

Global Real-time Bidding Market to Reach USD 264.75 Billion by 2032

https://marketpublishers.com/r/G22620C81600EN.html

Date: February 2025 Pages: 285 Price: US\$ 3,218.00 (Single User License) ID: G22620C81600EN

Abstracts

The Global Real-time Bidding (RTB) Market was valued at approximately USD 20.47 billion in 2023 and is projected to expand at a compound annual growth rate (CAGR) of 32.90% over the forecast period 2024-2032. As digital advertising takes center stage in marketing strategies, advertisers are rapidly shifting towards programmatic ad buying to maximize audience engagement and return on investment. Real-time bidding (RTB) has emerged as a game-changing technology, offering advertisers a more efficient, data-driven, and cost-effective way to purchase digital ad inventory. The ability to dynamically place targeted ads through an automated auction system enables advertisers to reach highly relevant users, significantly improving ad performance and conversion rates.

The adoption of RTB video ads has surged, particularly in mobile and connected TV (CTV) advertising, as brands seek to capitalize on the rapid expansion of video streaming services. Additionally, AI and machine learning advancements are refining ad placement, audience segmentation, and bid optimization in real-time, driving higher engagement and cost efficiency. Demand-side platforms (DSPs) and supply-side platforms (SSPs) are integrating sophisticated AI-powered algorithms to automate ad bidding, ensuring optimal ad placements with minimal manual intervention. Moreover, privacy regulations such as GDPR and CCPA are reshaping how real-time bidding platforms handle data, prompting innovations in privacy-first targeting solutions like contextual advertising and AI-driven predictive analytics.

The market is experiencing tremendous traction across industries such as media & entertainment, retail & eCommerce, gaming, and travel & luxury. E-commerce platforms are increasingly leveraging RTB to deliver personalized shopping experiences, while mobile apps are utilizing RTB-powered ad exchanges to monetize digital content.



However, challenges such as ad fraud, bid transparency issues, and the phasing out of third-party cookies remain critical concerns for industry stakeholders. Innovations in blockchain technology and first-party data strategies are being explored to enhance transparency and ensure compliance with emerging regulatory frameworks.

Regionally, North America dominates the market, fueled by the presence of major ad tech firms, high digital ad spending, and early adoption of programmatic advertising. Europe is following closely, driven by strong data privacy regulations and the increasing shift toward AI-powered ad solutions. Meanwhile, Asia Pacific is projected to witness the fastest growth, fueled by expanding digital penetration, mobile advertising, and the booming eCommerce sector in China and India. Latin America and the Middle East & Africa are also gaining momentum as advertisers target emerging digital-first consumers and invest in localized programmatic ad platforms.

Major Market Players Included in This Report:

Google (Alphabet Inc.)

Meta (Facebook Inc.)

Amazon Web Services (AWS)

Microsoft Corporation

Adobe Inc.

The Trade Desk Inc.

Magnite Inc.

Verizon Media (Yahoo!)

Index Exchange Inc.

Criteo S.A.

Xandr (Microsoft Advertising)

PubMatic Inc.



Smaato Inc.

MediaMath Inc.

Rubicon Project (Magnite)

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

By Auction Type:

Open

Invited

By Ad Format:

RTB Image

RTB Video

By Application:

Media & Entertainment

Games

Retail & eCommerce

Travel & Luxury

Mobile Apps

By Device:



Mobiles

Desktops

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:

Historical Year: 2022

Base Year: 2023

Forecast Period: 2024 to 2032

Key Takeaways:

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

Annualized revenue analysis at regional and segment levels.

Comprehensive competitive landscape assessment of major industry players.



Strategic business recommendations for future market growth.

In-depth analysis of market trends, technological advancements, and investment opportunities.

Demand-side and supply-side analysis to understand industry dynamics.



