Evaluacion del servicio Cloud Gaming para diferentes tecnologías de acceso

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ABSTRACT

The video game sector is one of the fastest growing industries in recent times and one with the most solid expectations to continue expanding in the following years. One key element in the future of these applications is the adoption of the cloud gaming paradigm, which allows reducing user equipment requirements. Nonetheless, this approach establishes hugely challenging requirements on the network side in order to support the high amount of data exchanged with the lowest latency possible. Here, the present work describes the main metrics associated with the performance and requirements of this novel service. Finally, a comparison between different technologies such as Ethernet, WiFi, LTE and 5G is given, showing their performance in the provision of these kind of services