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Mobile browsers and cloud gaming Consultation on proposed market investigation reference

The CMA proposes to conduct a market investigation into cloud gaming following the completion of its review into Mobile Ecosystems.

Mobile ecosystems and connectivity networks / service provision have linkages recognised by the CMA, with the CMA proposing to work with Ofcom as it progresses its Mobile Strategy Review.

Mobile network operators are in the process of rolling out their new 5G networks. These networks will enable substantial improvements on the connectivity available today. Bandwidth capabilities will be bigger and forward and back communications will be faster and real time. Cloud providers are working with connectivity providers to locate their hosted cloud services across sites in the UK, in addition to their globally positioned server sites. This facilitates the use of real time cloud based services¹.

Globally gaming is shifting to mobile devices aided by this technology innovation - 5G and cloud at the edge. Gaming connectivity solutions will contribute to the portfolio of services which will support the investment case to build higher quality 5G networks with the greatest population reach².

We consider the market reference should take into account the policy objectives sought by the Ofcom Mobile Strategy Review.

1

<https://www.gsma.com/futurenetworks/wiki/5g-mec-based-cloud-game-innovation-practice/>

2

<https://www.gsmaintelligence.com/blogs/consumer-gaming-in-the-5g-era-is-there-a-new-opportunity-for-operators/>
<https://www.gsma.com/futurenetworks/wiki/5g-mec-based-cloud-game-innovation-practice/>