

Digital Rights Management Market Status and Trend Analysis 2017-2026 (COVID-19 Version)

https://marketpublishers.com/r/D8CDD2D8B065EN.html

Date: November 2020 Pages: 107 Price: US\$ 2,800.00 (Single User License) ID: D8CDD2D8B065EN

Abstracts

SUMMARY

Further key aspects of the report indicate that: Chapter 1: Research Scope: Product Definition, Type, End-Use & Methodology Chapter 2: Global Industry Summary Chapter 3: Market Dynamics Chapter 4: Global Market Segmentation by region, type and End-Use Chapter 5: North America Market Segmentation by region, type and End-Use Chapter 6: Europe Market Segmentation by region, type and End-Use Chapter 7: Asia-Pacific Market Segmentation by region, type and End-Use Chapter 8: South America Market Segmentation by region, type and End-Use Chapter 9: Middle East and Africa Market Segmentation by region, type and End-Use Chapter 10: Market Competition by Companies Chapter 11: Market forecast and environment forecast. Chapter 12: Industry Summary

The global Digital Rights Management market has the potential to grow with xx million USD with growing CAGR in the forecast period from 2021f to 2026f. Factors driving the market for @@@@@@ are the significant development of demand and improvement of COVID-19 and geo-economics.

Based on the type of product, the global Digital Rights Management market segmented into

PC



| Software/APPs |
|---------------|
|---------------|

Game

TV/OTT

Others

Based on the end-use, the global Digital Rights Management market classified into

PC Mobile TV

Others

Based on geography, the global Digital Rights Management market segmented into

North America [U.S., Canada, Mexico]

Europe [Germany, UK, France, Italy, Rest of Europe]

Asia-Pacific [China, India, Japan, South Korea, Southeast Asia, Australia, Rest of Asia Pacific]

South America [Brazil, Argentina, Rest of Latin America]

Middle East & Africa [GCC, North Africa, South Africa, Rest of Middle East and Africa]

And the major players included in the report are

Microsoft



Google

Apple

Adobe Systems

DELL/EMC

Oracle

Sony

Symantec

LockLizard

Amazon

Intertrust Technologies

Intel

Seclore

Founder Tech

Haihaisoft



Contents

1 RESEARCH SCOPE

- 1.1 Research Product Definition
- 1.2 Research Segmentation
- 1.2.1 Product Type
- 1.2.2 Main product Type of Major Players
- 1.3 Demand Overview
- 1.4 Research Methodology

2 GLOBAL DIGITAL RIGHTS MANAGEMENT INDUSTRY

- 2.1 Summary about Digital Rights Management Industry
- 2.2 Digital Rights Management Market Trends
 - 2.2.1 Digital Rights Management Production & Consumption Trends
- 2.2.2 Digital Rights Management Demand Structure Trends
- 2.3 Digital Rights Management Cost & Price

3 MARKET DYNAMICS

- 3.1 Manufacturing & Purchasing Behavior in 2020
- 3.2 Market Development under the Impact of COVID-19
 - 3.2.1 Drivers
 - 3.2.2 Restraints
 - 3.2.3 Opportunity
 - 3.2.4 Risk

4 GLOBAL MARKET SEGMENTATION

- 4.1 Region Segmentation (2017 to 2021f)
 - 4.1.1 North America (U.S., Canada and Mexico)
 - 4.1.2 Europe (Germany, UK, France, Italy, Rest of Europe)
- 4.1.3 Asia-Pacific (China, India, Japan, South Korea, Southeast Asia, Australia, Rest of Asia Pacific)
 - 4.1.4 South America (Brazil,, Argentina, Rest of Latin America)
- 4.1.5 Middle East and Africa (GCC, North Africa, South Africa, Rest of Middle East and Africa)
- 4.2 Product Type Segmentation (2017 to 2021f)



