

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

<https://marketpublishers.com/r/I5CD3098004EN.html>

Date: April 2017

Pages: 170

Price: US\$ 4,296.00 (Single User License)

ID: I5CD3098004EN

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

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.

Contents

CHAPTER 1 INTRODUCTION

- 1.1. REPORT DESCRIPTION
- 1.2. KEY BENEFITS
- 1.3. KEY MARKET SEGMENTS
- 1.4. RESEARCH METHODOLOGY
 - 1.4.1. Primary research
 - 1.4.2. Secondary research
 - 1.4.3. Analyst tools and models
 - 1.4.4. Market segmentation

CHAPTER 2 EXECUTIVE SUMMARY

- 2.1. CXO PERSPECTIVE

CHAPTER 3 MARKET OVERVIEW

- 3.1. MARKET DEFINITION AND SCOPE
- 3.2. KEY FINDINGS
 - 3.2.1. Top winning strategies
 - 3.2.2. Top investment pockets
- 3.3. PORTERS FIVE FORCES
 - 3.3.1. Low bargaining power of buyers due to high switching costs
 - 3.3.2. High bargaining power of suppliers due to uniqueness of services
 - 3.3.3. High degree of competition due to presence of large number of players
 - 3.3.4. Moderate threat of new entrants due to high initial investments and presence of established players
 - 3.3.5. Moderate threat of substitute due to high brand loyalty
- 3.4. MARKET SHARE ANALYSIS, 2015
- 3.5. MARKET DYNAMICS
 - 3.5.1. Drivers
 - 3.5.1.1. Increasing government initiatives to adopt IoE technologies
 - 3.5.1.2. Rising inclination of industries such as manufacturing and mining towards process automation
 - 3.5.1.3. Evolution of business models across end-user industries
 - 3.5.2. Restraints
 - 3.5.2.1. Lack of high speed connectivity in developing and underdeveloped regions

- 3.5.2.2. Increasing data privacy and security concerns
- 3.5.3. Opportunities
 - 3.5.3.1. Rising adoption of cloud-based IoT solutions
 - 3.5.3.2. Rapid proliferation of connections among electronic devices
 - 3.5.3.3. Introduction of smart sensors and devices
- 3.5.4. Top impacting factors

CHAPTER 4 GLOBAL INTERNET OF EVERYTHING (IOE) MARKET, BY COMPONENT

4.1. OVERVIEW

4.2. HARDWARE

- 4.2.1. Key market trends
- 4.2.2. Key growth factors and opportunities
- 4.2.3. Market size and forecast

4.3. SOFTWARE

- 4.3.1. Key market trends
- 4.3.2. Key growth factors and opportunities
- 4.3.3. Market size and forecast
- 4.3.4. IT security software
 - 4.3.4.1. Market size and forecast
- 4.3.5. Data management software
 - 4.3.5.1. Market size and forecast
- 4.3.6. Software analytics
 - 4.3.6.1. Market size and forecast
- 4.3.7. Communication and collaboration software
 - 4.3.7.1. Market size and forecast
- 4.3.8. Other software
 - 4.3.8.1. Market size and forecast

4.4. SERVICES

- 4.4.1. Key market trends
- 4.4.2. Key growth factors and opportunities
- 4.4.3. Market size and forecast
- 4.4.4. Consulting
 - 4.4.4.1. Market size and forecast
- 4.4.5. Integration & implementation
 - 4.4.5.1. Market size and forecast
- 4.4.6. Operation management
 - 4.4.6.1. Market size and forecast

- 4.4.7. Repair & maintenance
- 4.4.7.1. Market size and forecast

CHAPTER 5 GLOBAL INTERNET OF EVERYTHING (IOE) MARKET, BY INDUSTRY VERTICAL

5.1. OVERVIEW

5.2. GOVERNMENT

- 5.2.1. Key market trends
- 5.2.2. Key growth factors and opportunities
- 5.2.3. Market size and forecast

5.3. MANUFACTURING

- 5.3.1. Key market trends
- 5.3.2. Key growth factors and opportunities
- 5.3.3. Market size and forecast

5.4. RETAIL

- 5.4.1. Key market trends
- 5.4.2. Key growth factors and opportunities
- 5.4.3. Market size and forecast

5.5. BANKING, FINANCIAL SERVICES, AND INSURANCE (BFSI)

- 5.5.1. Key market trends
- 5.5.2. Key growth factors and opportunities
- 5.5.3. Market size and forecast

5.6. IT AND TELECOM

- 5.6.1. Key market trends
- 5.6.2. Key growth factors and opportunities
- 5.6.3. Market size and forecast

