Twitter. The complete schedule will be announced later this month.

https://twitter.com/sundarpichai/status/1379850658694635521

Google says I/O 2021 will give developers – and also enthusiasts – around the world an opportunity to engage in thoughtful discussions, get hands-on learning with Google experts while also giving them a first look at its latest developer products through “workshops, Ask Me Anything Sessions (AMAs), personalised content, live Q&A during Sessions, chat in I/O Adventure, developer profile badges, and more.”

Google usually hosts a keynote on the opening day of I/O where it talks about software mostly, as well as some hardware. The budget Pixel 3a was launched at I/O 2019 and while the pandemic did delay its successor, aka Pixel 4a in 2020, there is no reason why things can’t go back to the way they were before – at least to some degree. Remember, Google had announced the Pixel 4a 5G and Pixel 5 alongside the Pixel 4a (LTE) in advance in July only to formally launch them at a later date. Google may announce the long-rumoured Pixel 5a at I/O 2021 for all we know.

Also Read | Apple WWDC 2021 kicks off June 7, will be an online-only event

Rumour also has it that Google is working on its own Pixel silicon which may debut with the Pixel 6. I/O could be a great platform to confirm those plans – so that’s also something to watch out for.

Android 12 will most definitely be on the cards with Google expected to give a clearer roadmap in terms of both feature set and availability for its next major Android update.

Google I/O isn’t the only high-profile tech event set to make comeback this year. Microsoft recently announced that its Build conference will take place virtually from May 25–27. Facebook is similarly hosting its annual F8 developer’s conference virtually on June 2 after cancelling it altogether last year.

Apple meanwhile is set to host WWDC virtually two years in a row now. WWDC 2021 will take place from June 7 through June 11.

Document FIEXON0020210409eh480001c

Google Shifts Focus to Female Representation in Gaming

251 words
8 April 2021
PCQuest
CMPCQU
English

On April7, 2021, Google's official Twitter handle tweeted that they will be shifting their focus to female representation in gaming. This time with Google Play's design challenge, the company is seeking entries to know about the concepts that users can come with.

Women should be represented in the gaming world. So if you've got a game-changing idea, we want to hear it. Sign up for Google Play’s Design Challenge for a chance to develop your concept with industry pros → https://t.co/V176YzZrkQ#ChangingTheGamepic.twitter.com/jgD6eeAWnd

— Google (@Google) April 7, 2021

Gaming has always been looked at as "boys' thing" and it has been like that for a very long time. However, that is now changing. Female representation in gaming is on the rise. Female gamers have made their names on the international level. There are multiple female streamers who have loyal subscribers and are watched worldwide.

Google is one of the biggest corporates in the world. The company wants to highlight female gamers and their achievements and that's why it is planning on dedicating a Google doodle to the community. The selected entry will get a chance to develop a design with teh pros in the industry. This is also a good opportunity for developers and animators who are starting out and are looking for a push.

You can submit your designs here and hope for the best.

Click here to view image

Document CMPCQU0020210409eh4800002

Google LLC; Patent Issued for Image Capture For Virtual Reality Displays (USPTO 10,951,880)

2,175 words
29 March 2021
Internet Weekly News
INTWKN
522
English

2021 MAR 29 (VerticalNews) -- By a News Reporter-Staff News Editor at Internet Weekly News -- A patent by the inventor Pitts, Colvin (Snohomish, WA), filed on July 24, 2019, was published online on March 29, 2021, according to news reporting originating from Alexandria, Virginia, by VerticalNews correspondents.

Patent number 10,951,880 is assigned to Google LLC (Mountain View, California, United States).

The following quote was obtained by the news editors from the background information supplied by the inventors: "Some current volumetric capture systems (or virtual reality (VR) capture systems), such as Lytro Immerge, sparsely sample a light-field volume using a relatively large number of cameras. The cameras can be arranged, for example, over a lattice that covers a flat surface, or a 3D surface such as a sphere. The cameras may thus define a 'tiled camera array.' The cameras may be traditional 2D cameras, array cameras, or plenoptic light-field cameras, as described in above-referenced U.S. Provisional Application 62/148,460. Whichever system is used, it is often difficult to avoid some sparseness of the samples, leaving gaps in the coverage. Thus, in order to provide virtual reality functionality, the rendering system may advantageously interpolate between camera views.

"When a viewer is watching and interacting with the captured virtual reality environment (or 'volume'), it is beneficial for the playback system to allow the viewer to have as many degrees of freedom as feasible to explore the captured volume. For, example, six degrees of freedom may be provided, so as to allow the user full angular viewing freedom (yaw, pitch, roll) as well as spatial viewing freedom (translation side-to-side, up and down, and forward and backward). In general, it is desirable to provide for movement along the degrees of freedom seamlessly and smoothly.

