**Kagan Predicts Broadband Rise From Cloud Gaming**

Gamers could end up using six times the broadband that they currently do as video games transition from consoles to the cloud, Kagan data suggests. The company predicts that up to 10.6 million frequent gamers, those who play for at least 42 hours every month, will enter the cloud by 2026.

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[*https://www.tvtechnology.com/news/cloud-based-gaming-could-dramatically-boost-broadband-usage?utm\_source=SmartBrief&utm\_medium=email&utm\_campaign=3E572E13-3FBC-11D5-AD13-000244141872&utm\_content=9AFFE168-5EFF-49DD-BB01-F4A92AFF7E2A&utm\_term=a25693a1-51b6-4112-bde4-56bd420e983f*](https://www.tvtechnology.com/news/cloud-based-gaming-could-dramatically-boost-broadband-usage?utm_source=SmartBrief&utm_medium=email&utm_campaign=3E572E13-3FBC-11D5-AD13-000244141872&utm_content=9AFFE168-5EFF-49DD-BB01-F4A92AFF7E2A&utm_term=a25693a1-51b6-4112-bde4-56bd420e983f)

*Image credit:*

[*https://www.notebookcheck.net/fileadmin/Notebooks/News/\_nc3/Untitled40.png*](https://www.notebookcheck.net/fileadmin/Notebooks/News/_nc3/Untitled40.png)