4.2.1 Video/Film
4.2.2 Software/APPs
4.2.3 Game
4.2.4 TV/OTT
4.2.5 Others
4.3 Consumption Segmentation (2017 to 2021f)
4.3.1 PC
4.3.2 Mobile
4.3.3 TV
4.3.4 Others

5 NORTH AMERICA MARKET SEGMENT

- 5.1 Region Segmentation (2017 to 2021f)
 - 5.1.1 U.S.
 - 5.1.2 Canada
 - 5.1.3 Mexico
- 5.2 Product Type Segmentation (2017 to 2021f)
 - 5.2.1 Video/Film
 - 5.2.2 Software/APPs
 - 5.2.3 Game
 - 5.2.4 TV/OTT
 - 5.2.5 Others
- 5.3 Consumption Segmentation (2017 to 2021f)
 - 5.3.1 PC
 - 5.3.2 Mobile
 - 5.3.3 TV
 - 5.3.4 Others
- 5.4 Impact of COVID-19 in North America

6 EUROPE MARKET SEGMENTATION

- 6.1 Region Segmentation (2017 to 2021f)
 - 6.1.1 Germany
 - 6.1.2 UK
 - 6.1.3 France
 - 6.1.4 Italy
 - 6.1.5 Rest of Europe
- 6.2 Product Type Segmentation (2017 to 2021f)



6.2.1 Video/Film
6.2.2 Software/APPs
6.2.3 Game
6.2.4 TV/OTT
6.2.5 Others
6.3 Consumption Segmentation (2017 to 2021f)
6.3.1 PC
6.3.2 Mobile
6.3.3 TV
6.3.4 Others
6.4 Impact of COVID-19 in Europe

7 ASIA-PACIFIC MARKET SEGMENTATION

- 7.1 Region Segmentation (2017 to 2021f)
 - 7.1.1 China
 - 7.1.2 India
 - 7.1.3 Japan
 - 7.1.4 South Korea
 - 7.1.5 Southeast Asia
 - 7.1.6 Australia
 - 7.1.7 Rest of Asia Pacific
- 7.2 Product Type Segmentation (2017 to 2021f)
 - 7.2.1 Video/Film
 - 7.2.2 Software/APPs
 - 7.2.3 Game
 - 7.2.4 TV/OTT
 - 7.2.5 Others
- 7.3 Consumption Segmentation (2017 to 2021f)
 - 7.3.1 PC
 - 7.3.2 Mobile
 - 7.3.3 TV
 - 7.3.4 Others
- 7.4 Impact of COVID-19 in Europe

8 SOUTH AMERICA MARKET SEGMENTATION

- 8.1 Region Segmentation (2017 to 2021f)
 - 8.1.1 Brazil



- 8.1.2 Argentina
- 8.1.3 Rest of Latin America
- 8.2 Product Type Segmentation (2017 to 2021f)
 - 8.2.1 Video/Film
 - 8.2.2 Software/APPs
 - 8.2.3 Game
 - 8.2.4 TV/OTT
 - 8.2.5 Others
- 8.3 Consumption Segmentation (2017 to 2021f)
 - 8.3.1 PC
 - 8.3.2 Mobile
 - 8.3.3 TV
 - 8.3.4 Others
- 8.4 Impact of COVID-19 in Europe

9 MIDDLE EAST AND AFRICA MARKET SEGMENTATION

- 9.1 Region Segmentation (2017 to 2021f)
 - 9.1.1 GCC
 - 9.1.2 North Africa
 - 9.1.3 South Africa
 - 9.1.4 Rest of Middle East and Africa
- 9.2 Product Type Segmentation (2017 to 2021f)
 - 9.2.1 Video/Film
 - 9.2.2 Software/APPs
 - 9.2.3 Game
 - 9.2.4 TV/OTT
 - 9.2.5 Others
- 9.3 Consumption Segmentation (2017 to 2021f)
 - 9.3.1 PC
 - 9.3.2 Mobile
 - 9.3.3 TV
 - 9.3.4 Others
- 9.4 Impact of COVID-19 in Europe