"In general, the ability of a VR capture system to deliver high quality playback at interpolated viewpoints is limited by the density of the capture viewpoints and the ability of the system to interpolate between capture viewpoints, which may in turn depend on the quality of the system's estimation of various properties of objects in the world. In order to provide accurate interpolations, it is useful to have information about properties of surfaces and objects. Estimated world properties may include, for example and without limitation, 3D geometry, reflectance, specularity of materials, transparency/translucency of objects, and/or the like. In many situations, however, it may be difficult or impossible to estimate these world properties with a sufficient degree of accuracy or precision to provide the desired results. Fine objects like hair may also be problematic.

"Various techniques can be used to improve the quality of the systems with respect to artifacts caused by errors in such estimated properties. One option may be to increase the density of cameras in the capture system, and thus reduce the amount of interpolation that is required. However, increasing density can increase system requirements, costs, storage, processing, heat management, and/or the like. Furthermore, there is a physical limit to how closely cameras may be spaced in the tiled camera array.

"Other techniques for improving quality include improving the accuracy of the world estimation process. While such an approach may be appealing, it can be difficult or impossible within the constraints of the system. Another option may be to include additional types of sensors designed for specific purposes. Examples include LiDAR sensors, Time-of-Flight (ToF) sensors, and structured light. Specialized sensors may help improve the accuracy of certain aspects of the world estimation process, but may still not improve the level of accuracy to the desired level."

In addition to the background information obtained for this patent, VerticalNews journalists also obtained the inventor's summary information for this patent: "Multiple techniques are described herein to improve the overall perceptual quality of the volumetric video playback experience. The systems and methods presented herein may be applied separately or in any suitable combination with one another.

"In general, the systems and methods presented herein may provide mechanisms for minimizing errors in interpolation and world property estimation, so as to provide an improved virtual environment experience.

"In at least one embodiment, a mix of camera types is used in the capture system, with varying resolution, density, and/or field-of-view. This capture system employing a mix of camera types may be considered a tiered camera array. In some cases the cameras of the tiered camera array may include multiple sets of

cameras, for example, with a first plurality of cameras (a 'first tier') with a relatively lower density of cameras with relatively higher resolution, and a second plurality of cameras (a 'second tier') with a relatively higher density of cameras with a relatively lower resolution. If desired, more than two tiers may be used. The tiers may be arranged in interleaved patterns in which voids in denser tiers are filled with cameras from less dense tiers.

"In at least one embodiment, when world properties are estimated, the estimated properties also include an error metric and/or confidence value of the estimated property. For example, such an error metric may be a measure of the photometric consistency of an estimated 3D patch in the world. If all the cameras that can see a particular portion of a scene provide subviews with consistent image data and/or world properties, there may be high confidence in the accuracy of the estimate of world properties for that portion of the scene. If the image data and/or world properties differ widely between the subviews, as may be the case for many visually complex objects and for estimation errors, then the confidence value may be low. A confidence map may be generated for each subview, representing the confidence level in each of multiple regions of the subview.

"When a virtual view is to be rendered, the confidence map, the world properties, and/or the subview may be used. Each region of the subview and world properties for a subview may be used in rendering the virtual view to the extent of the confidence level for that region. In some embodiments, some of the cameras may be designated as primary cameras for which the subview and/or world properties are preferentially used. For regions in which the estimated world properties for a primary camera have low confidence, the subview and/or world properties for a secondary camera may be used instead. For a tiered camera array as described previously, the higher resolution cameras may be primary cameras, while lower resolution may be secondary tertiary, etc. Thus, the virtual view may be rendered with a balance between high resolution and high confidence in the associated world properties."

The claims supplied by the inventors are:

"What is claimed is:

"1. A tiled camera array, comprising: a framework comprising an imaging surface; a first plurality of cameras arranged, with a first density, in a first tiled array on the imaging surface, wherein each camera of the first plurality of cameras comprises a first resolution; and a second plurality of cameras arranged, with a second density, in a second tiled array on the imaging surface, wherein each camera of the second plurality of cameras comprises a second resolution; wherein: the first tiled array is interspersed among the second tiled array; the first resolution is greater than the second resolution; the second density is greater than the first density; and the first plurality of cameras and the second plurality of cameras cooperate with each other to capture a light-field volume within an environment, wherein a plurality of subviews are captured by each camera in the first and second plurality of cameras and a confidence map of a tertiary subview of the plurality of subviews is used to generate a virtual view by selecting, for inclusion in the virtual view, one or more regions of the tertiary subview having a higher confidence in the confidence map than corresponding regions of a second confidence map.

"2. The tiled camera array of claim 1, further comprising a processor configured to use the light-field volume to generate a virtual view depicting the environment from a virtual viewpoint.

"3. The tiled camera array of claim 1, wherein the first tiled array comprises a first hexagonal lattice.

"4. The tiled camera array of claim 3, wherein the second tiled array comprises a second hexagonal lattice that is denser than the first hexagonal lattice, the second tiled array defining a first plurality of spaced-apart voids that accommodate the first hexagonal lattice.

"5. The tiled camera array of claim 4, further comprising a third plurality of cameras arranged, with a third density, in a third tiled array on the imaging surface, wherein each camera of the third plurality of cameras comprises a third resolution.

