

## Global Connected Living Room Market Size Study, by Product, by Application (New Construction, Retrofit), by End-use (Home Entertainment & Media Streaming, Gaming & E-sports, Home Automation & Control), and Regional Forecasts 2022-2032

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## Abstracts

The global Connected Living Room Market, valued at approximately USD 55.12 billion in 2023, is projected to exhibit an impressive compound annual growth rate (CAGR) of 8.90% over the forecast period from 2024 to 2032. The connected living room concept has evolved as a transformative shift in modern homes, integrating smart entertainment systems, voice-assisted devices, and IoT-powered home automation to enhance user experience and convenience. The proliferation of streaming services, coupled with an increasing inclination toward high-definition multimedia experiences, has significantly contributed to market expansion. The seamless interconnectivity of smart televisions, gaming consoles, home security systems, and AI-powered virtual assistants is further shaping consumer expectations, making the connected living room an essential part of contemporary home automation ecosystems.

The surge in demand for home entertainment solutions and smart automation devices is a primary driver propelling the connected living room market forward. Advancements in AI, IoT, and cloud computing have facilitated enhanced control over connected devices, offering users personalized content recommendations, voice-activated commands, and automated lighting and temperature settings. Additionally, the rising adoption of gaming and e-sports has intensified the demand for high-performance, interactive devices, including ultra-HD smart TVs, gaming consoles, and immersive audio-visual systems. The integration of augmented reality (AR) and virtual reality (VR) into home entertainment has further elevated the market's trajectory, paving the way for an intelligent and responsive home ecosystem.



Despite its promising outlook, the market faces challenges such as cybersecurity vulnerabilities, high installation costs, and compatibility issues across different smart devices. Consumers remain concerned about data privacy breaches as connected living room devices collect and store vast amounts of personal information. Additionally, the lack of standardization in connectivity protocols often results in integration challenges between devices from different manufacturers. However, ongoing investments in cloud-based security solutions and unified smart home platforms are expected to mitigate these issues, ensuring seamless connectivity and enhanced data protection.

Geographically, North America and Europe dominate the connected living room market, driven by high consumer spending on smart home technology, widespread availability of high-speed internet, and early adoption of IoT-based automation solutions. The Asia Pacific region is expected to exhibit the fastest growth, propelled by rising disposable incomes, rapid urbanization, and increasing penetration of smart home technology in emerging economies such as China, India, and Japan. Additionally, Latin America and the Middle East & Africa are witnessing steady adoption rates, particularly in urban centers where tech-savvy consumers are embracing smart home entertainment solutions.

Major Market Players Included in this Report Are:

Samsung Electronics Co., Ltd.

Sony Corporation

LG Electronics Inc.

Apple Inc.

Amazon.com, Inc.

Google LLC (Alphabet Inc.)

Microsoft Corporation

**Bose Corporation** 

Harman International Industries, Inc.



Panasonic Corporation

Crestron Electronics, Inc.

**Comcast Corporation** 

**Control4 Corporation** 

Lenovo Group Limited

TP-Link Technologies Co., Ltd.

The Detailed Segments and Sub-Segments of the Market Are Explained Below:

By Product:

Smart TVs

**Streaming Media Players** 

Gaming Consoles

Set-top Boxes

Home Audio Systems

Others

By Application:

New Construction

Retrofit

By End-Use:

Global Connected Living Room Market Size Study, by Product, by Application (New Construction, Retrofit), by En...



## Home Entertainment & Media Streaming

Gaming & E-sports

Home Automation & Control

### By Region:

North America:

U.S.

Canada

#### Europe:

UK

Germany

France

Spain

Italy

Rest of Europe

### Asia Pacific:

China

India

Japan



#### Australia

South Korea

Rest of Asia Pacific

Latin America:

Brazil

Mexico

**Rest of Latin America** 

Middle East & Africa:

Saudi Arabia

South Africa

Rest of Middle East & Africa

Years Considered for the Study Are as Follows:

Historical Year - 2022, 2023

Base Year – 2023

Forecast Period – 2024 to 2032

Key Takeaways:

Market Estimates & Forecasts for 10 years from 2022 to 2032.

Annualized revenues and regional-level analysis for each market segment.



Detailed analysis of the geographical landscape with country-level insights into major regions.

Competitive landscape with insights into major players and market positioning.

Analysis of key business strategies and recommendations on future market approaches.

In-depth assessment of the competitive structure and emerging trends in the market.

Demand-side and supply-side analysis of the market to understand growth patterns and investment opportunities.



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(This list is not complete; the final report contains more than 100 tables and may be updated in the final deliverable.)



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