

# **Online Entertainment Market by Form (Video, Audio, Games, Internet Radio, and Others), Revenue Model (Subscription, Advertisement, Sponsorship, and Others), Devices (Smartphones; Smart TVs, Projectors, & Monitors; Laptop, Desktops, & Tablets; and Others): Global Opportunity Analysis and Industry Forecast 2021–2027**

<https://marketpublishers.com/r/O3CD240B373DEN.html>

Date: June 2020

Pages: 296

Price: US\$ 4,615.00 (Single User License)

ID: O3CD240B373DEN

## **Abstracts**

The online entertainment market size was valued at \$183,067.0 million in 2019, and is estimated to reach \$652,455.0 million by 2027, registering a CAGR of 20.82% from 2021 to 2027.

Online entertainment involves accessing entertainment material, including music, videos, books, and games over internet. Surge in internet penetration and increase in adoption of smart devices such as smartphones, smart TVs, and laptops have boosted the number of netizens who have shifted their preference toward online entertainment.

Presently, online social media entertainment has gained major popularity, as people are getting increasingly involved in producing videos, music, and images on various social media platforms such as Instagram, Facebook, Tumblr, LinkedIn, and WhatsApp. Thus, increase in popularity of social media platforms is expected to boost the growth of the online entertainment market during the forecast period.

Surge in penetration of smartphones is the key factor that drives the growth of the online entertainment market. This is attributed to the fact that smartphones are majorly used for social media accessing, playing online games, watching movies, and listening to music. The growth of the global market is further driven by decrease in cost of

internet charges and technological advancements in smartphones such as introduction of mobile phones supporting 5G network, folding smartphones, 3D-enabled mobile phones, and artificial intelligence- & augmented reality-integrated phones. 3D enabled smartphones allows recording a stereoscopic images and videos. Furthers it doubles the joy of playing video games and seeing movies. Artificial intelligence is revolutionizing in the way video games are played and developed. It will be used to improve the game-player experience and allows players to perform any action in a virtual world that they could in the real one. Furthermore, mobile phones that support augmented reality enhance the visual experience while seeing movies and playing games, which contributes toward the growth of the market.

Over-the-top media service is a streaming media service offered directly to viewers via the internet. The OTT content can be directly downloaded or viewed on users' demand. Proliferation in adoption of internet-enabled devices such as smart TVs, YouTube TVs, and smartphones significantly promotes the growth of the OTT media services, which, in turn, is expected to augments the growth of the online entertainment market over the forecast period. Some of the OTT media service providers operating in the market include Netflix, Inc., Hulu, LLC, Amazon.com, Inc., and Google LLC.

However, digital illiteracy and lack of digital infrastructure such as digital communication, computing or data storage, Wi-Fi network, applications, and software limit the growth of the online entertainment market. On the contrary, increase in internet user base and technological development in smart devices are expected to offering lucrative growth opportunity for new entrants in the online entertainment market.

The report segments the global online entertainment market into form, revenue model, device, and region. On the basis of form, the market is categorized into video, audio, games, internet radio, and others. By revenue model, it is segregated into subscription, advertisement, sponsorship, and others. Depending on device, it is divided into smartphones; smart TVs, projectors, & monitors; laptop, desktops, & tablets; and others. Region wise, it is analyzed across North America (the U.S., Canada, and Mexico), Europe (Germany, the UK, France, Russia, Italy, Spain, and rest of Europe), Asia-Pacific (China, India, Japan, Australia, South Korea, and rest of Asia-Pacific), and LAMEA (Latin America, the Middle East, and Africa).

The major players operating in the market are Amazon Web Services (AWS), Netflix, Inc., Google LLC, Facebook, Tencent Holdings Ltd., Sony Corp, King Digital Entertainment Ltd., Spotify Technology S.A., Rakuten, Inc., and CBS Corporation.

## KEY BENEFITS FOR STAKEHOLDERS

The study provides an in-depth analysis of the global online entertainment market, with current and future trends to elucidate the imminent investment pockets in the market.

Current and future trends are outlined in the report to determine the overall market attractiveness and single out profitable trends to gain a stronger foothold in the market.

The report provides information regarding drivers, restraints, and opportunities with impact analysis.

A quantitative analysis of the current market and estimation for the same from 2019 to 2027 is provided to showcase the financial competency of the market.

Porter's five forces model of the industry illustrates competitiveness of the market by analyzing various parameters such as threat of new entrants, threat of substitutes, bargaining power of the buyers, and bargaining power of the suppliers operating in the market.