"6. The tiled camera array of claim 5, wherein: the first and second tiled arrays are interspersed among the third tiled array; the second resolution is greater than the third resolution; the third density is greater than the second density; and the third plurality of cameras is configured to cooperate with the first plurality of cameras and the second plurality of cameras to capture the light-field volume.

"7. The tiled camera array of claim 6, wherein the third tiled array comprises a third hexagonal lattice that is denser than the second hexagonal lattice, the third tiled array defining a second plurality of spaced-apart voids that accommodate the second hexagonal lattice.

"8. The tiled camera array of claim 1, wherein the imaging surface comprises a hexagonal shape.

"9. A method, comprising: arranging a first plurality of cameras of a tiled camera array with a first density in a first tiled array on an imaging surface of a framework, wherein each camera of the first plurality of cameras

comprises a first resolution; and arranging a second plurality of cameras the tiled camera array with a second density, in a second tiled array on the imaging surface, wherein each camera of the second plurality of cameras comprises a second resolution; and interspersing the first tiled array among the second tiled array, wherein: the first resolution is greater than the second resolution; the second density is greater than the first density; and the first plurality of cameras and the second plurality of cameras cooperate with each other to capture a light-field volume within an environment, wherein a plurality of subviews are captured by each camera in the first and second plurality of cameras and a confidence map of a tertiary subview of the plurality of subviews is used to generate a virtual view by selecting, for inclusion in the virtual view, one or more regions of the tertiary subview having a higher confidence in the confidence map than corresponding regions of a second confidence map.

"10. The method of claim 9, further comprising: configuring a processor of the tiled camera array to use the light-field volume to generate a virtual view depicting the environment from a virtual viewpoint.

"11. The method of claim 9, wherein the first tiled array comprises a first hexagonal lattice.

"12. The method of claim 11, wherein the second tiled array comprises a second hexagonal lattice that is denser than the first hexagonal lattice, the second tiled array defining a first plurality of spaced-apart voids that accommodate the first hexagonal lattice.

"13. The method of claim 12, wherein the tiled camera array further comprises a third plurality of cameras arranged, with a third density, in a third tiled array on the imaging surface, wherein each camera of the third plurality of cameras comprises a third resolution.

"14. The method of claim 13, further comprising: interspersing the first and second tiled arrays among the third tiled array, wherein: the second resolution is greater than the third resolution; the third density is greater than the second density; and the third plurality of cameras is configured to cooperate with the first plurality of cameras and the second plurality of cameras to capture the light-field volume.

"15. The method of claim 14, wherein the third tiled array comprises a third hexagonal lattice that is denser than the second hexagonal lattice, the third tiled array defining a second plurality of spaced-apart voids that accommodate the second hexagonal lattice.

"16. The method of claim 15, wherein the imaging surface comprises a hexagonal shape."

URL and more information on this patent, see: Pitts, Colvin. Image Capture For Virtual Reality Displays. U.S. Patent Number 10,951,880, filed July 24, 2019, and published online on March 29, 2021. Patent URL: http://patft.uspto.gov/netacgi/nph-Parser?Sect1=PTO1&Sect2=HITOFF&d=PALL&p=1&u=%2Fnetahtml%2FPTO%2Fsrchnum.htm&r=1&f=G&l=50&s1=10,951,880.PN.&OS=PN/10,951,880RS=PN/10,951,880

Keywords for this news article include: Business, Google LLC, Internet Companies, Technology Companies.

Document INTWKN0020210329eh3t0004l

Extra
Google signs deals with Italian publishers; MTG to buy gaming company Ninja Kiwi

Frances Josephine Espeso
825 words
25 March 2021
SNL Financial Extra
SNLFE
English

TOP NEWS IN TMT

* Alphabet Inc.'s Google LLC signed license agreements with several publishers in Italy to include some of their content on its News Showcase product for an undisclosed amount, Reuters reported. A Google representative cited by the report said the platform is expected to launch in the country in the coming weeks.

* Sweden's Modern Times Group Mtg AB agreed to acquire New Zealand-based mobile games developer Ninja Kiwi Ltd. for an up-front consideration of approximately 1.22 billion Swedish kronor and earnout payments at an expected value of 406 million kronor.

➢ Discord could be Microsoft's $10B key to social gaming

Analysts say a deal would help gaming chat service Discord Inc. expand its business while enabling Microsoft Corp. to tap into the burgeoning social gaming space.

➢ Economics of Internet: Pandemic solidifies YouTube's dominance in 2020

YouTube LLC felt a brief pinch in ad revenues in early 2020 due to the pandemic, but growth came roaring back by the close of the year, sending gross global ad revenues up over 30% on an annual basis to nearly $20 billion.

TECHNOLOGY

* Software-focused private equity firm HgCapital LLP will buy a controlling stake in Denmark-based software-led telematics solutions company Trackunit A/S from The Goldman Sachs Group Inc. and Gro Capital A/S.