Contents

CHAPTER 1. GLOBAL REAL-TIME BIDDING MARKET EXECUTIVE SUMMARY

- 1.1. Global Real-time Bidding Market Size & Forecast (2022-2032)
- 1.2. Regional Summary
- 1.3. Segmental Summary
- 1.3.1. By Auction Type
- 1.3.2. By Ad Format
- 1.3.3. By Application
- 1.3.4. By Device
- 1.4. Key Trends
- 1.5. Recession Impact
- 1.6. Analyst Recommendation & Conclusion

CHAPTER 2. GLOBAL REAL-TIME BIDDING MARKET DEFINITION AND RESEARCH ASSUMPTIONS

- 2.1. Research Objective
- 2.2. Market Definition
- 2.3. Research Assumptions
 - 2.3.1. Inclusion & Exclusion
 - 2.3.2. Limitations
 - 2.3.3. Supply Side Analysis
 - 2.3.3.1. Availability
 - 2.3.3.2. Infrastructure
 - 2.3.3.3. Regulatory Environment
 - 2.3.3.4. Market Competition
 - 2.3.3.5. Economic Viability (Consumer's Perspective)
 - 2.3.4. Demand Side Analysis
 - 2.3.4.1. Regulatory Frameworks
 - 2.3.4.2. Technological Advancements
 - 2.3.4.3. Environmental Considerations
 - 2.3.4.4. Consumer Awareness & Acceptance
- 2.4. Estimation Methodology
- 2.5. Years Considered for the Study
- 2.6. Currency Conversion Rates

CHAPTER 3. GLOBAL REAL-TIME BIDDING MARKET DYNAMICS



3.1. Market Drivers

- 3.1.1. Rapid Digital Transformation and Increased Programmatic Ad Spending
- 3.1.2. Advancements in AI & Machine Learning for Bid Optimization
- 3.1.3. Growing Demand for Personalized, Targeted Advertising
- 3.2. Market Challenges
 - 3.2.1. Ad Fraud and Bid Transparency Issues
 - 3.2.2. Data Privacy Regulations and the Phasing Out of Third-Party Cookies
- 3.3. Market Opportunities
 - 3.3.1. Emergence of Blockchain and First-Party Data Strategies
 - 3.3.2. Expansion in Emerging Markets and Mobile Penetration
 - 3.3.3. Innovation in Privacy-First Targeting and Contextual Advertising

CHAPTER 4. GLOBAL REAL-TIME BIDDING MARKET INDUSTRY ANALYSIS

- 4.1. Porter's 5 Force Model
 - 4.1.1. Bargaining Power of Suppliers
 - 4.1.2. Bargaining Power of Buyers
 - 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
 - 4.1.7. Porter's 5 Force Impact Analysis

4.2. PESTEL Analysis

- 4.2.1. Political
- 4.2.2. Economical
- 4.2.3. Social
- 4.2.4. Technological
- 4.2.5. Environmental
- 4.2.6. Legal
- 4.3. Top Investment Opportunity
- 4.4. Top Winning Strategies
- 4.5. Disruptive Trends
- 4.6. Industry Expert Perspective
- 4.7. Analyst Recommendation & Conclusion

CHAPTER 5. GLOBAL REAL-TIME BIDDING MARKET SIZE & FORECASTS BY AUCTION TYPE 2022-2032



5.1. Segment Dashboard

5.2. Global Real-time Bidding Market: Auction Type Revenue Trend Analysis, 2022 & 2032 (USD Billion)

5.2.1. Open

5.2.2. Invited

CHAPTER 6. GLOBAL REAL-TIME BIDDING MARKET SIZE & FORECASTS BY AD FORMAT 2022-2032

6.1. Segment Dashboard
6.2. Global Real-time Bidding Market: Ad Format Revenue Trend Analysis, 2022 & 2032 (USD Billion)
6.2.1. RTB Image

6.2.2. RTB Video

CHAPTER 7. GLOBAL REAL-TIME BIDDING MARKET SIZE & FORECASTS BY APPLICATION 2022-2032

7.1. Segment Dashboard

7.2. Global Real-time Bidding Market: Application Revenue Trend Analysis, 2022 & 2032 (USD Billion)

- 7.2.1. Media & Entertainment
- 7.2.2. Games
- 7.2.3. Retail & eCommerce
- 7.2.4. Travel & Luxury
- 7.2.5. Mobile Apps