5.7. HEALTHCARE

- 5.7.1. Key market trends
- 5.7.2. Key growth factors and opportunities
- 5.7.3. Market size and forecast

5.8. ENERGY AND UTILITIES

- 5.8.1. Key market trends
- 5.8.2. Key growth factors and opportunities
- 5.8.3. Market size and forecast

5.9. TRANSPORTATION AND LOGISTICS

- 5.9.1. Key market trends
- 5.9.2. Key growth factors and opportunities
- 5.9.3. Market size and forecast

5.10. OTHERS (AUTOMOTIVE, CONSUMER ELECTRONICS, MEDIA AND ENTERTAINMENT, EDUCATION)

- 5.10.1. Key market trends
- 5.10.2. Key growth factors and opportunities
- 5.10.3. Market size and forecast

CHAPTER 6 INTERNET OF EVERYTHING (IOE) MARKET, BY GEOGRAPHY

6.1. OVERVIEW

6.2. NORTH AMERICA

- 6.2.1. Key trends
- 6.2.2. Key growth factors and opportunities
- 6.2.3. Market size and forecast
- 6.2.4. U.S.
 - 6.2.4.1. Market size and forecast
- 6.2.5. Canada
 - 6.2.5.1. Market size and forecast
- 6.2.6. Mexico
 - 6.2.6.1. Market size and forecast

6.3. EUROPE

- 6.3.1. Key market trends
- 6.3.2. Key growth factors and opportunities
- 6.3.3. Market size and forecast
- 6.3.4. UK
 - 6.3.4.1. Market size and forecast
- 6.3.5. Germany
 - 6.3.5.1. Market size and forecast
- 6.3.6. France
 - 6.3.6.1. Market size and forecast
- 6.3.7. Russia
 - 6.3.7.1. Market size and forecast
- 6.3.8. Rest of Europe
 - 6.3.8.1. Market size and forecast

6.4. ASIA-PACIFIC

- 6.4.1. Key market trends
- 6.4.2. Key growth factors and opportunities
- 6.4.3. Market size and forecast
- 6.4.4. China
 - 6.4.4.1. Market size and forecast

6.4.5. India

6.4.5.1. Market size and forecast

6.4.6. Japan

6.4.6.1. Market size and forecast

6.4.7. Australia

6.4.7.1. Market size and forecast

6.4.8. Rest of Asia-Pacific

6.4.8.1. Market size and forecast

6.5. LAMEA

6.5.1. Key market trends

6.5.2. Key growth factors and opportunities

6.5.3. Market size and forecast

6.5.4. Latin America

6.5.4.1. Market size and forecast

6.5.5. Middle East

6.5.5.1. Market size and forecast

6.5.6. Africa

6.5.6.1. Market size and forecast

CHAPTER 7 COMPANY PROFILES

7.1. AMAZON WEB SERVICES, INC.

7.1.1. Company overview

7.1.2. Company snapshot

7.1.3. Business performance

7.1.4. Key strategic moves & developments

7.2. AT&T, INC.

7.2.1. Company overview

7.2.2. Company snapshot

7.2.3. Business performance

7.2.4. Key strategic moves & developments

7.3. BOSCH SOFTWARE INNOVATIONS GMHB

7.3.1. Company overview

7.3.2. Company snapshot

7.3.3. Business performance

7.3.4. Key strategic moves & developments

7.4. CISCO SYSTEMS, INC.

7.4.1. Company overview

7.4.2. Company snapshot

- 7.4.3. Business performance
- 7.4.4. Key strategic moves & developments
- 7.5. FUJITSU
 - 7.5.1. Company overview
 - 7.5.2. Company snapshot
 - 7.5.3. Business performance
 - 7.5.4. Key strategic moves & developments
- 7.6. GOOGLE, INC.
 - 7.6.1. Company overview
 - 7.6.2. Company snapshot
 - 7.6.3. Business performance
 - 7.6.4. Key strategic moves & developments
- 7.7. HEWLETT PACKARD ENTERPRISE DEVELOPMENT LP
 - 7.7.1. Company overview
 - 7.7.2. Company snapshot
 - 7.7.3. Business performance
 - 7.7.4. Key strategic moves & developments
- 7.8. IBM CORPORATION
 - 7.8.1. Company overview
 - 7.8.2. Company snapshot
 - 7.8.3. Business performance
 - 7.8.4. Key strategic moves & developments
- 7.9. MICROSOFT CORPORATION
 - 7.9.1. Company overview
 - 7.9.2. Company snapshot
 - 7.9.3. Business performance
 - 7.9.4. Key strategic moves & developments
- 7.10. SAP SE
 - 7.10.1. Company overview
 - 7.10.2. Company snapshot
 - 7.10.3. Business performance
 - 7.10.4. Key strategic moves & developments