INTERNET & OTT

* A regional court in Düsseldorf, Germany, may favor Facebook Inc.'s appeal against the Federal Cartel Office's restrictions on data collection imposed on the social media company, Reuters reported. The court also said it would seek consultation with the European Court of Justice on the case, according to a separate Reuters report.

* U.K. regulator Ofcom unveiled draft regulations to curb hate speech on video-sharing platforms.

* Russia's Tricolor TV said it will add more than 300 film titles to its online platform following its new agreement with AT&T Inc.'s Warner Bros. Pictures Inc., Broadband TV News reported.

* French streaming platform Molotov SA signed a tripartite agreement with collective rights management organizations SACD and ADAGP for the remuneration of the authors for their works aired on TV channels distributed by Molotov.

* U.K. investment company Digital 9 Infrastructure PLC plans to acquire Irish fiber company Aqua Comms Ltd., Silicon Republic reported.

* Portuguese broadcaster SIC's streaming platform Opto is now available on Apple Inc.'s Apple TV, Telecompaper reported.

MEDIA

* KKR & Co. Inc. and Bertelsmann SE & Co. KGaA-owned global music company BMG will work together to acquire catalogs of music rights. The relationship does not involve any transfer or sale of equity in BMG or the formation of a joint venture between the pair.

* RTL Group SA refused to comment on a report that said it is exploring the sale of its Belgian operations, Reuters reported. RTL however is considering options in tandem with its call for consolidation in Europe. This comes amid a De Tijd report that said the company tapped JPMorgan Chase & Co. to oversee the sale of its Belgian and Dutch businesses.

TELECOMMUNICATIONS

* British Telecom reached its goal of extending full-fiber broadband to 4.5 million premises by the end of March, Reuters reported, citing a company statement.

* In more BT news, the telecom operator proposed a £1,500 special bonus, equivalent to 5% of the average frontline salary in the U.K., for its frontline employees and key workers.

* Telefónica Deutschland Holding AG unit wayra deutschland Gmbh launched a new 5G tech lab in Munich. Telefónica SA owns Telefónica Deutschland.

* Iliad-owned Polish telco Play Communications SA changed its management structure and formed a nine-member executive body including Chief Strategy Officer Piotr Kuriata, Chief Marketing Officer Mikkel Noesgaard and Chief Technology Officer Michal Ziolkowski, Telecompaper reported. The appointments are effective April 1.

* Telia Co. AB unit Telia Norge AS appointed Georg Svendsen as its new chief technology officer.

* Data center solutions provider Interxion BV partnered with telecom infrastructure operator Telxius Telecom SA to enable direct interconnection for the Dunant subsea cable at Interxion Paris to Northern Virginia in the U.S.

* TalkTalk Telecom Group PLC introduced its new environmental policy after successfully cutting down its carbon footprint between 2015 and 2020 by over 60%.

FILM & TV

* Slovenia's sport-focused public TV channel Šport TV inked a deal to broadcast electric car racing series Extreme E's matches on its linear channels Šport TV 1, Šport TV 2 and Šport TV 3 as well as its digital platform Sport TV.

Click here for a summary of indexes on the MI platform.

Phoebe Magdirila, Anne Freier, Amanda Kelly, Marieke Pijnappels and Gerard O'Dwyer contributed to this report.

The Daily Dose has an editorial deadline of 7 a.m. London time. Some external links may require a subscription. Links are current as of publication time, and we are not responsible if those links are unavailable later.

Document SNLFE00020210326eh3p000b7

Cloud Gaming Market to Witness Huge Growth by 2026 : Google, Microsoft, Alibaba

969 words
12 March 2021
iCrowdNewswire
ICROWDN
English

The “Cloud Gaming – Market Development Outlook ” Study has been added to HTF MI repository. The study envisage detailed qualitative as well as quantitative market data insights and follows Industry benchmark classification and NAICS standards to built strong players coverage in the study. Some of the major and emerging players identified are Loudplay.io, Sony, Ubitus, Nvidia, Tencent, EA, Capcom, Blade SAS, Google, Microsoft & Alibaba.

Get Inside Scoop of the report, request for sample @:
https://www.htfmarketreport.com/sample-report/3116176-global-cloud-gaming-market-2

Global Cloud Gaming Market Development Scenario by Players

Ø Financials Information, Business Overview and Product Specification Matrix

Ø Patent Analysis Briefing* [if applicable]

Ø No. of Patents Issuance by Year / by Players / By Issuing Office

Ø Key Development – Product/Service Launch, Mergers & Acquisition, Joint Ventures

Cloud Gaming Market Competition

Each company profiled in the research document is studied considering various factors such as product and its application portfolios, market share, growth potential, future plans, and development activity. Readers will be able to gain complete understanding and knowledge of the competitive landscape. Most importantly, the report sheds light on important strategies that key and emerging players are taking to maintain their ranking in the Global Cloud Gaming Market. It shows how the market competition will change in the next few years and how players are preparing themselves to stay ahead of the curve.

