

Cloud Play Hub A Unified Cloud Console Aggregation Platform

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

This concept is inspired by OTT aggregation models used in video streaming and applies them to interactive cloud gaming.

Problem Statement Cloud gaming today is fragmented across platforms, applications, and subscriptions. Users face friction, while platform owners duplicate infrastructure costs.

Solution Cloud Play Hub introduces a unified control plane that orchestrates access to multiple cloud gaming platforms without owning content or violating platform rules.

Core Principle Strict platform isolation is maintained. Each ecosystem operates in a sealed execution environment with independent DRM, entitlements, and identity systems.

Conclusion Cloud Play Hub represents a future-facing model for cloud gaming aggregation that enhances accessibility while respecting platform sovereignty.