Cloud Gaming at the Edge

Cloud gaming is a unique opportunity to transform the gaming experience by extending the cloud infrastructure closer to the user. By using AWS, game developers can deliver ultra-low latency to players around the world, anywhere and on any device. In this infographic, we explore the benefits of using AWS for cloud gaming, the ways AWS innovates game design, and how AWS helps game developers to engage with their audience.

Cloud gaming benefits:
- **Low latency gaming anywhere:** With AWS Wavelength, you can deliver real-time multiplayer closer to gamers and make demanding games available on 5G devices with limited power.
- **Cost-effective deployment:** AWS Outposts extends fully managed AWS infrastructure, services, APIs, and tools to virtually any data center, colocation space or on-premises facility around the world.
- **Consistent hybrid experience:** AWS Local Zones provide the flexibility needed to easily move workloads to Local Zones (metro areas) or Wavelength Zones (5G) as they come online.

How AWS innovates game design:
- **Game design and development:** AWS provides a range of services to support game developers, fromCompute to Storage, to Database, to Networking.
- **Gaming services:** AWS offers a range of gaming services, including AWS Game Tech, Twitch, and Twitch Studio.
- **Analytics and tracking:** AWS offers a range of analytics and tracking services, including AWS CloudTrail, AWS CloudWatch, and AWS EBS.

AWS enterprise cloud services:
- AWS Game Tech: a suite of tools and services for game developers.
- AWS Global Infrastructure: a network of data centers and edge locations around the world.
- AWS Compute: a range of services for building and scaling applications.
- AWS Storage: a range of services for storing and accessing data.
- AWS Database: a range of services for managing databases.
- AWS Network: a range of services for building and managing networks.

Visit the AWS Game Tech page for more details on building games. You can also visit the AWS for the Edge page for more information. Alternatively, you can fill out our contact form to learn more about AWS Cloud Gaming.

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**Highlights:**

- AWS Wavelength provides an extended cloud network that deploys, operates, and scales game servers.
- AWS Outposts extends fully managed AWS infrastructure, services, APIs, and tools to virtually any data center, colocation space or on-premises facility around the world for a truly consistent hybrid experience.
- AWS Local Zones provide the flexibility needed to easily move workloads to Local Zones (metro areas) or Wavelength Zones (5G) as they come online.
- AWS Cloud Gaming at the Edge enables game developers to deliver innovative, ultra-responsive gaming experiences that keep players coming back.

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**Sources:**
- Statista.com. Average Time Spent Playing Multi-Player Games Online in the US.
- AWS Wavelength Zones with CSP networks
- Delivered real-time gaming experiences
- Make demanding games available on 5G devices with limited power
- AWS Local Zones
- Create ultra-low latency edge locations
- Deploy game servers closer to your end users
- Scale resources elastically
- AWS Outposts
- Provides the flexibility needed to easily move workloads to Local Zones (metro areas) or Wavelength Zones (5G) as they come online.
- AWS APIs, or the Management Console to launch and run AWS resources. With Outposts, AWS will install and deliver your compute optimized, memory optimized, graphics optimized, and I/O optimized with Intel-powered EC2 instances, including general purpose, memory-optimized, and compute-optimized EC2 instance types.
- Gaming time spent in online titles and the growing gaming population want speed and innovation to make better and more accurate decisions for IoT applications and machine learning use cases.
- Billions of new players around the world are looking for the next great experience, from mobile gamers to esports pros.
- Performance and innovation are critical differentiators in an increasingly competitive space for multiplayer game players.