List Of Tables

LIST OF TABLES

TABLE 1. GLOBAL INTERNET OF EVERYTHING (IOE) MARKET BY COMPONENT, 2014-2022 (\$BILLION)

TABLE 2. GLOBAL INTERNET OF EVERYTHING (IOE) HARDWARE MARKET BY REGION, 2014-2022 (\$BILLION)

TABLE 3. GLOBAL INTERNET OF EVERYTHING (IOE) SOFTWARE MARKET BY TYPE, 2014-2022 (\$BILLION)

TABLE 4. GLOBAL INTERNET OF EVERYTHING (IOE) SOFTWARE MARKET BY REGION, 2014-2022 (\$BILLION)

TABLE 5. GLOBAL INTERNET OF EVERYTHING (IOE) SERVICES MARKET BY TYPE, 2014-2022 (\$BILLION)

TABLE 6. GLOBAL INTERNET OF EVERYTHING (IOE) SERVICES MARKET BY REGION, 2014-2022 (\$BILLION)

TABLE 7. INTERNET OF EVERYTHING MARKET (IOE) BY INDUSTRY VERTICAL, 2014-2022 (\$BILLION)

TABLE 8. INTERNET OF EVERYTHING (IOE) MARKET: GOVERNMENT BY REGION, 2014-2022 (\$BILLION)

TABLE 9. INTERNET OF EVERYTHING (IOE) MARKET: MANUFACTURING BY REGION, 2014-2022 (\$BILLION)

TABLE 10. INTERNET OF EVERYTHING (IOE) MARKET: RETAIL BY REGION, 2014-2022 (\$BILLION)

TABLE 11. INTERNET OF EVERYTHING (IOE) MARKET: BFSI BY REGION, 2014-2022 (\$BILLION)

TABLE 12. INTERNET OF EVERYTHING (IOE) MARKET: IT AND TELECOM BY REGION, 2014-2022 (\$BILLION)

TABLE 13. INTERNET OF EVERYTHING (IOE) MARKET: HEALTHCARE BY REGION, 2014-2022 (\$BILLION)

TABLE 14. INTERNET OF EVERYTHING (IOE) MARKET: ENERGY AND UTILITIES BY REGION, 2014-2022 (\$BILLION)

TABLE 15. INTERNET OF EVERYTHING (IOE) MARKET: TRANSPORTATION AND LOGISTICS BY REGION, 2014-2022 (\$BILLION)

TABLE 16. INTERNET OF EVERYTHING (IOE) MARKET: OTHERS BY REGION, 2014-2022 (\$BILLION)

TABLE 17. INTERNET OF EVERYTHING (IOE) MARKET BY GEOGRAPHY, 2014-2022 (\$BILLION)

TABLE 18. NORTH AMERICA INTERNET OF EVERYTHING (IOE) MARKET BY

COMPONENT, 2014-2022 (\$BILLION)

TABLE 19. NORTH AMERICA INTERNET OF EVERYTHING (IOE) MARKET BY
INDUSTRY VERTICAL, 2014-2022 (\$BILLION)

TABLE 20. NORTH AMERICA INTERNET OF EVERYTHING (IOE) MARKET BY
COUNTRY, 2014-2022 (\$BILLION)

TABLE 21. EUROPE INTERNET OF EVERYTHING (IOE) MARKET BY COMPONENT,
2014-2022 (\$BILLION)

TABLE 22. EUROPE INTERNET OF EVERYTHING (IOE) MARKET BY INDUSTRY
VERTICAL, 2014-2022 (\$BILLION)

TABLE 23. EUROPE INTERNET OF EVERYTHING (IOE) MARKET BY COUNTRY,
2014-2022 (\$BILLION)

TABLE 24. ASIA-PACIFIC INTERNET OF EVERYTHING (IOE) MARKET BY
COMPONENT, 2014-2022 (\$BILLION)

TABLE 25. ASIA-PACIFIC INTERNET OF EVERYTHING (IOE) MARKET BY
INDUSTRY VERTICAL, 2014-2022 (\$BILLION)

TABLE 26. ASIA-PACIFIC INTERNET OF EVERYTHING (IOE) MARKET BY
COUNTRY, 2014-2022 (\$BILLION)

TABLE 27. LAMEA INTERNET OF EVERYTHING (IOE) MARKET BY COMPONENT,
2014-2022 (\$BILLION)

TABLE 28. LAMEA INTERNET OF EVERYTHING (IOE) MARKET BY INDUSTRY
VERTICAL, 2014-2022 (\$BILLION)

TABLE 29. LAMEA INTERNET OF EVERYTHING (IOE) MARKET BY COUNTRY,
2014-2022 (\$BILLION)

TABLE 30. COMPANY SNAPSHOT: AMAZON WEB SERVICES, INC.