10 COMPETITION OF MAJOR PLAYERS

- 10.1 Brief Introduction of Major Players
 - 10.1.1 Microsoft



- 10.1.2 Google
- 10.1.3 Apple
- 10.1.4 Adobe Systems
- 10.1.5 DELL/EMC
- 10.1.6 Oracle
- 10.1.7 Sony
- 10.1.8 Symantec
- 10.1.9 LockLizard
- 10.1.10 Amazon
- 10.1.11 Intertrust Technologies
- 10.1.12 Intel
- 10.1.13 Seclore
- 10.1.14 Founder Tech
- 10.1.15 Haihaisoft
- 10.2 Digital Rights Management Sales Date of Major Players (2017-2020e)
 - 10.2.1 Microsoft
 - 10.2.2 Google
 - 10.2.3 Apple
 - 10.2.4 Adobe Systems
 - 10.2.5 DELL/EMC
 - 10.2.6 Oracle
 - 10.2.7 Sony
 - 10.2.8 Symantec
 - 10.2.9 LockLizard
 - 10.2.10 Amazon
 - 10.2.11 Intertrust Technologies
 - 10.2.12 Intel
 - 10.2.13 Seclore
 - 10.2.14 Founder Tech
- 10.2.15 Haihaisoft
- 10.3 Market Distribution of Major Players
- 10.4 Global Competition Segmentation

11 MARKET FORECAST

- 11.1 Forecast by Region
- 11.2 Forecast by Demand
- 11.3 Environment Forecast
 - 11.3.1 Impact of COVID-19



11.3.2 Geopolitics Overview

11.3.3 Economic Overview of Major Countries

12 REPORT SUMMARY STATEMENT



List Of Tables

LIST OF TABLES

1. Table Digital Rights Management Product Type Overview 2. Table Digital Rights Management Product Type Market Share List 3. Table Digital Rights Management Product Type of Major Players 4. Table Brief Introduction of Microsoft 5. Table Brief Introduction of Google 6.Table Brief Introduction of Apple 7. Table Brief Introduction of Adobe Systems 8. Table Brief Introduction of DELL/EMC 9. Table Brief Introduction of Oracle 10. Table Brief Introduction of Sony 11. Table Brief Introduction of Symantec 12. Table Brief Introduction of LockLizard 13. Table Brief Introduction of Amazon 14. Table Brief Introduction of Intertrust Technologies 15. Table Brief Introduction of Intel 16. Table Brief Introduction of Seclore 17. Table Brief Introduction of Founder Tech 18. Table Brief Introduction of Haihaisoft 19. Table Products & Services of Microsoft 20. Table Products & Services of Google 21. Table Products & Services of Apple 22. Table Products & Services of Adobe Systems 23. Table Products & Services of DELL/EMC 24. Table Products & Services of Oracle 25. Table Products & Services of Sony 26.Table Products & Services of Symantec 27. Table Products & Services of LockLizard 28. Table Products & Services of Amazon 29. Table Products & Services of Intertrust Technologies 30. Table Products & Services of Intel 31. Table Products & Services of Seclore 32. Table Products & Services of Founder Tech 33. Table Products & Services of Haihaisoft 34. Table Market Distribution of Major Players 35. Table Global Major Players Sales Revenue (Million USD) 2017-2020e 36. Table Global Major Players Sales Revenue (Million USD) Share 2017-2020e



37.Table Global Digital Rights Management Market Forecast (Million USD) by Region 2021f-2026f

38.Table Global Digital Rights Management Market Forecast (Million USD) Share by Region 2021f-2026f

39. Table Global Digital Rights Management Market Forecast (Million USD) by Demand 2021f-2026f

40.Table Global Digital Rights Management Market Forecast (Million USD) Share by Demand 2021f-2026f



