

Cloud gaming could make up half of 5G data traffic by 2022

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Cloud gaming could generate as much as 50% of 5G data traffic by 2022, based on the rapid progression of cloud gaming services in recent months.

That was one of the key findings presented during [a recent livecast](#) hosted by Openwave, which was attended by over 50 operators, including Vodafone, Orange, Deutsche Telekom, Verizon, AT&T and Telefónica.

According to Openwave, most operators believe cloud gaming could represent 25% to 50% of 5G data traffic by 2022.

As mobile operators [deploy 5G networks](#), it's vital that mobile operators prepare for the disruptive impact that cloud gaming could pose, the company noted.

“The recent emergence of cloud gaming platforms including Google Stadia, Apple Arcade, Microsoft xCloud and Snap Games has not escaped the attention of the operator community,” said John Giere, president and CEO of Openwave Mobility. “[Over-the-top \(OTT\) players](#) have ambitious plans to become the ‘Netflix for gaming’, hosting libraries of thousands of instantly accessible games that, ultimately, will consume three to four times the amount of bandwidth on 5G networks, compared to standard definition video traffic. Needless to say this will impact mobile operator data strategies.”

“While 5G network rollouts are still in their infancy, OTTs are already planning augmented, virtual and mixed reality services, in addition to cloud gaming. Combined with the expected continued growth of streaming video, these services will rapidly eat into the additional bandwidth provisions of 5G.”

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About the author



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Fiona is online editor for [Telecomasia.net](https://www.telecomasia.net). She has been covering the Asian telecom industry for the company since 2000.