Value chain analysis in the report provides a clear understanding of the roles of stakeholders involved in the value chain.

Competitive intelligence highlights business practices followed by leading market players across various regions.

## KEY MARKET SEGMENTS

### By Form

Video

Audio

Games

Internet Radio

Others

By Revenue Model

Subscription

Advertisement

Sponsorship

Others

By Device

Smartphones

Smart TVs, Projectors & Monitors.

Laptop, Desktops & Tablets

Others

By Region

North America

U.S.

Canada

Mexico

Europe

Germany

UK

France

Russia

Italy

Spain

Rest Of Europe

Asia-Pacific

China

India

Japan

Australia

South Korea

Rest of Asia-Pacific

LAMEA

Latin America

Middle East

Africa

## Contents

### CHAPTER 1: INTRODUCTION

- 1.1. Report description
- 1.2. Key benefits for stakeholders
- 1.3. Key market segments
- 1.4. Research methodology
  - 1.4.1. Secondary research
  - 1.4.2. Primary research
  - 1.4.3. Analyst tools and models

### CHAPTER 2: EXECUTIVE SUMMARY

- 2.1. Key findings of the study
- 2.2. CXO perspective

### CHAPTER 3: MARKET OVERVIEW

- 3.1. Market definition and scope
- 3.2. Key findings
  - 3.2.1. Top investment pockets
- 3.3. Value chain analysis
- 3.4. Porter's five forces analysis
  - 3.4.1. High bargaining power of suppliers
  - 3.4.2. Low bargaining power of buyers
  - 3.4.3. Moderate threat of substitution
  - 3.4.4. High threat of new entrants
  - 3.4.5. High intensity of competitive rivalry
- 3.5. Market dynamics
  - 3.5.1. Drivers
    - 3.5.1.1. Technological advancements in smartphones
    - 3.5.1.2. Low data tariffs along with increase in smartphone penetration
    - 3.5.1.3. Surge in disposable income
  - 3.5.2. Restraints
    - 3.5.2.1. Digital illiteracy and limited digital infrastructure
  - 3.5.3. Opportunities
    - 3.5.3.1. Digital transformation in media & entertainment industry
    - 3.5.3.2. Surge in expenditure on digital advertisement