Order Global Cloud Gaming Market study full copy now @
https://www.htfmarketreport.com/buy-now?format=1&report=3116176

Important Features that are under offering & key highlights of the report :

1) How companies are selected or profiled in the report?

List of some players that are profiled in the the report includes “Loudplay.io, Sony, Ubitus, Nvidia, Tencent, EA, Capcom, Blade SAS, Google, Microsoft & Alibaba”. Usually we follow NAICS Industry standards and validate company profile with product mapping to filter relevant Industry players, furthermore list is sorted to come up with a sample size of atleast 50 to 100 companies having greater topline value to get their segment revenue for market estimation.

** List of companies mentioned may vary in the final report subject to Name Change / Merger etc.

2) Is it possible to add more list of company and customize study as per our need?

Yes, we can add or profile new company as per client need in the report, provided it is available in our coverage list as mentioned in answer to Question 1 and after feasibility run final confirmation will be provided by research team checking the constraints related to difficulty of survey.

3) Can we narrow the available business segments ?

Yes, depending upon the data availability and feasibility check by our Research Analyst, further breakdown in business segments by end use application or product type can be provided (If applicable) by Revenue Size or Volume*.

4) Can specific country of interest be added? What all regional slits covered with covid impact analysis?

Yes, Country level splits can be modified in the study as per objectives. Currently, research report gives special attention and focus on following regions with covid outbreak and impact analysis:

North America (Covered in Chapter 9), United States, Canada, Mexico, Europe (Covered in Chapter 10), Germany, UK, France, Italy, Spain, Russia, Others, Asia-Pacific (Covered in Chapter 11), China, Japan, South Korea, Australia, India, South America (Covered in Chapter 12), Brazil, Argentina, Columbia, Middle East and Africa (Covered in Chapter 13), UAE, Egypt & South Africa

** One country of specific interest can be included at no added cost. For inclusion of more regional segment quote will vary.

Enquire for customization or check for any discount if available @
https://www.htfmarketreport.com/enquiry-before-buy/3116176-global-cloud-gaming-market-2

Hardcore gamers & Casual gamers are the segments analysed and sized in this study by application/end-users, displays the potential growth and various shift for period 2015 to 2026. The changing dynamics supporting the growth makes it critical for businesses in this space to keep abreast of the moving pulse of the market. Check which segment will bring in healthy gains adding significant momentum to overall growth. , PC, Connected TV & Smartphone have been considered for segmenting Cloud Gaming market by type.

With the multiple advantages of technology, cost and service, many major developed rapidly. They kept leading domestic market and on the other way actively developing international market and seizing market share, becoming the backbone of Global Cloud Gaming industry. It is understood that currently domestic players has been massively used by operators in China.

***Sub Regions Included: North America [United States, Canada, Mexico], Asia-Pacific [China, India, Japan, South Korea, Australia, Indonesia, Malaysia, Philippines, Thailand, Vietnam], Europe [Germany, France, UK, Italy, Russia, Rest of Europe], South America [Brazil, Argentina, Rest of South America], Middle East & Africa [GCC Countries, Turkey, Egypt, South Africa, Rest of Middle East & Africa]

*** Unless until specified in Original TOC of Global Cloud Gaming Market Study

To know more about the table of contents, you can click @
https://www.htfmarketreport.com/reports/3116176-global-cloud-gaming-market-2

Research Objectives

• To analyse and forecast the Global Cloud Gaming market, in terms of value and volume.

• Which segment has the potential to gain the highest market share?

• To help decision maker from new offer perspective and benchmark existing marketing strategy.

• Correlate cost structure historical data with key business segments.

• Analyse marketing contribution and customer acquisition by up-selling and cross selling.

• Identifying Influencing factors keeping Global Cloud Gaming Market Intense, factored with periodic analysis of CR4 & CR8 concentration ratio & HHI Index.

HTF MI also offers Custom Research services providing focused, comprehensive and tailored research according to clientele objectives. Thanks for reading this article; you can also get individual chapter wise section or region wise report like North America, Europe or Asia.

Document ICROWDN020210312eh3c000me

YOURSTORY

Women's Day: Google to support 1 million women entrepreneurs in rural India; Sundar Pichai, Ratan Tata, Smriti Irani part of virtual event

Anju Ann Mathew
Distributed by Contify.com
733 words
8 March 2021
Your Story
ATYOST
English

At the Google for India 'Women Will' virtual event, Google announced $25 million in grants to non-profits and social enterprises in India and around the world.

On International Women's Day 2021, Google has announced a series of efforts to support the economic empowerment of women at the virtually held Google for India event called ‘Women Will’.

“Women are almost twice as likely to lose their jobs during the pandemic, and an estimated 20 million girls are at risk of not returning to school. We have the opportunity to build a future that is more equal and more inclusive—and we must take it,” announced Google and Alphabet CEO, Sundar Pichai.

The day also marks six successful years of the tech giant's Internet Saathi programme, a joint effort with Tata Trusts, that aimed to empower women across rural India with digital literacy skills and bridge the digital gender divide.

