

**From:** Chris Jones [REDACTED]  
**Sent:** 11 June 2022 09:08  
**To:** BrowsersAndCloud  
**Subject:** Response

Hi

The following is my response to CMA's "Mobile browsers and cloud gaming" consultation.

1. Cloud gaming

Apple should be required to allow cloud gaming services to have apps in their App Store. Their rule excluding such apps is arbitrary and bad for consumers.

2. Mobile browser engines

Apple's requirement of using WebKit as the only browser engine on iOS is undoubtedly unfair, however, it is actually the only thing that is keeping any kind of competition alive in the web browser market.

Google's Chrome browser is the most used browser in the world, and apart from Safari and Firefox, every other browser is built on Chrome. Firefox has virtually no market share left on either desktop or mobile, and Safari is very low on desktop. The only place where Chrome is challenged is iOS. If regulators force Apple to allow third party browser engines on iOS, the net result will be Chrome increasing its market dominance.

As such, I am against forcing Apple to allow other browser engines on iOS - there is no healthy browser market to admit to their platform, there is only the prospect of a Chrome monopoly. To claim otherwise would be to ignore the market share trends of browsers across all platforms.

Yours,

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Chris Jones