

# 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 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.