This pan-India effort has benefitted over 30 million women across India through training provided by over 80,000 Internet Saathis

Speaking at the event, Pichai said, “The success of the Internet Saathi program has shown how digital access and digital literacy can help women to reach their full potential and improve their livelihoods. When women have equal access to opportunity, we all benefit from their perspectives, creativity and their expertise, and this is true all over the world."

Industrialist and Chairman Emeritus of Tata Trusts, Ratan Tata, commented on Tata Trusts’ partnership with Google, saying, “In bringing today's technology, and perhaps tomorrow's technology, to bear for the benefit of rural women is a great move forward. Over time, these efforts will ensure that the true value of the internet can come into the fore. I would like to congratulate the two teams that have worked together to help make this happen.”

"Building on the Internet Saathi program success, we’re making a new commitment to help 1 million women in rural villages in India to become entrepreneurs through business tutorials, tools, and mentorship," Pichai further said, introducing a global ‘Google.org Impact Challenge for Women and Girls’.

Under this initiative, Google.org will provide $25 million in grants to non-profits and social enterprises that are helping women and girls reach their full potential in India and around the world.

Vice President of Google and President for Google.org, Jacqueline Fuller, shared more details on the project, and commented, “The progress on gender has been uneven, fragile, frustratingly slow, and equality is a long way off. Post COVID-19, it is both a moral, societal and economic imperative to take immediate action to counter the pandemic’s gender-regressive effects. It is estimated that doing so would result in $13 trillion in global GDP gains by 2030.”

To continue their support for rural women, Google launched the Women Will platform, designed especially for women aspiring to explore entrepreneurship. It is available in English and Hindi and provides guidance to women who want to convert an existing hobby or talent such as tailoring, beauty services, home tuition, food processing, etc. into some income.

Emphasising the need for an enabling ecosystem for efforts towards gender equity, Sanjay Gupta, Vice President and Country Head, Google India, said “In the past few decades, we have witnessed some of the traditional barriers against women’s access to education, health, politics, and the economy weakening. But more needs to be done by everyone, and urgently. We are excited to build this new ecosystem of entrepreneurship enablers to help narrow the gender gap.”

In addition, to make it easier for people to support women-led businesses, Google will enable search in English for “women-led” — “women-led restaurants,” “women-led clothing stores” and more — on Google Search and Maps.

In a special address, concluding the event, Minister of Women and Child Development, Government of India, Smriti Irani said, “I am of the firm belief, as is our Prime Minister Shri Narendra Modi, that women can act as great enablers of our growth story, creating tectonic shifts in society. I am happy to learn about Google’s efforts and commitment to enable women entrepreneurs in India as these will create pathways for the socio-economic advancement of women.”

Edited by Anju Narayanan

Document ATYOST0020210308eh3800008

online news
Google hit with class-action lawsuit over Stadia's 4K gaming claims

438 words
3 March 2021
ETMAG.com
FMETMA
English

Remember the run-up to Stadia's launch when it promised all games would run in 4K at 60fps? That never panned out, and some people allege that these claims were misleading, made to increase its subscriber numbers. Now, a class-action lawsuit has been launched against the Google.

In a 42-page breach-of-contract lawsuit filed in the Eastern Court District of New York against Google, Bungie, and id Software, it's stated that Google "greatly exaggerated the streaming quality and display resolution" of Stadia and that execs from all three companies made false statements about most or all games running in 4K. The case was initially filed in October 2020 but has just been transferred to federal court.

At the Game Developers Conference in 2019, id Software's Marty Stratton said that Doom Eternal "will be capable of running at true 4K resolution, with HDR color at an unrelenting 60 frames per second" on Stadia. In reality, it runs at 1080p@60fps on HD displays and up-samples to 2160p from 1800p@60fps on 4K displays.

The suit also alleges Bungie "knew or should have known that Google was making misleading statements about the Stadia Pro subscription plan in that Destiny 2 would not be playable at the 4k 60FPS gameplay that the Stadia Pro service offered, and that consumers were being misled about Destiny 2."

In 2019, Stadia Vice President Phil Harrison tweeted that all launch games would run at 4K, but most of them were upscaled. Red Dead Redemption 2, for example, won't natively render higher than 1440p and is upscaled to 4K.

Stadia's ability to stream games at 4K was limited to those using a Chromecast Ultra and UHD TV until its web client gained support in March 2020.

The lawsuit seeks consumers in the United States who purchased the Stadia Founder's Edition, Premier Edition, and/or a subscription to Stadia Pro from June 6, 2019. It's claimed people made their purchase based on "information and reports contained online that Stadia was more powerful than the leading gaming consoles and would display all games at 4K resolution." The lawsuit seeks damages, attorneys' fees, and "disgorging of all profits, benefits, and other compensation," along with an injunction prohibiting the future sale of games purchased through Stadia.

Stadia isn't turning out to be the "end of gaming machines" that some claimed it would be. We haven't heard much about the service recently, other than it is shuttering its first-party game development studio.

