

Microsoft is Developing a Netflix-style Streaming Service for Xbox Games

Microsoft is working on a Netflix-style streaming video service for video games. CUBEPAK88 It promises "console-quality gaming to any device".

The company based in Redmond claims that gamers will be able to stream blockbuster titles to their Xbox laptop, smartphone or computer.

It is unclear whether players will be required to pay for each game or the possibility of having access the entire library for a monthly cost for services like video on-demand.

Microsoft doesn't believe streaming will replace dedicated consoles in the end, but the company teased that a new Xbox hardware was in the works.

Microsoft is working on a Netflix-style streaming service for video games that promises to provide 'console-quality gaming on any device'. The firm also announced 50 new games for fans during its E3 presentation, which is which is a record for the company based in Redmond.

Phil Spencer, Xbox boss revealed the coming video game streaming service he claimed will allow users to play console-quality games on any device.

Microsoft's Executive Vice President of Gaming Phil Spencer spoke at the E3 press conference in Los Angeles to reveal its plans to create a cloud-based services.

Spencer said: "Our cloud engineers are building a gaming streaming network that will unlock console-quality gaming on any device.

"We are determined to improve your gaming experience everywhere you play - whether on your Xbox or PC and even your mobile."

This approach, known as Cloud Gaming, allows players to access a vast library of games without having to download or install each individual game.

Cloud gaming can allow console-quality video games to run on much smaller devices, such as smartphones, since all the heavy lifting is done on servers, not the device used by the player.

This is quite different from traditional console games that must process everything on the disk locally and thus require powerful chipsets.

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Spencer, Xbox boss, hasn't revealed the date for the service's launch on stage. However Spencer has hinted that Microsoft's game streaming service could be available by 2020.

The company isn't the first to show an interest in a game streaming service and its the competition PlayStation already offering players the chance to stream titles to their devices.

It's dubbed PlayStation Now, the subscription service costs PS12.99 (\$20) per month and allows players to stream more than 500 titles to their Sony PS4 or Windows PC.

After it purchased rival services Gaikai, OnLive, and Sony, Sony launched its cloud gaming platform.

Microsoft has not stopped its hardware plans, despite its primary focus being on streaming videogames.

It is not clear if users will have to pay for individual titles or if they will be able access the entire library for a flat monthly fee, much like Netflix.

But despite teasing a streaming service, Microsoft revealed plans to continue to build Xbox hardware, with new 'consoles' being developed.

Xbox boss Phil Spencer remained tight-lipped on any specifics about the forthcoming console, however, the executive did reveal that backwards-compatibility with older video games would play significant role for the new hardware

Phil Spencer used the E3 keynote to reveal the sequel to the Xbox One, with hints that Microsoft might have multiple new consoles in the pipeline.

He also said that the same team that delivered unmatched performance with Xbox One X was deep into designing the next Xbox consoles. This will allow them to once again keep

their promise to console gaming.

Spencer remained tight-lipped on any specifics about the console, however, the executive did reveal that backwards-compatibility with Xbox One games would play significant role for the new hardware.

Eurogamer was told by him: "When you think about the next generation of hardware, many of the massive, big games people are currently playing will be around when the next hardware arrives."

You won't see a "2" at the end of all these games, because people are trying to take you to the next version. In the old model of games being shipped, getting played and then disappearing - and that was the only aspect of the games - a console switch was a simple step-function.

'We went through it with Minecraft. We didn't release Minecraft 2 on Xbox One to try to compel everybody to move to the next console, because this isn't what Minecraft users are looking for. They want Minecraft to get better.

When you think about games like PUBG and Fortnite and you think about these massive games and ecosystems that are available, when the new hardware is released, players will still want to play these games and it's going be crucial for us as platforms to support them.'

Microsoft has unveiled Halo Infinite, a new installment in its popular Halo series. This will be available on Xbox-branded consoles.

Microsoft also showcased record numbers of new games to its fans during its E3 presentation.

The company took the wraps off of a variety of exclusive titles, including the latest entries in its Halo and Gears of War series.

Spencer has described the company's "most diverse gaming portfolio" as the newest list of games.