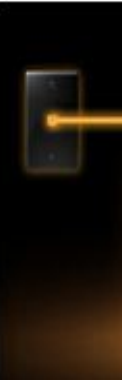


Can Cloud Shake Up Gaming?

Written by Bob Snyder
01. 12. 2010

Serious gamers demonstrate a natural affinity to buy heavy duty home theatre, home networking installs, unlimited never by desire but usually by personal budgets.



While *Xbox 360*, *Wii* and *PlayStation 3* battle for dominance of the video game console market, Steve Perlman (Silicon Valley inventor who was the head of the Apple group that created *QuickTime* and the developer of what would become Microsoft's *WebTV* product) believes he can be **the Great Disruptor of the Gaming Market.**

Starting in USA this month, gamers will be able to stream Perlman's **OnLive** games-from-the-cloud to their televisions-- using a \$99 box about the size of a cigarette package.

OnLive faces obstacles but many analysts are betting that the internet delivery will rule over traditional PC/console gaming...and once again allow IP to re-shape yet another creative industry (think of the disruption in newspapers, travel, software, books, video and others...)

Go [OnLive](#)