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(57) Abstract :

The present invention discloses a low-latency packet prioritization device (100) for real-time cloud gaming. The device includes a traffic classifier (102), real-time analytics module (104), queue manager (106), buffer system (108), synchronization module (110), learning module (112), I/O ports (114), and microcontroller (116) enclosed in casing (118). It identifies and prioritizes game-related packets using intelligent scheduling, reducing latency, jitter, and frame loss. Designed for plug-and-play deployment, the device significantly enhances cloud gaming performance across diverse network conditions.

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