One of the things I do most often is playing video games on my computer or Xbox device. Often, I am unable to play games because of my lack of device storage as well as large download times. Hosting videogames on the cloud would provide a substantial benefit. Users like me would be able to play games without waiting eternities for a game to download. Cloud gaming would also give a monetary break for its users, as they would no longer have to fork out hundreds for extra storage space. Companies would also benefit from games being on the cloud. The cloud would provide a place to publish games without burning them into disc. It would increase the speed and agility of accessing the game and selling the game. Companies would also be able to sell their games globally at a quicker rate. Shipping items would no longer be applicable, meaning wait times would diminish to near nothing. I know Xbox is trying to implement some cloud gaming already. Cloud gaming is already in its early stages, but still shows potential.

DaVinci resolve is another application I use at least once a week. This program is used to edit videos for free or paid if warranted. There are several downloadable files that resolve recommends to its users for it to run without issues. It also requires its users to download an application before it can be used. Almost once a week the app forces its users to install an update which takes a considerable amount of time before it can be used again. If it was a cloud application, it wouldn’t take any time to update or install before the general population had the ability to use the app. There is probably video editing software on the cloud that has similar features to DaVinci resolve, however I have not found it yet.