List Of Figures

LIST OF FIGURES

1. Figure Global Digital Rights Management Market Size under the Impact of COVID-19, 2017-2021f (USD Million) 2. Figure Global Digital Rights Management Market by Region under the Impact of COVID-19, 2017-2021f (USD Million) 3. Figure Global Digital Rights Management Market by Product Type under the Impact of COVID-19, 2017-2021f (USD Million) 4. Figure Global Digital Rights Management Market by Demand under the Impact of COVID-19, 2017-2021f (USD Million) 5. Figure Global Digital Rights Management Production by Region under the Impact of COVID-19, 2021-2026 (USD Million) 6. Figure Global Digital Rights Management Consumption by Region under the Impact of COVID-19, 2021-2026 (USD Million) 7. Figure Global Digital Rights Management Consumption by Type under the Impact of COVID-19, 2021-2026 (USD Million) 8. Figure North America Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f 9.Figure Europe Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f 10. Figure Asia-Pacific Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f 11. Figure South America Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f 12. Figure Middle East and Africa Market Size (USD Million) 2017-2021f and Year-overyear (YOY) Growth (%) 2018-2021f 13. Figure Video/Film Segmentation Market Size (USD Million) 2017-2021f and Yearover-year (YOY) Growth (%) 2018-2021f 14. Figure Software/APPs Segmentation Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f 15. Figure Game Segmentation Market Size (USD Million) 2017-2021f and Year-overyear (YOY) Growth (%) 2018-2021f 16. Figure TV/OTT Segmentation Market Size (USD Million) 2017-2021f and Year-overyear (YOY) Growth (%) 2018-2021f 17. Figure Others Segmentation Market Size (USD Million) 2017-2021f and Year-overyear (YOY) Growth (%) 2018-2021f 18. Figure PC Segmentation Market Size (USD Million) 2017-2021f and Year-over-year

(YOY) Growth (%) 2018-2021f



19.Figure Mobile Segmentation Market Size (USD Million) 2017-2021f and Year-overyear (YOY) Growth (%) 2018-2021f

20.Figure TV Segmentation Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f

21.Figure Others Segmentation Market Size (USD Million) 2017-2021f and Year-overyear (YOY) Growth (%) 2018-2021f

22.Figure U.S. Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f

23.Figure Canada Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f

24. Figure Mexico Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f

25.Figure Video/Film Segmentation Market Size (USD Million) 2017-2021f and Yearover-year (YOY) Growth (%) 2018-2021f

26.Figure Software/APPs Segmentation Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f

27.Figure Game Segmentation Market Size (USD Million) 2017-2021f and Year-overyear (YOY) Growth (%) 2018-2021f

28.Figure TV/OTT Segmentation Market Size (USD Million) 2017-2021f and Year-overyear (YOY) Growth (%) 2018-2021f

29. Figure Others Segmentation Market Size (USD Million) 2017-2021f and Year-overyear (YOY) Growth (%) 2018-2021f

30.Figure PC Segmentation Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f

31.Figure Mobile Segmentation Market Size (USD Million) 2017-2021f and Year-overyear (YOY) Growth (%) 2018-2021f

32.Figure TV Segmentation Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f

33.Figure Others Segmentation Market Size (USD Million) 2017-2021f and Year-overyear (YOY) Growth (%) 2018-2021f

34. Figure Germany Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f

35.Figure UK Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f

36.Figure France Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f

37.Figure Italy Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f

38. Figure Rest of Europe Market Size (USD Million) 2017-2021f and Year-over-year



(YOY) Growth (%) 2018-2021f

39.Figure Video/Film Segmentation Market Size (USD Million) 2017-2021f and Yearover-year (YOY) Growth (%) 2018-2021f

40.Figure Software/APPs Segmentation Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f

41.Figure Game Segmentation Market Size (USD Million) 2017-2021f and Year-overyear (YOY) Growth (%) 2018-2021f

42.Figure TV/OTT Segmentation Market Size (USD Million) 2017-2021f and Year-overyear (YOY) Growth (%) 2018-2021f