## **CHAPTER 4: ONLINE ENTERTAINMENT MARKET, BY FORM**

### 4.1.Overview

4.1.1.Market size and forecast

### 4.2.Video

4.2.1.Key market trends, growth factors, and opportunities

4.2.2.Market size and forecast

### 4.3.Audio

4.3.1.Key market trends, growth factors, and opportunities

4.3.2.Market size and forecast

### 4.4.Games

4.4.1.Key market trends, growth factors, and opportunities

4.4.2.Market size and forecast

### 4.5.Internet radio

4.5.1.Key market trends, growth factors, and opportunities

4.5.2.Market size and forecast

### 4.6.Others

4.6.1.Key market trends, growth factors, and opportunities

4.6.2.Market size and forecast

## **CHAPTER 5: ONLINE ENTERTAINMENT MARKET, BY REVENUE MODEL**

### 5.1.Overview

5.1.1.Market size and forecast

### 5.2.Subscription

5.2.1.Key market trends, growth factors, and opportunities

5.2.2.Market size and forecast

### 5.3.Advertisement

5.3.1.Key market trends, growth factors, and opportunities

5.3.2.Market size and forecast

### 5.4.Sponsorship

5.4.1.Key market trends, growth factors, and opportunities

5.4.2.Market size and forecast

### 5.5.Others

5.5.1.Key market trends, growth factors, and opportunities

5.5.2.Market size and forecast

## **CHAPTER 6: ONLINE ENTERTAINMENT MARKET, BY DEVICE**

## 6.1.Overview

### 6.1.1.Market size and forecast

## 6.2.Smartphones

### 6.2.1.Key market trends, growth factors, and opportunities

### 6.2.2.Market size and forecast

## 6.3.Smart TVs, projectors, & monitors

### 6.3.1.Key market trends, growth factors, and opportunities

### 6.3.2.Market size and forecast

## 6.4.Laptop, desktops, & tablets

### 6.4.1.Key market trends, growth factors, and opportunities

### 6.4.2.Market size and forecast

## 6.5.Others

### 6.5.1.Key market trends, growth factors, and opportunities

### 6.5.2.Market size and forecast

## **CHAPTER 7: ONLINE ENTERTAINMENT MARKET, BY REGION**

## 7.1.Overview

### 7.1.1.Market size and forecast, by region

## 7.2.North America

### 7.2.1.Key market trends, growth factors, and opportunities

### 7.2.2.Market size and forecast, by form.

### 7.2.3.Market size and forecast, by revenue model

### 7.2.4.Market size and forecast, by device

### 7.2.5.Market size and forecast, by country

#### 7.2.5.1.U.S.

##### 7.2.5.1.1.Market size and forecast, by form

##### 7.2.5.1.2.Market size and forecast, by revenue model

##### 7.2.5.1.3.Market size and forecast, by device

#### 7.2.5.2.Canada

##### 7.2.5.2.1.Market size and forecast, by form

##### 7.2.5.2.2.Market size and forecast, by revenue model

##### 7.2.5.2.3.Market size and forecast, by device

#### 7.2.5.3.Mexico

##### 7.2.5.3.1.Market size and forecast, by form

##### 7.2.5.3.2.Market size and forecast, by revenue model

##### 7.2.5.3.3.Market size and forecast, by device

## 7.3.Europe



7.3.1.Key market trends, growth factors, and opportunities

7.3.2.Market size and forecast, by form

7.3.3.Market size and forecast, by revenue model

7.3.4.Market size and forecast, by device

7.3.5.Market size and forecast, by country

7.3.5.1.Germany

7.3.5.1.1.Market size and forecast, by form

7.3.5.1.2.Market size and forecast, by revenue model

7.3.5.1.3.Market size and forecast, by device

7.3.5.2.UK

7.3.5.2.1.Market size and forecast, by form

7.3.5.2.2.Market size and forecast, by revenue model

7.3.5.2.3.Market size and forecast, by device

7.3.5.3.France

7.3.5.3.1.Market size and forecast, by form

7.3.5.3.2.Market size and forecast, by revenue model

7.3.5.3.3.Market size and forecast, by device

7.3.5.4.Russia

7.3.5.4.1.Market size and forecast, by form

7.3.5.4.2.Market size and forecast, by revenue model

7.3.5.4.3.Market size and forecast, by device

7.3.5.5.Italy

7.3.5.5.1.Market size and forecast, by form

7.3.5.5.2.Market size and forecast, by revenue model

7.3.5.5.3.Market size and forecast, by device

7.3.5.6.Spain

7.3.5.6.1.Market size and forecast, by form

7.3.5.6.2.Market size and forecast, by revenue model

7.3.5.6.3.Market size and forecast, by device

7.3.5.1.Rest of Europe

7.3.5.1.1.Market size and forecast, by form

7.3.5.1.2.Market size and forecast, by revenue model

7.3.5.1.3.Market size and forecast, by device

7.4.Asia-Pacific

7.4.1.Key market trends, growth factors, and opportunities

