There are several gaming platforms that gain huge attention with the introduction of cloud gaming such as Gaming Anywhere, Remote play, Cloud Gaming eXtreme, etc. Current gaming systems need to support the new generation applications through on demand services, mobile devices and specialized gaming hardware devices. The Internet plays vital role in connecting the actual game server over cloud platform. This allows access to games without the need of complex hardware resources at user level and provides easy and flexible gaming platforms that gains huge attention among various users. Such an environment requires effective co-ordination of resources like large bandwidth, large server clusters etc. There is considerable growth witnessed with cloud based gaming services as there are many attempts to use open source cloud platforms designed in recent times. It is the most evolving technology at present. To design such challenging environment, many challenges are need to be investigated purposefully. Hence, this domain needs to be explored meticulously to bring out its potential advantages. So, there is a strong requirement for scholarly material regarding cloud based gaming.

Even though few articles have been written on cloud gaming, a comprehensive book such as one edited by Dr. P. Venkata Krishna is not there in the immediate past. So, I congratulate of this book Dr. Krishna for his remarkable efforts in bringing a well-thought out as well as fluently organized book about cloud based gaming with the help of several authors who contributed their valuable work. This book tried to invoke readers thought sphere with fine grained explanations about various components such as overall framework, design methodologies and tools, intelligent interfaces of cloud based gaming. Since the authors have given a wide and detailed vertical coverage of cloud based gaming by addressing the potential challenges and their solutions, this book surely will augment further research in this field. This book will also enlarge the applicability of cloud based gaming in immediate future.
Because of its resourcefulness, this book could also be treated as a reference book for researchers, students and curriculum developers. Hence, this book is a must to read for everyone who works in the field of cloud based gaming.

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