Document FMETMA0020210303eh330000m

GlobeNewswire

Enthusiast Gaming's Pocket Gamer Connects Virtual Conference Posts Record Numbers Largest digital event to date attracted key sponsors including Facebook, Firebase (Google), MoPub (Twitter), Unity, Xsolla

1,183 words
2 March 2021
Postmedia Breaking News
CWNS
English

TORONTO, March 02, 2021 (GLOBE NEWSWIRE) - Enthusiast Gaming Holdings Inc. ("Enthusiast Gaming" or the "Company") (TSX: EGLX)(OTCQB: ENGMF)(FSE: 2AV) is pleased to announce record breaking registration at its most recent mobile games virtual event, Pocket Gamer Connects Digital #5 ("PGCD #5"), demonstrating the Company's continued success pivoting its events and entertainment business to be able to thrive in a virtual format. Recently, Enthusiast Gaming was ranked by Comscore in the Gaming Information category as #1 in the United States in total unique visitor traffic for mobile web and mobile video, which are the fastest growing and most lucrative channels in digital advertising. The Pocket Gamer community is just one of many video game communities that make up Enthusiast Gaming's platform that engages with 300 million gamers worldwide every month.

Over 1,500 mobile industry delegates, representing over 800 companies across 71 countries tuned in to PGCD #5 over five days last month - all record numbers. Delegates listened to 250+ speakers across 16 diverse tracks covering a broad spectrum of the industry, with an emphasis on game developers and publishers. Throughout PGCD #5, over 3,300 organized meetings were held online. Further, due to its unique position at the crossroads of the mobile games industry, Pocket Gamer Connects ("PGC") continues to attract an A list of sponsors and industry supporters including Facebook, Firebase (Google), MoPub (Twitter), Unity, Xsolla, Kwalee, CrazyLabs, JoyPac, among many more influential industry players.

Adrian Montgomery, CEO of Enthusiast Gaming commented, "I want to congratulate our Pocket Gamer team on another successful virtual event. With each additional virtual event we host, Enthusiast Gaming continues to grow and strengthen its audience and reach within the mobile games industry, allowing us to expand programming and reach new tier 1 sponsors."

The Pocket Gamer community includes avid mobile gamers, developers (including indies), publishers and more than 26,000 industry professionals worldwide have attended the international conference series, PGC, since 2014 in the UK, Canada, USA, Finland, Hong Kong, Jordan and India as well as through virtual events. PGC provides an important platform for mobile gaming enthusiasts to connect, engage and interact, while providing valuable industry leading expert content and discussion around the mobile gaming scene. PGCD #6 is scheduled for April 19-23, 2021. For more information or to register for PGC Digital visit https://www.pgconnects.com/digital/(https://www.globenewswire.com/Tracker?data=QiXrhfa2S_B8hF5wJ42pcMTViuvw3pSNl9E_xCWXGSuuBpQe3i44CibPqgGjBLTsLCkefg5Lvb1zmT3StXSVBU6FNb3u2YOyGbPfJtdp8GeaI9xyyDMRvg3jqx_KL4Nx).

About Enthusiast Gaming

Enthusiast Gaming (TSX: EGLX)(OTCQB: ENGMF)(FSE: 2AV) is building the world's largest social network of communities for gamers and esports fans that reaches over 300 million gaming enthusiasts on a monthly basis. Already the largest gaming platform in North America and the United Kingdom, the Company's business is comprised of four main pillars: Esports, Content, Talent and Entertainment. Enthusiast Gaming's esports division, Luminosity Gaming, is a leading global esports franchise that consists of 7 professional esports teams under ownership and management, including the Vancouver Titans Overwatch team and the Seattle Surge Call of Duty team. Enthusiast's gaming content division includes 2 of the top 20 gaming media and entertainment video brands with BCC Gaming and Arcade Cloud, reaching more than 50MM unique viewers a month across 9 YouTube pages, 8 Snapchat shows and related Facebook, Instagram and TikTok accounts. Its 100 gaming-related websites including The Sims Resource, Destructoid, and The Escapist collectively generate 1.1 billion page views monthly. Enthusiast's talent division works with nearly 1,000 YouTube creators generating nearly 3 billion views a month working with leading gamer talent such as Pokimane, Flamingo, Anomaly, and The Sidemen. Enthusiast's entertainment business includes Canada's largest gaming expo, EGLX (eglx.com), and the largest mobile gaming event in Europe, Pocket Gamer

Connects (pgconnects.com). For more information on the Company visit enthusiastgaming.com. For more information on Luminosity Gaming visit luminosity.gg.

Contacts:

Enthusiast Gaming - Eric Bernofsky

Chief Corporate Officer

press@enthusiastgaming.com

Media Relations - ID

EnthusiastGaming@id-pr.com

Neither the TSX Exchange nor its Regulation Services Provider (as that term is defined in the policies of the TSX Exchange) accepts responsibility for the adequacy or accuracy of this release.

