

CLOUD PLAY HUB

A Unified Cloud Console Aggregation Platform

Author: Nikhileswar Inala

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Abstract

Cloud Play Hub is a neutral, infrastructure-first aggregation platform that enables access to multiple cloud gaming ecosystems through a single interface and subscription layer, while preserving platform DRM, identity, and ecosystem sovereignty.

Problem Statement

Cloud gaming ecosystems are fragmented across platforms, applications, and subscriptions. Users experience friction, while platform owners duplicate infrastructure and scaling costs.

Industry Analogy: OTT Aggregation

Cloud Play Hub applies the proven OTT aggregation model from video streaming to interactive cloud gaming, separating infrastructure orchestration from content ownership.

Proposed Solution

Cloud Play Hub introduces a unified control plane that allows users to select and switch between cloud gaming platforms without merging ecosystems or violating platform rules.

Core Design Principle: Platform Isolation

Each gaming ecosystem operates in a sealed execution environment with independent DRM, entitlements, and identity systems. Cloud Play Hub only orchestrates access.

Architecture Overview

The platform is divided into a control plane (aggregation, billing, orchestration) and execution planes owned by individual gaming platforms.

Subscription & Revenue Model

A unified subscription model with transparent platform-based access tiers and usage-based revenue distribution.

Conclusion

Cloud Play Hub presents a scalable, platform-respecting model for the future of cloud gaming aggregation, enabling growth without ecosystem compromise.