

# **Global Live Streaming Services Market**

https://marketpublishers.com/r/G23A435C9D8EN.html Date: April 2019 Pages: 200 Price: US\$ 3,950.00 (Single User License) ID: G23A435C9D8EN

# **Abstracts**

Global Live Streaming Services Market valued approximately USD XX billion in 2017 is anticipated to grow with a healthy growth rate of more than XX% over the forecast period 2018-2025. The Live Streaming Services Market is continuously growing in the global scenario at significant pace. Live streaming is online streaming media simultaneously recorded and broadcast in real time. It is often referred to simply as streaming, however this abbreviated term is ambiguous due to the fact that "Streaming" may refer to any media delivered and played back simultaneously without requiring a complete downloaded file. Rapid growth in cloud-based video streaming services, growing preference for social media features such as digital security and secured homes and increasing adoption of smartphones & laptops among people are the substantial driving factors of the market during the forecast period. In addition, smart homes applications include surveillance camera, automotive products, testing, gas and fire detection, and other commercial vision applications. This factor also boosting the volume of Live Streaming systems care across the globe. Moreover, advancements in live streaming services is the major factor that likely to creating lucrative opportunity in the near future. However, availability of internet connectivity is one of the major factor that limiting the market growth of Live Streaming Services during the forecast period.

The regional analysis of Global Live Streaming Services Market is considered for the key regions such as Asia Pacific, North America, Europe, Latin America and Rest of the World. North America is the leading/significant region across the world in terms of market share due to rising internet penetration rate for live streaming services and rising technological advancements in the region. Europe is estimated to grow at stable growth rate in the global live streaming services market over the upcoming years. Asia-Pacific is anticipated to exhibit higher growth rate / CAGR over the forecast period 2018-2025 owing to increasing adoption of smartphones among people across the region.

The major market player included in this report are:



Google Twitter BIGO Live Facebook You Now Periscope

The objective of the study is to define market sizes of different segments & countries in recent years and to forecast the values to the coming eight years. The report is designed to incorporate both qualitative and quantitative aspects of the industry within each of the regions and countries involved in the study. Furthermore, the report also caters the detailed information about the crucial aspects such as driving factors & challenges which will define the future growth of the market. Additionally, the report shall also incorporate available opportunities in micro markets for stakeholders to invest along with the detailed analysis of competitive landscape and product offerings of key players. The detailed segments and sub-segment of the market are explained below:

By Services:

Instagram Live You Tube Live Facebook Live Snapchat Live Twitter You Know Periscope



**BIGO Live** 

Inke

Others

## By Platforms:

Laptops & Desktops

Smartphones & Tablets

Smart TV

Others

By Regions:

North America

U.S.

Canada

Europe

UK

Germany

Asia Pacific

China

India

Japan

Global Live Streaming Services Market



Latin America

Brazil

Mexico

Rest of the World

Furthermore, years considered for the study are as follows:

Historical year - 2015, 2016

Base year - 2017

Forecast period - 2018 to 2025

Target Audience of the Global Live Streaming Services Market in Market Study:

Key Consulting Companies & Advisors

Large, medium-sized, and small enterprises

Venture capitalists

Value-Added Resellers (VARs)

Third-party knowledge providers

Investment bankers

Investors



# Contents

#### **CHAPTER 1. EXECUTIVE SUMMARY**

- 1.1. Market Snapshot
- 1.2. Key Trends
- 1.3. Global & Segmental Market Estimates & Forecasts, 2015-2025 (USD Billion)
- 1.3.1. Live Streaming Services, by Services, 2015-2025 (USD Billion)
- 1.3.2. Live Streaming Services, by Platforms, 2015-2025 (USD Billion)
- 1.3.3. Live Streaming Services, by Region, 2015-2025 (USD Billion)
- 1.4. Estimation Methodology
- 1.5. Research Assumption

