

Global Blockchain in Media, Advertising, and Entertainment Market Report 2021

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Abstracts

At the beginning of 2020, COVID-19 disease began to spread around the world, millions of people worldwide were infected with COVID-19 disease, and major countries around the world have implemented foot prohibitions and work stoppage orders. Except for the medical supplies and life support products industries, most industries have been greatly impacted, and Blockchain in Media, Advertising, and Entertainment industries have also been greatly affected.

In the past few years, the Blockchain in Media, Advertising, and Entertainment market experienced a growth of 43.1%, the global market size of Blockchain in Media, Advertising, and Entertainment reached 30 million \$ in 2020, of what is about 5 million \$ in 2015.

From 2015 to 2019, the growth rate of global Blockchain in Media, Advertising, and Entertainment market size was in the range of xxx%. At the end of 2019, COVID-19 began to erupt in China, Due to the huge decrease of global economy; we forecast the growth rate of global economy will show a decrease of about 4%, due to this reason, Blockchain in Media, Advertising, and Entertainment market size in 2020 will be 30 with a growth rate of xxx%. This is xxx percentage points lower than in previous years.

As of the date of the report, there have been more than 20 million confirmed cases of COVID-19 worldwide, and the epidemic has not been effectively controlled. Therefore, we predict that the global epidemic will be basically controlled by the end of 2020 and the global Blockchain in Media, Advertising, and Entertainment market size will reach 590 million \$ in 2025, with a CAGR of xxx% between 2020-2025.

This Report covers the manufacturers' data, including: shipment, price, revenue, gross

profit, interview record, business distribution etc., these data help the consumer know about the competitors better. This report also covers all the regions and countries of the world, which shows a regional development status, including market size, volume and value, as well as price data.

Besides, the report also covers segment data, including: type segment, industry segment, channel segment etc. cover different segment market size, both volume and value. Also cover different industries clients information, which is very important for the manufacturers. If you need more information, please contact BisReport

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Section (2 3): 1200 USD——Manufacturer Detail

IBM

Microsoft

SAP

Accenture

AWS

Oracle

Infosys

Bitfury

Factom

Guardtime

ARK

Auxesis Group

Nyiax

Metax

BTL

Voise

Bloq

Clearcoin

Decent

Krypc

Synereo

UJO

Brainbot Technologies

Bigchaindb

Iprodoos

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South America
Asia Country (China, Japan, India, Korea)
Europe Country (Germany, UK, France, Italy)
Other Country (Middle East, Africa, GCC)

Section (5 6 7): 500 USD——
Product Type Segmentation
Blockchain in Media, Advertising, and Entertainment

Industry Segmentation
Licensing & Rights Management
Digital Advertising
Smart Contracts
Content Security
Online Gaming

Channel (Direct Sales, Distributor) Segmentation

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