TABLE 31. COMPANY SNAPSHOT: AT&T, INC.

TABLE 32. COMPANY SNAPSHOT: BOSCH SOFTWARE INNOVATIONS GMBH

TABLE 33. COMPANY SNAPSHOT: CISCO SYSTEMS, INC.

TABLE 34. COMPANY SNAPSHOT: FUJITSU

TABLE 35. COMPANY SNAPSHOT: GOOGLE, INC.

TABLE 36. COMPANY SNAPSHOT: HEWLETT PACKARD ENTERPRISE
DEVELOPMENT LP

TABLE 37. COMPANY SNAPSHOT: IBM CORPORATION

TABLE 38. COMPANY SNAPSHOT: MICROSOFT CORPORATION

TABLE 39. COMPANY SNAPSHOT: SAP SE

List Of Figures

LIST OF FIGURES

FIGURE 1. MARKET SEGMENTATION: INTERNET OF EVERYTHING MARKET

FIGURE 2. TOP WINNING STRATEGIES, 2013-2016 (%)

FIGURE 3. TOP WINNING STRATEGIES, 2013-2016

FIGURE 4. TOP INVESTMENT POCKETS

FIGURE 5. PORTERS FIVE FORCES ANALYSIS

FIGURE 6. BARGAINING POWER OF BUYERS

FIGURE 7. BARGAINING POWER OF SUPPLIERS

FIGURE 8. DEGREE OF COMPETITION

FIGURE 9. THREAT OF NEW ENTRANTS

FIGURE 10. THREAT OF SUBSTITUTES

FIGURE 11. MARKET SHARE ANALYSIS, 2015 (%)

FIGURE 12. DRIVERS, RESTRAINTS, AND OPPORTUNITIES

FIGURE 13. GLOBAL INTERNET OF EVERYTHING (IOE) MARKET BY COMPONENT, 2014 & 2022 (\$BILLION)

FIGURE 14. GLOBAL INTERNET OF EVERYTHING (IOE) HARDWARE MARKET, 2014-2022 (\$BILLION)

FIGURE 15. GLOBAL INTERNET OF EVERYTHING (IOE) SOFTWARE MARKET, 2014-2022 (\$BILLION)

FIGURE 16. GLOBAL INTERNET OF EVERYTHING (IOE) MARKET: IT SECURITY, 2014-2022 (\$BILLION)

FIGURE 17. GLOBAL INTERNET OF EVERYTHING (IOE) MARKET: DATA MANAGEMENT SOFTWARE, 2014-2022 (\$BILLION)

FIGURE 18. GLOBAL INTERNET OF EVERYTHING (IOE) MARKET: SOFTWARE ANALYTICS, 2014-2022 (\$BILLION)

FIGURE 19. GLOBAL INTERNET OF EVERYTHING (IOE) MARKET: COMMUNICATION AND COLLABORATION SOFTWARE, 2014-2022 (\$BILLION)

FIGURE 20. GLOBAL INTERNET OF EVERYTHING (IOE) MARKET: OTHER SOFTWARE, 2014-2022 (\$BILLION)

FIGURE 21. GLOBAL INTERNET OF EVERYTHING (IOE) SERVICES MARKET, 2014-2022 (\$BILLION)

FIGURE 22. GLOBAL INTERNET OF EVERYTHING (IOE) MARKET: CONSULTING, 2014-2022 (\$BILLION)

FIGURE 23. GLOBAL INTERNET OF EVERYTHING (IOE) MARKET: INTEGRATION & IMPLEMENTATION, 2014-2022 (\$BILLION)

FIGURE 24. GLOBAL INTERNET OF EVERYTHING (IOE) MARKET: OPERATION

MANAGEMENT, 2014-2022 (\$BILLION)

FIGURE 25. GLOBAL INTERNET OF EVERYTHING (IOE) MARKET: REPAIR & MAINTENANCE, 2014-2022 (\$BILLION)

FIGURE 26. GLOBAL INTERNET OF EVERYTHING (IOE) MARKET: GOVERNMENT, 2014-2022 (\$BILLION)

FIGURE 27. GLOBAL INTERNET OF EVERYTHING (IOE) MARKET: MANUFACTURING, 2014-2022 (\$BILLION)

FIGURE 28. GLOBAL INTERNET OF EVERYTHING (IOE) MARKET: RETAIL, 2014-2022 (\$BILLION)