7.4.2.Market size and forecast, by form

7.4.3.Market size and forecast, by revenue model

7.4.4.Market size and forecast, by device

7.4.5.Market size and forecast, by country

#### 7.4.5.1.China

7.4.5.1.1.Market size and forecast, by form

7.4.5.1.2.Market size and forecast, by revenue model

7.4.5.1.3.Market size and forecast, by device

#### 7.4.5.2.India

7.4.5.2.1.Market size and forecast, by form

7.4.5.2.2.Market size and forecast, by revenue model

7.4.5.2.3.Market size and forecast, by device

#### 7.4.5.3.Japan

7.4.5.3.1.Market size and forecast, by form

7.4.5.3.2.Market size and forecast, by revenue model

7.4.5.3.3.Market size and forecast, by device

#### 7.4.5.4.Australia

7.4.5.4.1.Market size and forecast, by form

7.4.5.4.2.Market size and forecast, by revenue model

7.4.5.4.3.Market size and forecast, by device

#### 7.4.5.5.South Korea

7.4.5.5.1.Market size and forecast, by form

7.4.5.5.2.Market size and forecast, by revenue model

7.4.5.5.3.Market size and forecast, by device

#### 7.4.5.6.Rest of Asia-Pacific

7.4.5.6.1.Market size and forecast, by form

7.4.5.6.2.Market size and forecast, by revenue model

7.4.5.6.3.Market size and forecast, by device

### 7.5.LAMEA

7.5.1.Key market trends, growth factors, and opportunities

7.5.2.Market size and forecast, by form

7.5.3.Market size and forecast, by revenue model

7.5.4.Market size and forecast, by device

7.5.5.Market size and forecast, by country

#### 7.5.5.1.Latin America

7.5.5.1.1.Market size and forecast, by form

7.5.5.1.2.Market size and forecast, by revenue model

7.5.5.1.3.Market size and forecast, by device

#### 7.5.5.2.Middle East

7.5.5.2.1.Market size and forecast, by form

7.5.5.2.2.Market size and forecast, by revenue model

7.5.5.2.3.Market size and forecast, by device

#### 7.5.5.3.Africa

7.5.5.3.1. Market size and forecast, by form

7.5.5.3.2. Market size and forecast, by revenue model

7.5.5.3.3. Market size and forecast, by device

## List Of Tables

### LIST OF TABLES

TABLE 01.GLOBAL ONLINE ENTERTAINMENT MARKET REVENUE, BY FORM, 2019–2027 (\$MILLION)

TABLE 02.ONLINE VIDEO ENTERTAINMENT MARKET REVENUE, BY REGION, 2019–2027 (\$MILLION)

TABLE 03.ONLINE AUDIO ENTERTAINMENT MARKET REVENUE, BY REGION, 2019–2027 (\$MILLION)

TABLE 04.ONLINE GAMES ENTERTAINMENT MARKET REVENUE, BY REGION, 2019–2027 (\$MILLION)

TABLE 05.ONLINE INTERNET RADIO ENTERTAINMENT MARKET REVENUE, BY REGION, 2019–2027 (\$MILLION)

TABLE 06.ONLINE OTHERS ENTERTAINMENT MARKET REVENUE, BY REGION, 2019–2027 (\$MILLION)

TABLE 07.GLOBAL ONLINE ENTERTAINMENT MARKET REVENUE, BY REVENUE MODEL, 2019–2027 (\$MILLION)

TABLE 08.ONLINE SUBSCRIPTION ENTERTAINMENT MARKET REVENUE, BY REGION, 2019–2027 (\$MILLION)

TABLE 09.ONLINE ADVERTISEMENT ENTERTAINMENT MARKET REVENUE, BY REGION, 2019–2027 (\$MILLION)

TABLE 10.ONLINE SPONSORSHIP ENTERTAINMENT MARKET REVENUE, BY REGION, 2019–2027 (\$MILLION)

TABLE 11.ONLINE OTHERS ENTERTAINMENT MARKET REVENUE, BY REGION, 2019–2027 (\$MILLION)

TABLE 12.ONLINE ENTERTAINMENT MARKET REVENUE, BY DEVICE, 2019–2027 (\$MILLION)

TABLE 13.ONLINE ENTERTAINMENT MARKET REVENUE FOR SMARTPHONES, BY REGION, 2019–2027 (\$MILLION)

TABLE 14.ONLINE ENTERTAINMENT MARKET REVENUE FOR SMART TVS, PROJECTORS, & MONITORS, BY REGION, 2019–2027 (\$MILLION)

TABLE 15.ONLINE ENTERTAINMENT MARKET REVENUE FOR LAPTOP, DESKTOPS, & TABLETS, BY REGION, 2019–2027 (\$MILLION)

TABLE 16.ONLINE ENTERTAINMENT MARKET REVENUE THROUGH OTHER DEVICES, BY REGION, 2019–2027 (\$MILLION)

TABLE 17.ONLINE ENTERTAINMENT MARKET REVENUE, BY REGION, 2019–2027 (\$MILLION)

TABLE 18.NORTH AMERICA ONLINE ENTERTAINMENT MARKET REVENUE, BY

FORM, 2019–2027 (\$MILLION)

TABLE 19.NORTH AMERICA ONLINE ENTERTAINMENT MARKET REVENUE, BY REVENUE MODEL, 2019–2027 (\$MILLION)

TABLE 20.NORTH AMERICA ONLINE ENTERTAINMENT MARKET REVENUE, BY DEVICE, 2019–2027 (\$MILLION)

TABLE 21.NORTH AMERICA ONLINE ENTERTAINMENT MARKET REVENUE, BY COUNTRY, 2019–2027 (\$MILLION)

TABLE 22.U.S. ONLINE ENTERTAINMENT MARKET REVENUE, BY FORM, 2019–2027 (\$MILLION)

TABLE 23.U.S ONLINE ENTERTAINMENT MARKET REVENUE, BY REVENUE MODEL, 2019–2027 (\$MILLION)

TABLE 24.U.S. ONLINE ENTERTAINMENT MARKET REVENUE, BY DEVICE, 2019–2027 (\$MILLION)