### **CHAPTER 2. LIVE STREAMING SERVICES DEFINITION AND SCOPE**

- 2.1. Objective of the Study
- 2.2. Market Definition & Scope
- 2.2.1. Industry Evolution
- 2.2.2. Scope of the Study
- 2.3. Years Considered for the Study
- 2.4. Currency Conversion Rates

#### **CHAPTER 3. LIVE STREAMING SERVICES DYNAMICS**

- 3.1. See Saw Analysis
  - 3.1.1. Market Drivers
  - 3.1.2. Market Challenges
  - 3.1.3. Market Opportunities

### **CHAPTER 4. LIVE STREAMING SERVICES INDUSTRY ANALYSIS**

- 4.1. Porter's 5 Force Model
  - 4.1.1. Bargaining Power of Buyers
  - 4.1.2. Bargaining Power of Suppliers
  - 4.1.3. Threat of New Entrants
  - 4.1.4. Threat of Substitutes
  - 4.1.5. Competitive Rivalry
  - 4.1.6. Futuristic Approach to Porter's 5 Force Model
- 4.2. PEST Analysis



- 4.2.1. Political Scenario
- 4.2.2. Economic Scenario
- 4.2.3. Social Scenario
- 4.2.4. Technological Scenario
- 4.3. Value Chain Analysis
- 4.3.1. Supplier
- 4.3.2. Manufacturers/Service Provider
- 4.3.3. Distributors
- 4.3.4. End-Users
- 4.4. Key Buying Criteria
- 4.5. Regulatory Framework
- 4.6. Cost Structure Analysis
  - 4.6.1. Raw Material Cost Analysis
  - 4.6.2. Manufacturing Cost Analysis
- 4.6.3. Labour Cost Analysis
- 4.7. Investment Vs Adoption Scenario
- 4.8. Analyst Recommendation & Conclusion

## **CHAPTER 5. LIVE STREAMING SERVICES, BY SERVICES**

- 5.1. Market Snapshot
- 5.2. Market Performance Potential Model
- 5.3. Key Market Players
- 5.4. Live Streaming Services, Sub Segment Analysis
- 5.4.1. Instagram Live
  - 5.4.1.1. Market estimates & forecasts, 2015-2025 (USD Billion)
- 5.4.1.2. Regional breakdown estimates & forecasts, 2015-2025 (USD Billion)
- 5.4.2. You Tube Live
- 5.4.2.1. Market estimates & forecasts, 2015-2025 (USD Billion)
- 5.4.2.2. Regional breakdown estimates & forecasts, 2015-2025 (USD Billion)
- 5.4.3. Facebook Live
- 5.4.3.1. Market estimates & forecasts, 2015-2025 (USD Billion)
- 5.4.3.2. Regional breakdown estimates & forecasts, 2015-2025 (USD Billion)
- 5.4.4. Snapchat Live
  - 5.4.4.1. Market estimates & forecasts, 2015-2025 (USD Billion)
- 5.4.4.2. Regional breakdown estimates & forecasts, 2015-2025 (USD Billion) 5.4.5. Twitter
- 5.4.5.1. Market estimates & forecasts, 2015-2025 (USD Billion)
- 5.4.5.2. Regional breakdown estimates & forecasts, 2015-2025 (USD Billion)



5.4.6. You Now

5.4.6.1. Market estimates & forecasts, 2015-2025 (USD Billion)

5.4.6.2. Regional breakdown estimates & forecasts, 2015-2025 (USD Billion)

5.4.7. Periscope

5.4.7.1. Market estimates & forecasts, 2015-2025 (USD Billion)

5.4.7.2. Regional breakdown estimates & forecasts, 2015-2025 (USD Billion) 5.4.8. BIGO Live

5.4.8.1. Market estimates & forecasts, 2015-2025 (USD Billion)

5.4.8.2. Regional breakdown estimates & forecasts, 2015-2025 (USD Billion) 5.4.9. Inke

5.4.9.1. Market estimates & forecasts, 2015-2025 (USD Billion)

5.4.9.2. Regional breakdown estimates & forecasts, 2015-2025 (USD Billion) 5.4.10. Others

5.4.10.1. Market estimates & forecasts, 2015-2025 (USD Billion)

5.4.10.2. Regional breakdown estimates & forecasts, 2015-2025 (USD Billion)

## **CHAPTER 6. LIVE STREAMING SERVICES, BY PLATFORMS**

- 6.1. Market Snapshot
- 6.2. Market Performance Potential Model
- 6.3. Key Market Players

