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Canonical today announced Anbox Cloud, a platform that containerises workloads using Android1 as a guest operating system enabling enterprises to distribute applications from the cloud. Anbox Cloud allows enterprises and service providers to deliver mobile applications at scale, more securely and independently of a device?s capabilities. Use cases for Anbox Cloud include cloud gaming, enterprise workplace applications, software testing, and mobile device virtualisation.

The ability to offload compute, storage and energy-intensive applications from devices (x86 and Arm) to the cloud enables end-users to consume advanced workloads by streaming them directly to their device. Developers can deliver an on-demand application experience through a platform that provides more control over performance and infrastructure costs, with the flexibility to scale based on user demand.

[3]

Also: [Implementing an Android? based cloud game streaming service with Anbox Cloud](#) [4]

[Canonical Announces Anbox Cloud, Ubuntu-Powered Scalable Android in the Cloud](#) [5]

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