TABLE 25.CANADA ONLINE ENTERTAINMENT MARKET REVENUE, BY FORM, 2019–2027 (\$MILLION)

TABLE 26.CANADA ONLINE ENTERTAINMENT MARKET REVENUE, BY REVENUE MODEL, 2019–2027 (\$MILLION)

TABLE 27.CANADA ONLINE ENTERTAINMENT MARKET REVENUE, BY DEVICE, 2019–2027 (\$MILLION)

TABLE 28.MEXICO ONLINE ENTERTAINMENT MARKET REVENUE, BY FORM, 2019–2027 (\$MILLION)

TABLE 29.MEXICO ONLINE ENTERTAINMENT MARKET REVENUE, BY REVENUE MODEL, 2019–2027 (\$MILLION)

TABLE 30.MEXICO ONLINE ENTERTAINMENT MARKET REVENUE, BY DEVICE, 2019–2027 (\$MILLION)

TABLE 31.EUROPE ONLINE ENTERTAINMENT MARKET REVENUE, BY FORM, 2019–2027 (\$MILLION)

TABLE 32.EUROPE ONLINE ENTERTAINMENT MARKET REVENUE, BY REVENUE MODEL, 2019–2027 (\$MILLION)

TABLE 33.EUROPE ONLINE ENTERTAINMENT MARKET REVENUE, BY DEVICE, 2019–2027 (\$MILLION)

TABLE 34.EUROPE ONLINE ENTERTAINMENT MARKET REVENUE, BY COUNTRY, 2019–2027 (\$MILLION)

TABLE 35.GERMANY ONLINE ENTERTAINMENT MARKET REVENUE, BY FORM, 2019–2027 (\$MILLION)

TABLE 36.GERMANY ONLINE ENTERTAINMENT MARKET REVENUE, BY REVENUE MODEL, 2019–2027 (\$MILLION)

TABLE 37.GERMANY ONLINE ENTERTAINMENT MARKET REVENUE, BY DEVICE, 2019–2027 (\$MILLION)

TABLE 38.UK ONLINE ENTERTAINMENT MARKET REVENUE, BY FORM,  
2019–2027 (\$MILLION)

TABLE 39.UK ONLINE ENTERTAINMENT MARKET REVENUE, BY REVENUE  
MODEL, 2019–2027 (\$MILLION)

TABLE 40.UK ONLINE ENTERTAINMENT MARKET REVENUE, BY DEVICE,  
2019–2027 (\$MILLION)

TABLE 41.FRANCE ONLINE ENTERTAINMENT MARKET REVENUE, BY FORM,  
2019–2027 (\$MILLION)

TABLE 42.FRANCE ONLINE ENTERTAINMENT MARKET REVENUE, BY REVENUE  
MODEL, 2019–2027 (\$MILLION)

TABLE 43.FRANCE ONLINE ENTERTAINMENT MARKET REVENUE, BY DEVICE,  
2019–2027 (\$MILLION)

TABLE 44.RUSSIA ONLINE ENTERTAINMENT MARKET REVENUE, BY FORM,  
2019–2027 (\$MILLION)

TABLE 45.RUSSIA ONLINE ENTERTAINMENT MARKET REVENUE, BY REVENUE  
MODEL, 2019–2027 (\$MILLION)

TABLE 46.RUSSIA ONLINE ENTERTAINMENT MARKET REVENUE, BY DEVICE,  
2019–2027 (\$MILLION)

TABLE 47.ITALY ONLINE ENTERTAINMENT MARKET REVENUE, BY FORM,  
2019–2027 (\$MILLION)

TABLE 48.ITALY ONLINE ENTERTAINMENT MARKET REVENUE, BY REVENUE  
MODEL, 2019–2027 (\$MILLION)

TABLE 49.ITALY ONLINE ENTERTAINMENT MARKET REVENUE, BY DEVICE,  
2019–2027 (\$MILLION)

TABLE 50.SPAIN ONLINE ENTERTAINMENT MARKET REVENUE, BY FORM,  
2019–2027 (\$MILLION)

TABLE 51.SPAIN ONLINE ENTERTAINMENT MARKET REVENUE, BY REVENUE  
MODEL, 2019–2027 (\$MILLION)

TABLE 52.SPAIN ONLINE ENTERTAINMENT MARKET REVENUE, BY DEVICE,  
2019–2027 (\$MILLION)

TABLE 53.REST OF EUROPE ONLINE ENTERTAINMENT MARKET REVENUE, BY  
FORM, 2019–2027 (\$MILLION)