FIGURE 29. GLOBAL INTERNET OF EVERYTHING (IOE) MARKET: BFSI, 2014-2022 (\$BILLION)

FIGURE 30. GLOBAL INTERNET OF EVERYTHING (IOE) MARKET: IT AND TELECOM, 2014-2022 (\$BILLION)

FIGURE 31. GLOBAL INTERNET OF EVERYTHING (IOE) MARKET: HEALTHCARE, 2014-2022 (\$BILLION)

FIGURE 32. GLOBAL INTERNET OF EVERYTHING (IOE) MARKET: ENERGY AND UTILITIES, 2014-2022 (\$BILLION)

FIGURE 33. GLOBAL INTERNET OF EVERYTHING (IOE) MARKET: TRANSPORTATION AND LOGISTICS, 2014-2022 (\$BILLION)

FIGURE 34. GLOBAL INTERNET OF EVERYTHING (IOE) MARKET: OTHERS, 2014-2022 (\$BILLION)

FIGURE 35. GLOBAL INTERNET OF EVERYTHING (IOE) MARKET BY GEOGRAPHY, MARKET SHARE (2014) AND CAGR (2016-2022, %)

FIGURE 36. U.S. INTERNET OF EVERYTHING (IOE) MARKET, 2014-2022 (\$BILLION)

FIGURE 37. CANADA INTERNET OF EVERYTHING (IOE) MARKET, 2014-2022 (\$BILLION)

FIGURE 38. MEXICO INTERNET OF EVERYTHING (IOE) MARKET, 2014-2022 (\$BILLION)

FIGURE 39. UK INTERNET OF EVERYTHING (IOE) MARKET, 2014-2022 (\$BILLION)

FIGURE 40. GERMANY INTERNET OF EVERYTHING (IOE) MARKET, 2014-2022 (\$BILLION)

FIGURE 41. FRANCE INTERNET OF EVERYTHING (IOE) MARKET, 2014-2022 (\$BILLION)

FIGURE 42. RUSSIA INTERNET OF EVERYTHING (IOE) MARKET, 2014-2022 (\$BILLION)

FIGURE 43. REST OF EUROPE INTERNET OF EVERYTHING (IOE) MARKET, 2014-2022 (\$BILLION)

FIGURE 44. CHINA INTERNET OF EVERYTHING (IOE) MARKET, 2014-2022

(\$BILLION)

FIGURE 45. INDIA INTERNET OF EVERYTHING (IOE) MARKET, 2014-2022

(\$BILLION)

FIGURE 46. JAPAN INTERNET OF EVERYTHING (IOE) MARKET, 2014-2022

(\$BILLION)

FIGURE 47. AUSTRALIA INTERNET OF EVERYTHING (IOE) MARKET, 2014-2022

(\$BILLION)

FIGURE 48. REST OF ASIA-PACIFIC INTERNET OF EVERYTHING (IOE) MARKET,
2014-2022 (\$BILLION)

FIGURE 49. LATIN AMERICA INTERNET OF EVERYTHING (IOE) MARKET,
2014-2022 (\$BILLION)

FIGURE 50. MIDDLE EAST INTERNET OF EVERYTHING (IOE) MARKET, 2014-2022
(\$BILLION)

FIGURE 51. AFRICA INTERNET OF EVERYTHING (IOE) MARKET, 2014-2022
(\$BILLION)

FIGURE 52. AMAZON WEB SERVICES: FINANCIAL PERFORMANCE

FIGURE 53. AT&T, INC.: FINANCIAL PERFORMANCE

FIGURE 54. BOSCH SOFTWARE INNOVATIONS GMBH: FINANCIAL
PERFORMANCE

FIGURE 55. CISCO SYSTEMS, INC.: FINANCIAL PERFORMANCE

FIGURE 56. FUJITSU: FINANCIAL PERFORMANCE

FIGURE 57. GOOGLE, INC.: FINANCIAL PERFORMANCE

FIGURE 58. HEWLETT PACKARD ENTERPRISE DEVELOPMENT LP: FINANCIAL
PERFORMANCE

FIGURE 59. IBM CORPORATION: FINANCIAL PERFORMANCE

FIGURE 60. MICROSOFT CORPORATION: FINANCIAL PERFORMANCE

FIGURE 61. SAP SE: FINANCIAL PERFORMANCE

I would like to order

Product name: 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

Product link: <https://marketpublishers.com/r/I5CD3098004EN.html>

Price: US\$ 4,296.00 (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 <https://marketpublishers.com/r/I5CD3098004EN.html>

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**

Customer signature _____

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

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