43. Figure Others Segmentation Market Size (USD Million) 2017-2021f and Year-overyear (YOY) Growth (%) 2018-2021f

44.Figure PC Segmentation Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f

45.Figure Mobile Segmentation Market Size (USD Million) 2017-2021f and Year-overyear (YOY) Growth (%) 2018-2021f

46.Figure TV Segmentation Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f

47.Figure Others Segmentation Market Size (USD Million) 2017-2021f and Year-overyear (YOY) Growth (%) 2018-2021f

48.Figure China Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f

49.Figure India Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f

50.Figure Japan Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f

51.Figure South Korea Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f

52.Figure Southeast Asia Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f

53. Figure Australia Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f

54.Figure Rest of Asia Pacific Market Size (USD Million) 2017-2021f and Year-overyear (YOY) Growth (%) 2018-2021f

55.Figure Video/Film Segmentation Market Size (USD Million) 2017-2021f and Yearover-year (YOY) Growth (%) 2018-2021f

56.Figure Software/APPs Segmentation Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f

57.Figure Game Segmentation Market Size (USD Million) 2017-2021f and Year-overyear (YOY) Growth (%) 2018-2021f



58.Figure TV/OTT Segmentation Market Size (USD Million) 2017-2021f and Year-overyear (YOY) Growth (%) 2018-2021f

59. Figure Others Segmentation Market Size (USD Million) 2017-2021f and Year-overyear (YOY) Growth (%) 2018-2021f

60.Figure PC Segmentation Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f

61.Figure Mobile Segmentation Market Size (USD Million) 2017-2021f and Year-overyear (YOY) Growth (%) 2018-2021f

62.Figure TV Segmentation Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f

63. Figure Others Segmentation Market Size (USD Million) 2017-2021f and Year-overyear (YOY) Growth (%) 2018-2021f

64. Figure Brazil Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f

65.Figure Argentina Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f

66.Figure Rest of Latin America Market Size (USD Million) 2017-2021f and Year-overyear (YOY) Growth (%) 2018-2021f

67.Figure Video/Film Segmentation Market Size (USD Million) 2017-2021f and Yearover-year (YOY) Growth (%) 2018-2021f

68.Figure Software/APPs Segmentation Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f

69.Figure Game Segmentation Market Size (USD Million) 2017-2021f and Year-overyear (YOY) Growth (%) 2018-2021f

70.Figure TV/OTT Segmentation Market Size (USD Million) 2017-2021f and Year-overyear (YOY) Growth (%) 2018-2021f

71.Figure Others Segmentation Market Size (USD Million) 2017-2021f and Year-overyear (YOY) Growth (%) 2018-2021f

72.Figure PC Segmentation Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f

73.Figure Mobile Segmentation Market Size (USD Million) 2017-2021f and Year-overyear (YOY) Growth (%) 2018-2021f

74.Figure TV Segmentation Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f

75.Figure Others Segmentation Market Size (USD Million) 2017-2021f and Year-overyear (YOY) Growth (%) 2018-2021f

76.Figure GCC Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2



I would like to order

Product name: Digital Rights Management Market Status and Trend Analysis 2017-2026 (COVID-19 Version)

Product link: https://marketpublishers.com/r/D8CDD2D8B065EN.html

Price: US\$ 2,800.00 (Single User License / Electronic Delivery)

If you want to order Corporate License or Hard Copy, please, contact our Customer Service:

info@marketpublishers.com

Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <u>https://marketpublishers.com/r/D8CDD2D8B065EN.html</u>

To pay by Wire Transfer, please, fill in your contact details in the form below:

First name: Last name: Email: Company: Address: City: Zip code: Country: Tel: Fax: Your message:

**All fields are required

Custumer signature _____

Please, note that by ordering from marketpublishers.com you are agreeing to our Terms & Conditions at <u>https://marketpublishers.com/docs/terms.html</u>

To place an order via fax simply print this form, fill in the information below and fax the completed form to +44 20 7900 3970



Digital Rights Management Market Status and Trend Analysis 2017-2026 (COVID-19 Version)