TABLE 54.REST OF EUROPE ONLINE ENTERTAINMENT MARKET REVENUE, BY  
REVENUE MODEL, 2019–2027 (\$MILLION)

TABLE 55.REST OF EUROPE ONLINE ENTERTAINMENT MARKET REVENUE, BY  
DEVICE, 2019–2027 (\$MILLION)

TABLE 56.ASIA-PACIFIC ONLINE ENTERTAINMENT MARKET REVENUE, BY  
FORM, 2019–2027 (\$MILLION)

TABLE 57.ASIA-PACIFIC ONLINE ENTERTAINMENT MARKET REVENUE, BY

REVENUE MODEL, 2019–2027 (\$MILLION)

TABLE 58.ASIA-PACIFIC ONLINE ENTERTAINMENT MARKET REVENUE, BY DEVICE, 2019–2027 (\$MILLION)

TABLE 59.ASIA-PACIFIC ONLINE ENTERTAINMENT MARKET REVENUE, BY COUNTRY, 2019–2027 (\$MILLION)

TABLE 60.CHINA ONLINE ENTERTAINMENT MARKET REVENUE, BY FORM, 2019–2027 (\$MILLION)

TABLE 61.CHINA ONLINE ENTERTAINMENT MARKET REVENUE, BY REVENUE MODEL, 2019–2027 (\$MILLION)

TABLE 62.CHINA ONLINE ENTERTAINMENT MARKET REVENUE, BY DEVICE, 2019–2027 (\$MILLION)

TABLE 63.INDIA ONLINE ENTERTAINMENT MARKET REVENUE, BY FORM, 2019–2027 (\$MILLION)

TABLE 64.INDIA ONLINE ENTERTAINMENT MARKET REVENUE, BY REVENUE MODEL, 2019–2027 (\$MILLION)

TABLE 65.INDIA ONLINE ENTERTAINMENT MARKET REVENUE, BY DEVICE, 2019–2027 (\$MILLION)

TABLE 66.JAPAN ONLINE ENTERTAINMENT MARKET REVENUE, BY FORM, 2019–2027 (\$MILLION)

TABLE 67.JAPAN ONLINE ENTERTAINMENT MARKET REVENUE, BY REVENUE MODEL, 2019–2027 (\$MILLION)

TABLE 68.JAPAN ONLINE ENTERTAINMENT MARKET REVENUE, BY DEVICE, 2019–2027 (\$MILLION)

TABLE 69.AUSTRALIA ONLINE ENTERTAINMENT MARKET REVENUE, BY FORM, 2019–2027 (\$MILLION)

TABLE 70.AUSTRALIA ONLINE ENTERTAINMENT MARKET REVENUE, BY REVENUE MODEL, 2019–2027 (\$MILLION)

TABLE 71.AUSTRALIA ONLINE ENTERTAINMENT MARKET REVENUE, BY DEVICE, 2019–2027 (\$MILLION)

TABLE 72.SOUTH KOREA ONLINE ENTERTAINMENT MARKET REVENUE, BY FORM, 2019–2027 (\$MILLION)

TABLE 73.SOUTH KOREA ONLINE ENTERTAINMENT MARKET REVENUE, BY REVENUE MODEL, 2019–2027 (\$MILLION)

TABLE 74.SOUTH KOREA ONLINE ENTERTAINMENT MARKET REVENUE, BY DEVICE, 2019–2027 (\$MILLION)

TABLE 75.REST OF ASIA-PACIFIC ONLINE ENTERTAINMENT MARKET REVENUE, BY FORM, 2019–2027 (\$MILLION)

TABLE 76.REST OF ASIA-PACIFIC ONLINE ENTERTAINMENT MARKET REVENUE, BY REVENUE MODEL, 2019–2027 (\$MILLION)

TABLE 77.REST OF ASIA-PACIFIC ONLINE ENTERTAINMENT MARKET REVENUE, BY DEVICE, 2019–2027 (\$MILLION)

TABLE 78.LAMEA ONLINE ENTERTAINMENT MARKET REVENUE, BY FORM, 2019–2027 (\$MILLION)

TABLE 79.LAMEA ONLINE ENTERTAINMENT MARKET REVENUE, BY REVENUE MODEL, 2019–2027 (\$MILLION)

TABLE 80.LAMEA ONLINE ENTERTAINMENT MARKET REVENUE, BY DEVICE, 2019–2027 (\$MILLION)

TABLE 81.LAMEA ONLINE ENTERTAINMENT MARKET REVENUE, BY COUNTRY, 2019–2027 (\$MILLION)