CHAPTER 8. GLOBAL REAL-TIME BIDDING MARKET SIZE & FORECASTS BY DEVICE 2022-2032

8.1. Segment Dashboard

8.2. Global Real-time Bidding Market: Device Revenue Trend Analysis, 2022 & 2032 (USD Billion)

- 8.2.1. Mobiles
- 8.2.2. Desktops

CHAPTER 9. GLOBAL REAL-TIME BIDDING MARKET SIZE & FORECASTS BY REGION 2022-2032



- 9.1. North America Real-time Bidding Market
 - 9.1.1. U.S. Real-time Bidding Market
 - 9.1.2. Canada Real-time Bidding Market
- 9.2. Europe Real-time Bidding Market
 - 9.2.1. UK Real-time Bidding Market
 - 9.2.2. Germany Real-time Bidding Market
 - 9.2.3. France Real-time Bidding Market
 - 9.2.4. Spain Real-time Bidding Market
 - 9.2.5. Italy Real-time Bidding Market
 - 9.2.6. Rest of Europe Real-time Bidding Market
- 9.3. Asia Pacific Real-time Bidding Market
 - 9.3.1. China Real-time Bidding Market
 - 9.3.2. India Real-time Bidding Market
 - 9.3.3. Japan Real-time Bidding Market
 - 9.3.4. Australia Real-time Bidding Market
 - 9.3.5. South Korea Real-time Bidding Market
- 9.3.6. Rest of Asia Pacific Real-time Bidding Market
- 9.4. Latin America Real-time Bidding Market
- 9.4.1. Brazil Real-time Bidding Market
- 9.4.2. Mexico Real-time Bidding Market
- 9.4.3. Rest of Latin America Real-time Bidding Market
- 9.5. Middle East & Africa Real-time Bidding Market
- 9.5.1. Saudi Arabia Real-time Bidding Market
- 9.5.2. South Africa Real-time Bidding Market
- 9.5.3. Rest of Middle East & Africa Real-time Bidding Market

CHAPTER 10. COMPETITIVE INTELLIGENCE

- 10.1. Key Company SWOT Analysis
- 10.1.1. Google (Alphabet Inc.)
- 10.1.2. Meta (Facebook Inc.)
- 10.1.3. Amazon Web Services (AWS)
- 10.2. Top Market Strategies
- 10.3. Company Profiles
 - 10.3.1. Google (Alphabet Inc.)
 - 10.3.1.1. Key Information
 - 10.3.1.2. Overview
 - 10.3.1.3. Financial (Subject to Data Availability)
 - 10.3.1.4. Product Summary



- 10.3.1.5. Market Strategies
- 10.3.2. Meta (Facebook Inc.)
- 10.3.3. Amazon Web Services (AWS)
- 10.3.4. Microsoft Corporation
- 10.3.5. Adobe Inc.
- 10.3.6. The Trade Desk Inc.
- 10.3.7. Magnite Inc.
- 10.3.8. Verizon Media (Yahoo!)
- 10.3.9. Index Exchange Inc.
- 10.3.10. Criteo S.A.
- 10.3.11. Xandr (Microsoft Advertising)
- 10.3.12. PubMatic Inc.
- 10.3.13. Smaato Inc.
- 10.3.14. MediaMath Inc.
- 10.3.15. Rubicon Project (Magnite)

CHAPTER 11. RESEARCH PROCESS

- 11.1. Research Process
 - 11.1.1. Data Mining
 - 11.1.2. Analysis
 - 11.1.3. Market Estimation
 - 11.1.4. Validation
 - 11.1.5. Publishing
- 11.2. Research Attributes



I would like to order

Product name: Global Real-time Bidding Market to Reach USD 264.75 Billion by 2032

Product link: https://marketpublishers.com/r/G22620C81600EN.html

Price: US\$ 3,218.00 (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/G22620C81600EN.html</u>