6.4. Live Streaming Services, Sub Segment Analysis

- 6.4.1. Laptops & Desktops
  - 6.4.1.1. Market estimates & forecasts, 2015-2025 (USD Billion)
- 6.4.1.2. Regional breakdown estimates & forecasts, 2015-2025 (USD Billion)
- 6.4.2. Smartphones & Tablets
- 6.4.2.1. Market estimates & forecasts, 2015-2025 (USD Billion)
- 6.4.2.2. Regional breakdown estimates & forecasts, 2015-2025 (USD Billion) 6.4.3. Smart TV
- 6.4.3.1. Market estimates & forecasts, 2015-2025 (USD Billion)
- 6.4.3.2. Regional breakdown estimates & forecasts, 2015-2025 (USD Billion) 6.4.4. Others
- 6.4.4.1. Market estimates & forecasts, 2015-2025 (USD Billion)
- 6.4.4.2. Regional breakdown estimates & forecasts, 2015-2025 (USD Billion)

## CHAPTER 7. LIVE STREAMING SERVICES, BY REGIONAL ANALYSIS

- 7.1. Live Streaming Services, Regional Market Snapshot (2015-2025)
- 7.2. North America Live Streaming Services Snapshot



7.2.1. U.S.

7.2.1.1. Market estimates & forecasts, 2015-2025 (USD Billion)

7.2.1.2. Services breakdown estimates & forecasts, 2015-2025 (USD Billion)

7.2.1.3. Platforms breakdown estimates & forecasts, 2015-2025 (USD Billion)

7.2.2. Canada

7.2.2.1. Market estimates & forecasts, 2015-2025 (USD Billion)

7.2.2.2. Services breakdown estimates & forecasts, 2015-2025 (USD Billion)

7.2.2.3. Platforms breakdown estimates & forecasts, 2015-2025 (USD Billion)

7.3. Europe Live Streaming Services Snapshot

7.3.1. U.K.

7.3.1.1. Market estimates & forecasts, 2015-2025 (USD Billion)

7.3.1.2. Services breakdown estimates & forecasts, 2015-2025 (USD Billion)

7.3.1.3. Platforms breakdown estimates & forecasts, 2015-2025 (USD Billion) 7.3.2. Germany

7.3.2.1. Market estimates & forecasts, 2015-2025 (USD Billion)

7.3.2.2. Services breakdown estimates & forecasts, 2015-2025 (USD Billion)

7.3.2.3. Platforms breakdown estimates & forecasts, 2015-2025 (USD Billion) 7.3.3. France

7.3.3.1. Market estimates & forecasts, 2015-2025 (USD Billion)

7.3.3.2. Services breakdown estimates & forecasts, 2015-2025 (USD Billion)

7.3.3.3. Platforms breakdown estimates & forecasts, 2015-2025 (USD Billion)

7.3.4. Rest of Europe

7.3.4.1. Market estimates & forecasts, 2015-2025 (USD Billion)

7.3.4.2. Services breakdown estimates & forecasts, 2015-2025 (USD Billion)

7.3.4.3. Platforms breakdown estimates & forecasts, 2015-2025 (USD Billion)

7.4. Asia Live Streaming Services Snapshot

7.4.1. China

7.4.1.1. Market estimates & forecasts, 2015-2025 (USD Billion)

7.4.1.2. Services breakdown estimates & forecasts, 2015-2025 (USD Billion)

7.4.1.3. Platforms breakdown estimates & forecasts, 2015-2025 (USD Billion) 7.4.2. India

7.4.2.1. Market estimates & forecasts, 2015-2025 (USD Billion)

7.4.2.2. Services breakdown estimates & forecasts, 2015-2025 (USD Billion)

7.4.2.3. Platforms breakdown estimates & forecasts, 2015-2025 (USD Billion) 7.4.3. Japan