TABLE 82.LATIN AMERICA ONLINE ENTERTAINMENT MARKET REVENUE, BY FORM, 2019–2027 (\$MILLION)

TABLE 83.LATIN AMERICA ONLINE ENTERTAINMENT MARKET REVENUE, BY REVENUE MODEL, 2019–2027 (\$MILLION)

TABLE 84.LATIN AMERICA ONLINE ENTERTAINMENT MARKET REVENUE, BY DEVICE, 2019–2027 (\$MILLION)

TABLE 85.MIDDLE EAST ONLINE ENTERTAINMENT MARKET REVENUE, BY FORM, 2019–2027 (\$MILLION)

TABLE 86.MIDDLE EAST ONLINE ENTERTAINMENT MARKET REVENUE, BY REVENUE MODEL, 2019–2027 (\$MILLION)

TABLE 87.MIDDLE EAST ONLINE ENTERTAINMENT MARKET REVENUE, BY DEVICE, 2019–2027 (\$MILLION)

TABLE 88.AFRICA ONLINE ENTERTAINMENT MARKET REVENUE, BY FORM, 2019–2027 (\$MILLION)

TABLE 89.AFRICA ONLINE ENTERTAINMENT MARKET REVENUE, BY REVENUE MODEL, 2019–2027 (\$MILLION)

TABLE 90.AFRICA ONLINE ENTERTAINMENT MARKET REVENUE, BY DEVICE, 2019–2027 (\$MILLION)



## List Of Figures

### LIST OF FIGURES

- FIGURE 01.ONLINE ENTERTAINMENT MARKET SNAPSHOT
- FIGURE 02.GLOBAL ONLINE ENTERTAINMENT MARKET SEGMENTATION
- FIGURE 03.TOP INVESTMENT POCKETS
- FIGURE 04.VALUE CHAIN ANALYSIS
- FIGURE 05.ONLINE ENTERTAINMENT MARKET: DRIVERS, RESTRAINTS, AND OPPORTUNITIES
- FIGURE 06.INCREASE IN PERCENTAGE OF INTERNET USERS
- FIGURE 07.GLOBAL ONLINE ENTERTAINMENT MARKET, BY FORM, 2019 (%)
- FIGURE 08.COMPARATIVE SHARE ANALYSIS OF ONLINE VIDEO ENTERTAINMENT MARKET, BY COUNTRY, 2019 & 2027 (%)
- FIGURE 09.GLOBAL RECORDED MUSIC INDUSTRY REVENUE, 1999-2017 (\$BILLION)
- FIGURE 10.COMPARATIVE SHARE ANALYSIS OF ONLINE AUDIO ENTERTAINMENT MARKET, BY COUNTRY, 2019 & 2027 (%)
- FIGURE 11.COMPARATIVE SHARE ANALYSIS OF ONLINE GAMES ENTERTAINMENT MARKET, BY COUNTRY, 2019 & 2027 (%)
- FIGURE 12.COMPARATIVE SHARE ANALYSIS OF ONLINE INTERNET RADIO ENTERTAINMENT MARKET, BY COUNTRY, 2019 & 2027 (%)
- FIGURE 13.COMPARATIVE SHARE ANALYSIS OF ONLINE GAMES ENTERTAINMENT MARKET, BY COUNTRY, 2019 & 2027 (%)
- FIGURE 14.ONLINE ENTERTAINMENT MARKET, BY REVENUE MODEL, 2019 (%)
- FIGURE 15.COMPARATIVE SHARE ANALYSIS OF ONLINE SUBSCRIPTION ENTERTAINMENT MARKET, BY COUNTRY, 2019 & 2027 (%)
- FIGURE 16.COMPARATIVE SHARE ANALYSIS OF ONLINE ADVERTISEMENT ENTERTAINMENT MARKET, BY COUNTRY, 2019 & 2027 (%)
- FIGURE 17.COMPARATIVE SHARE ANALYSIS OF ONLINE SPONSORSHIP ENTERTAINMENT MARKET, BY COUNTRY, 2019 & 2027 (%)
- FIGURE 18.COMPARATIVE SHARE ANALYSIS OF ONLINE OTHERS ENTERTAINMENT MARKET, BY COUNTRY, 2019 & 2027 (%)
- FIGURE 19.GLOBAL ONLINE ENTERTAINMENT MARKET, BY DEVICE, 2019 (%)
- FIGURE 20.COMPARATIVE SHARE ANALYSIS OF ONLINE ENTERTAINMENT MARKET FOR SMARTPHONES, BY COUNTRY, 2019 & 2027 (%)
- FIGURE 21.COMPARATIVE SHARE ANALYSIS OF ONLINE ENTERTAINMENT MARKET FOR SMART TVS, PROJECTORS, & MONITORS, BY COUNTRY, 2019 & 2027 (%)

