

# **Global Live Streaming Software Market Size study, by Type (Type I, Type II), by Application (Sports Event, Outdoor, Online Games, Media & Entertainment, Others) and Regional Forecasts 2018-2025**

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## **Abstracts**

Global Live Streaming Software Market to reach USD XX billion by 2025.

Global Live Streaming Software 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 Software Market is continuously growing across the world over the coming years. The Live streaming is mainly the broadcasting of real-time, live video to the individuals or users over the internet. In live streaming all an individual need to live stream is an internet enabled device such as Tablet or smartphone along with a platform to broadcast on. The Live stream services consists a wide range of topics generated via social media to video games. Rising traction of Video-as-a-service in enterprises precisely due to low cost of ownership, escalating needs for on-demand video streaming services and surging utility & adoption of online videos are the substantial drivers of the market across the globe. Moreover, rising adoption rate of cloud-based video streaming software's which is likely to creating numerous opportunity in the near future. However, high cost associated with live streaming software and increasing network connectivity and technical difficulties are the factors which limiting the market growth of Live Streaming Software across the world.

The regional analysis of Global Live Streaming Software 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 owing to increasing availability of live content and high penetration rate for live streaming software in the region. Europe is estimated to grow at higher rate in the

global Live Streaming Software market over the upcoming years. Asia-Pacific is also anticipated to exhibit higher growth rate / CAGR over the forecast period 2018-2025 due to rising penetration of smartphones and development of high speed network system in the region.

The major market player included in this report are:

Tencent

Alibaba

Baidu

Xiaomi

Facebook

Periscope

Google

Skype

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 Type:

Type I

Type II

**By Application:**

Sports Event

Outdoor

Online Games

Media &amp; Entertainment

Others

**By Regions:**

North America

U.S.

Canada

Europe

UK

Germany

Asia Pacific

China

India

Japan

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 Software 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 Software Market, by Type, 2015-2025 (USD Billion)
  - 1.3.2. Live Streaming Software Market, by Application, 2015-2025 (USD Billion)
  - 1.3.3. Live Streaming Software Market, by Region, 2015-2025 (USD Billion)
- 1.4. Estimation Methodology
- 1.5. Research Assumption

### **CHAPTER 2. LIVE STREAMING SOFTWARE MARKET 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 SOFTWARE MARKET 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 SOFTWARE MARKET 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. Applications
- 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 SOFTWARE MARKET, BY TYPE**

- 5.1. Market Snapshot
- 5.2. Market Performance - Potential Model
- 5.3. Key Market Players
- 5.4. Live Streaming Software Market, Sub Segment Analysis
  - 5.4.1. Type I
    - 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. Type II
    - 5.4.2.1. Market estimates & forecasts, 2015-2025 (USD Billion)
    - 5.4.2.2. Regional breakdown estimates & forecasts, 2015-2025 (USD Billion)

## **CHAPTER 6. LIVE STREAMING SOFTWARE MARKET, BY APPLICATION**

- 6.1. Market Snapshot
- 6.2. Market Performance - Potential Model
- 6.3. Key Market Players
- 6.4. Live Streaming Software Market, Sub Segment Analysis
  - 6.4.1. Sports Events
    - 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. Outdoor
  - 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. Online Games
  - 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. Media & Entertainment
  - 6.4.4.1. Market estimates & forecasts, 2015-2025 (USD Billion)
  - 6.4.4.2. Regional breakdown estimates & forecasts, 2015-2025 (USD Billion)
- 6.4.5. Other
  - 6.4.5.1. Market estimates & forecasts, 2015-2025 (USD Billion)
  - 6.4.5.2. Regional breakdown estimates & forecasts, 2015-2025 (USD Billion)

## **CHAPTER 7. LIVE STREAMING SOFTWARE MARKET, BY REGIONAL ANALYSIS**

- 7.1. Live Streaming Software Market, Regional Market Snapshot (2015-2025)
- 7.2. North America Live Streaming Software Market Snapshot
  - 7.2.1. U.S.
    - 7.2.1.1. Market estimates & forecasts, 2015-2025 (USD Billion)
    - 7.2.1.2. Type breakdown estimates & forecasts, 2015-2025 (USD Billion)
    - 7.2.1.3. Application 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. Type breakdown estimates & forecasts, 2015-2025 (USD Billion)
    - 7.2.2.3. Application breakdown estimates & forecasts, 2015-2025 (USD Billion)
- 7.3. Europe Live Streaming Software Market Snapshot
  - 7.3.1. U.K.
    - 7.3.1.1. Market estimates & forecasts, 2015-2025 (USD Billion)
    - 7.3.1.2. Type breakdown estimates & forecasts, 2015-2025 (USD Billion)
    - 7.3.1.3. Application 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. Type breakdown estimates & forecasts, 2015-2025 (USD Billion)
    - 7.3.2.3. Application 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. Type breakdown estimates & forecasts, 2015-2025 (USD Billion)
    - 7.3.3.3. Application 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. Type breakdown estimates & forecasts, 2015-2025 (USD Billion)
  - 7.3.4.3. Application breakdown estimates & forecasts, 2015-2025 (USD Billion)
- 7.4. Asia Live Streaming Software Market Snapshot
  - 7.4.1. China
    - 7.4.1.1. Market estimates & forecasts, 2015-2025 (USD Billion)
    - 7.4.1.2. Type breakdown estimates & forecasts, 2015-2025 (USD Billion)
    - 7.4.1.3. Application 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. Type breakdown estimates & forecasts, 2015-2025 (USD Billion)
    - 7.4.2.3. Application 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. Type breakdown estimates & forecasts, 2015-2025 (USD Billion)
    - 7.4.3.3. Application 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. Type breakdown estimates & forecasts, 2015-2025 (USD Billion)
    - 7.4.4.3. Application breakdown estimates & forecasts, 2015-2025 (USD Billion)
- 7.5. Latin America Live Streaming Software Market Snapshot
  - 7.5.1. Brazil
    - 7.5.1.1. Market estimates & forecasts, 2015-2025 (USD Billion)
    - 7.5.1.2. Type breakdown estimates & forecasts, 2015-2025 (USD Billion)
    - 7.5.1.3. Application 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. Type breakdown estimates & forecasts, 2015-2025 (USD Billion)
    - 7.5.2.3. Application 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. Type breakdown estimates & forecasts, 2015-2025 (USD Billion)
    - 7.6.1.3. Application 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. Type breakdown estimates & forecasts, 2015-2025 (USD Billion)
    - 7.6.2.3. Application 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. Tencent

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. Alibaba

8.3.3. Baidu

8.3.4. Xiaomi

8.3.5. Facebook

8.3.6. Periscope

8.3.7. Google

8.3.8. Skype

## **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

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