7.4.3.1. Market estimates & forecasts, 2015-2025 (USD Billion)

7.4.3.2. Services breakdown estimates & forecasts, 2015-2025 (USD Billion)

7.4.3.3. Platforms breakdown estimates & forecasts, 2015-2025 (USD Billion)

7.4.4. Rest of Asia Pacific



- 7.4.4.1. Market estimates & forecasts, 2015-2025 (USD Billion)
- 7.4.4.2. Services breakdown estimates & forecasts, 2015-2025 (USD Billion)
- 7.4.4.3. Platforms breakdown estimates & forecasts, 2015-2025 (USD Billion)

7.5. Latin America Live Streaming Services Snapshot

7.5.1. Brazil

- 7.5.1.1. Market estimates & forecasts, 2015-2025 (USD Billion)
- 7.5.1.2. Services breakdown estimates & forecasts, 2015-2025 (USD Billion)
- 7.5.1.3. Platforms breakdown estimates & forecasts, 2015-2025 (USD Billion)
- 7.5.2. Mexico
- 7.5.2.1. Market estimates & forecasts, 2015-2025 (USD Billion)
- 7.5.2.2. Services breakdown estimates & forecasts, 2015-2025 (USD Billion)
- 7.5.2.3. Platforms breakdown estimates & forecasts, 2015-2025 (USD Billion)

7.6. Rest of The World

- 7.6.1. South America
  - 7.6.1.1. Market estimates & forecasts, 2015-2025 (USD Billion)
  - 7.6.1.2. Services breakdown estimates & forecasts, 2015-2025 (USD Billion)
- 7.6.1.3. Platforms breakdown estimates & forecasts, 2015-2025 (USD Billion)
- 7.6.2. Middle East and Africa
  - 7.6.2.1. Market estimates & forecasts, 2015-2025 (USD Billion)
  - 7.6.2.2. Services breakdown estimates & forecasts, 2015-2025 (USD Billion)
  - 7.6.2.3. Platforms breakdown estimates & forecasts, 2015-2025 (USD Billion)

### **CHAPTER 8. COMPETITIVE INTELLIGENCE**

- 8.1. Company Market Share (Subject to Data Availability)
- 8.2. Top Market Strategies
- 8.3. Company Profiles
  - 8.3.1. Google
    - 8.3.1.1. Overview
    - 8.3.1.2. Financial (Subject to Data Availability)
    - 8.3.1.3. Summary
    - 8.3.1.4. Recent Developments
  - 8.3.2. Twitter
  - 8.3.3. BIGO Live
  - 8.3.4. Facebook
  - 8.3.5. You Now
  - 8.3.6. Periscope

## **CHAPTER 9. RESEARCH PROCESS**



- 9.1. Research Process
  - 9.1.1. Data Mining
  - 9.1.2. Analysis
  - 9.1.3. Market Estimation
  - 9.1.4. Validation
  - 9.1.5. Publishing
  - 9.1.6. Research Assumption



### I would like to order

Product name: Global Live Streaming Services Market

Product link: https://marketpublishers.com/r/G23A435C9D8EN.html

Price: US\$ 3,950.00 (Single User License / Electronic Delivery) If you want to order Corporate License or Hard Copy, please, contact our Customer Service: <u>info@marketpublishers.com</u>

## Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <u>https://marketpublishers.com/r/G23A435C9D8EN.html</u>

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

Custumer signature \_\_\_\_\_

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

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