This news release contains certain statements that may constitute forward-looking information under applicable securities laws. All statements, other than those of historical fact, which address activities, events, outcomes, results, developments, performance or achievements that Enthusiast Gaming anticipates or expects may or will occur in the future (in whole or in part) should be considered forward-looking information. Often, but not always, forward-looking information can be identified by the use of words such as "plans", "expects", "is expected", "budget", "scheduled", "estimates", "forecasts", "intends", "anticipates", or "believes" or variations (including negative variations) of such words and phrases, or statements formed in the future tense or indicating that certain actions, events or results "may", "could", "would", "might" or "will" (or other variations of the forgoing) be taken, occur, be achieved, or come to pass. Forward-looking statements in this news release include, but are not limited to statements relating to the Enthusiast Gaming's future growth in periods of increased market advertiser demand.

Forward-looking statements are based on assumptions, including expectations and assumptions concerning: interest and foreign exchange rates; capital efficiencies, cost saving and synergies; growth and growth rates; the success in the esports and media industry; and the Company's growth plan. While Enthusiast Gaming considers these assumptions to be reasonable, based on information currently available, they may prove to be incorrect. Readers are cautioned not to place undue reliance on forward-looking statements. In addition, forward-looking statements necessarily involve known and unknown risks, including, without limitation, risks related risks associated with general economic conditions; adverse industry events; future legislative, tax and regulatory developments. Readers are cautioned that the foregoing list is not exhaustive and other risks set out in Enthusiast Gaming public disclosure recorded filed under the Company's provide on www.sedar.com, including those contained in the prospectus. Readers are further cautioned not to place undue reliance on forward-looking statements as there can be no assurance that the plans, intentions or expectations upon which they are placed will occur. Such information, although considered reasonable by management at the time of preparation, may prove to be incorrect and actual results may differ materially from those anticipated. For more information on the risk, uncertainties and assumptions that could cause anticipated opportunities and actual results to differ materially, please refer to the public filings of Enthusiast Gaming which are available on SEDAR at www.sedar.com. Forward-looking statements contained in this news release are expressly qualified by this cautionary statement and reflect our expectations as of the date hereof, and thus are subject to change thereafter. Enthusiast Gaming disclaims any intention or obligation to update or revise any forward-looking statements, whether as a result of new information, future events or otherwise, except as required by law.

Document CWNS000020210302eh32003pr

Indian Patent News

Google LLC Files Patent Application for Optical Arrangement for Producing Virtual Reality Stereoscopic Images

Distributed by Contify.com
282 words
27 February 2021
Indian Patent News
ATPATN
English

Kolkata, Feb. 27 -- USA-based Google LLC filed patent application for optical arrangement for producing virtual reality stereoscopic images. The inventors are Kainz Florian and Chen Xi.

Google LLC filed the patent application on Dec. 24, 2020. The patent application number is 202047056331 A. The international classification numbers are G02B13/00, G02B13/06 and G03B35/08.

The abstract of the patent published by the Controller General of Patents, Designs & Trade Marks states: "An apparatus and method are disclosed to produce a stereoscopic image with a hemispherical field of view. In an implementation, the apparatus includes an optical arrangement to receive first light rays from a first fisheye lens and second light rays from a second fisheye lens. The first fisheye lens and the second fisheye lens are positioned adjacent to each other and an object side of each of the first and second fisheye lenses faces a first plane. The optical arrangement is to direct the first light rays and the second light rays onto an image sensor and bend optical axes of the first and second light rays such that the first light rays are projected onto the image sensor alongside the second light rays."

The Patent was published in the Issue No. 1/2021of the Patent Office Journal on Jan. 1, 2021.

About the Company

Google LLC is a USA-based company. It is situated in Mountain View. The company is engaged in designing and offering of various products and services. The Company is primarily focused on web-based search and display advertising tools, desktop systems, consumer content, enterprise solutions, commerce and hardware products.

Document ATPATN0020210227eh2r0006a

Search Summary

Text	hd=google and wc>100 and hd=(virtual real estate or virtual properties or digital real esate or digital real assets or digital properties or metaverse properties or digital plots or virtual plots or virtual land or virtual reality platform or manufacturing simulation or virtual simulation or digital twins or virtual manufacturing or immersive learning or mixed-reality learning or metaverse learning or VR learning or AR learning or VR training or virtual recruitment or 3d training or training metaverse or virtual retail or virtual shopping or virtual clienteling or omnichannel shopping or humanising digital retail or immersive virtual stores or 3d virtual store or metaverse shopping or virtual clothing or virtual goods or gaming or digital avatar or digital character or virtual game or 3D avatars or virtual reality or interoperable VR space or digital financial ecosystems or metaverse wallets or robo advisory or virtual financial data or digital bank branches or digital touchpoint or blockchain wallets or digital wallets or digital wedding or virtual wedding or virtual event or virtual concert or virtual theme park or virtual classroom or virtual learning or virtual school or immersive learning)
Date	In the last year
Source	All Sources
Author	All Authors
Company	All Companies
Subject	All Subjects
Industry	All Industries
Region	All Regions

Language	English
Results Found	143
Timestamp	21 February 2022 17:44