FIGURE 22.COMPARATIVE SHARE ANALYSIS OF ONLINE ENTERTAINMENT MARKET FOR LAPTOP, DESKTOPS, & TABLETS, BY COUNTRY, 2019 & 2027 (%)

FIGURE 23.COMPARATIVE SHARE ANALYSIS OF ONLINE ENTERTAINMENT MARKET FOR OTHER DEVICES

FIGURE 24., BY COUNTRY, 2019 & 2027 (%)

FIGURE 25.ONLINE ENTERTAINMENT MARKET, BY REGION, 2019 (%)

FIGURE 26.U.S.ONLINE ENTERTAINMENT MARKET REVENUE, 2019–2027 (\$MILLION)

FIGURE 27.CANADA ONLINE ENTERTAINMENT MARKET REVENUE, 2019–2027 (\$MILLION)

FIGURE 28.MEXICO ONLINE ENTERTAINMENT MARKET REVENUE, 2019–2027 (\$MILLION)

FIGURE 29.GERMANY ONLINE ENTERTAINMENT MARKET REVENUE, 2019–2027 (\$MILLION)

FIGURE 30.UK ONLINE ENTERTAINMENT MARKET REVENUE, 2019–2027 (\$MILLION)

FIGURE 31.FRANCE ONLINE ENTERTAINMENT MARKET REVENUE, 2019–2027 (\$MILLION)

FIGURE 32.RUSSIA ONLINE ENTERTAINMENT MARKET REVENUE, 2019–2027 (\$MILLION)

FIGURE 33.ITALY ONLINE ENTERTAINMENT MARKET REVENUE, 2019–2027 (\$MILLION)

FIGURE 34.SPAIN ONLINE ENTERTAINMENT MARKET REVENUE, 2019–2027 (\$MILLION)

FIGURE 35.REST OF EUROPE ONLINE ENTERTAINMENT MARKET REVENUE, 2019–2027 (\$MILLION)

FIGURE 36.CHINA ONLINE ENTERTAINMENT MARKET REVENUE, 2019–2027 (\$MILLION)

FIGURE 37.INDIA ONLINE ENTERTAINMENT MARKET REVENUE, 2019–2027 (\$MILLION)

FIGURE 38.JAPAN ONLINE ENTERTAINMENT MARKET REVENUE, 2019–2027 (\$MILLION)

FIGURE 39.AUSTRALIA ONLINE ENTERTAINMENT MARKET REVENUE, 2019–2027 (\$MILLION)

FIGURE 40.SOUTH KOREA ONLINE ENTERTAINMENT MARKET REVENUE, 2019–2027 (\$MILLION)

FIGURE 41.REST OF ASIA-PACIFIC ONLINE ENTERTAINMENT MARKET REVENUE, 2019–2027 (\$MILLION)

FIGURE 42.LATIN AMERICAS EXUAL WELLNESS MARKET REVENUE, 2019–2027

(\$MILLION)

FIGURE 43.MIDDLE EAST ONLINE ENTERTAINMENT MARKET REVENUE,  
2019–2027 (\$MILLION)

FIGURE 44.AFRICA ONLINE ENTERTAINMENT MARKET REVENUE, 2019–2027  
(\$MILLION)

### **COMPANIES MENTIONED**

Amazon Web Services (AWS), Netflix, Inc., Google LLC, Facebook, Tencent Holdings Ltd, Sony Corp, King Digital Entertainment Ltd, Spotify Technology S.A., Rakuten, Inc., and CBS Corporation.

## I would like to order

Product name: Online Entertainment Market by Form (Video, Audio, Games, Internet Radio, and Others), Revenue Model (Subscription, Advertisement, Sponsorship, and Others), Devices (Smartphones; Smart TVs, Projectors, & Monitors; Laptop, Desktops, & Tablets; and Others): Global Opportunity Analysis and Industry Forecast 2021–2027

Product link: <https://marketpublishers.com/r/O3CD240B373DEN.html>

Price: US\$ 4,615.00 (Single User License / Electronic Delivery)

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

[info@marketpublishers.com](mailto:info@marketpublishers.com)

## Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/O3CD240B373DEN.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