

Internet of Everything (IoE) Market by Component (Hardware, Software, Services), Industry Vertical (Government, Retail, BFSI, Healthcare, IT & Telecom, Manufacturing, Energy & Utilities, Transportation & Logistics) - Global Opportunity Analysis and Industry Forecast, 2014-2022

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Abstracts

The Internet of Everything (IoE) technology is a pioneering technological innovation that is expected to revolutionize in every aspect of business and society. It refers to the network of embedded computing devices, people, data, and things that are interconnected distinctively in existing internet infrastructure. Internet of Everything (IoE) has enabled a web of communicating network between users and machines, which enhances the capability to control the infrastructure, such as smart grids, smart homes, smart cities, intelligent transportation, and others, remotely. The implementation of Internet of Everything (IoE) offers high security & standards and other social & economic benefits. Enterprises are embracing Internet of Everything (IoE) to improve efficiency and reduce costs, such as capital expenditure, energy, and labor. For instance, Verizon is saving more than 55 million kWh annually across 24 data centers by installing sensors and control points throughout the data center, connected wirelessly. Internet of Everything (IoE) is a revolutionized technology in the Machine-to-Machine (M2M) interaction system that offers connectivity between objects, environment, and people.

The Internet of Everything (IoE) market is expected to register significant growth in the short and long run, attributed to an increased demand for connected devices, increase in affordability of cloud computing services, enhanced internet connectivity, decreased cost of sensors & processors, rise in Information, Communication, & Technology (ICT) expenditure by governments in the several developed and the developing regions

including North America, Europe, and Asia-Pacific. Other factors that fuel the Internet of Everything (IoE) market are high mobile adoption, increase in broadband penetration, and development of wireless networking technologies, such as ZigBee, Z-Wave, and Bluetooth. However, lack of data security & privacy, poor internet infrastructure in the developing nations, and shared standards & infrastructure are expected to hamper the market growth.

The global Internet of Everything (IoE) market is segmented based on component type, industry vertical, and geography. Based on component type, it is categorized into hardware, software, and services. Based on industry vertical, it is classified into government, retail, BFSI, healthcare, IT & telecom, manufacturing, energy & utilities, transportation & logistics, and others. Geographically, Internet of Everything (IoE) market has is analyzed across North America, Europe, Asia-Pacific, and LAMEA. Key players in global Internet of Everything (IoE) market have adopted strategies, such as geographical expansion, mergers & acquisitions, product portfolio expansion, and collaborations, to enhance their product penetration in the global Internet of Everything (IoE) market.

KEY BENEFITS

In-depth analysis of the global Internet of Everything (IoE) market and its dynamics have been provided in the report to understand the market scenario.

Quantitative analysis of the current trends and future estimations from 2014 to 2022 has been provided to assist strategists and stakeholders to capitalize on the prevailing opportunities.

Porter's Five Forces analysis examines the competitive structure of the Internet of Everything (IoE) industry and provides a clear understanding of the factors that influence the market entry and expansion.

A detailed analysis of the geographical segments enables identification of profitable segments for the market players operating in the global Internet of Everything (IoE) industry.

Comprehensive analyses of the trends, sub-segments, and key revenue pockets have been provided.

Detailed analyses of the key players and their business strategies have been anticipated to assist stakeholders to take informed business decisions.

Profile analyses of leading players that operate in the Internet of Everything (IoE) industry have been provided in the report, which highlight the major developmental strategies, such as mergers & acquisitions, expansions, and new product launches adopted by these companies.

Internet of Everything (IoE) Market Key Segments:

By Component

Hardware

Software

Services

By Industry Vertical

Government

Retail

BFSI

Healthcare

IT & Telecom

Manufacturing

Energy & Utilities

Transportation & Logistics

Others

By Geography

Internet of Everything (IoE) Market by Component (Hardware, Software, Services), Industry Vertical (Government...

North America

U.S.

Canada

Mexico

Europe

UK

Germany

France

Russia

Rest of Europe

Asia-Pacific

China

India

Japan

Australia

Rest of Asia-Pacific

LAMEA

Latin America

Middle East

Africa

KEY MARKET PLAYERS

Amazon Web Services, Inc.

AT&T, Inc.

Cisco Systems, Inc.

IBM Corporation

Hewlett Packard Enterprise Development LP

Microsoft Corporation

Google, Inc.

Bosch Software Innovations GmbH

Fujitsu, SAP SE.

The other key players include General Electric (GE), Royal Dutch Shell, Peach John Co. Ltd., Sam's West, Inc., Wal-Mart Stores, Inc., ABB Ltd., Daimler AG, Qualcomm Technologies, Inc., C-Labs Corporation, Wipro, and Software AG.

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