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Middleware market worth \$1.3B by 2011

October 4, 2006 · In: [Computer Gaming](#) | [Console Gaming](#) | [Gaming Trends](#)

A new report from the Acacia Research Group says the middleware market in the gaming industry will grow nearly 12 percent over the next five years from \$718.4 million to nearly \$1.3 billion. However, the next half-decade will be a "volatile and risky" five years, as competition from in-house solutions increases. "The issue of complexity remains one of the strongest drivers behind demand for third-party middleware. That has not changed and will only become more important as game consoles and PCs become more powerful," writes an analyst.

The report also looks at the practices of Xbox 360 and PlayStation 3 developers, noting Xbox had many more middleware solutions than the PS3 developers, which could be attributed to a few factors. Also touched upon is the important area of network capability solutions. "Network middleware, we believe, will evolve into a significant revenue stream for providers over the next several years. Connectivity. Basic network capability is a given but we think we'll see continued innovation in community features, massively multiplayer features, security, and other areas."

- For more information:
- visit Arcadia's [Web site](#)
 - get the [synopsis](#) at *GameDaily*

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