

Global Video on Demand Market Size study, by Components (Solutions and Services), by Industry Verticals (Media, Entertainment, and Gaming, Travel and Hospitality, Education and Others) and Regional Forecasts 2020-2026

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Abstracts

Global Video on Demand Market is valued approximately USD 37.4 billion in 2019 and is anticipated to grow with a healthy growth rate of more than 16.6% over the forecast period 2019-2026. Video on Demand (VoD) offers a wide variety of video services including entertainment, movies, sports, and educational programs. While VoD was initially in demand for access to movies, with the evolving consumer tastes increasing demand for TV programs and other content, VoD service providers had to broaden their offerings to other programmers. The key explanation behind watching video content is that it enables multiple users to view separate programs simultaneously on different devices at the same location. Binge-watching's success improved viewing experience for customers. The other aspect making the viewing experience easier is comfort. Due to growing consumer tastes, the continuous integration of different content across different platforms is crucial to viewing the content anywhere on any device. The increasing use of mobile devices and improved internet connectivity have helped consumers remain up to date with the modern world, which eliminates the need to wait. The need for instant gratification is emerging as a dominant force in the consumer world, where consumers use devices such as smartphones, tablets and PCs to embrace online platforms for their entertainment purposes.

The regional analysis of CNC Milling Machines market is considered for the key regions such as Asia Pacific, North America, Europe, Latin America and Rest of the World. Consumption of media content in North America, especially in the US, is increasing



tremendously with a move from conventional media to digital media. The rising speeds of the internet, combined with the growing number of devices supporting digital media, have given customers the right to access media content anywhere and anytime.

Major market player included in this report are:

AT&T INC.

ZTE Corporation

Cisco Systems Inc.

Amazon Inc.

Verizon Communications Inc.

Muvi LLC

Netflix, Inc.

VUDU, Inc.

SKY PLC (COMCAST)

Youtube

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 Component:

Solutions

Services

Industry Verticals:

Media, Entertainment, and Gaming

Travel and Hospitality

Education

Others

By Region:

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 – 2016, 2017, 2018 Base year – 20198 Forecast period – 2020 to 2026

Target Audience of the CNC Milling Machines 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



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