

Global Virtual Currency Market Size study, by Type (Bitcoin, Litecoin, Dash, Peercoin, Dogecoin, Primecoin), by Application (BFSI, Telecom and IT, Media and Entertainment, Healthcare, Retail, Travel and Hospitality, Transportation and Logistics, Energy and Utilities, Others) and Regional Forecasts 2019-2026

<https://marketpublishers.com/r/G46E9F5AC7CEN.html>

Date: June 2019

Pages: 200

Price: US\$ 2,568.00 (Single User License)

ID: G46E9F5AC7CEN

Abstracts

Global Virtual Currency Market valued approximately USD XX billion in 2018 is anticipated to grow with a healthy growth rate of more than XX% over the forecast period 2019-2026. The Virtual Currency Market is continuously growing in the global scenario at significant pace. Virtual currency is an unregulated digital money that is issued and controlled by the developers and used by specific virtual communities. These currencies are used to purchase real-world services and goods, but do not have a valid tender. In addition, these offer a convenient way to perform transactions without the involvement of banks and provide worldwide financial integration. Increase in formation of malicious software and recognition of virtual currencies by the developed countries and growth in use of social media and gamification are the substantial driving factors of the market during the forecast period. Moreover, increasing adoption of cryptocurrencies and booming e-commerce industry is the major factors that likely to create numerous opportunity in the near future. In addition, virtual currency is cheaper along with makes transaction faster as well as availability of immediate settlements are another factors that aiding the growth in the market of virtual currency across the globe. However, lack of financial measure and issues associated with the security are the factors that limiting the growth of the market during the forecast period. The regional analysis of Global Virtual Currency Market is considered for the key regions such as Asia Pacific, North America, Europe, Latin America and Rest of the

World. Asia-Pacific is the leading/significant region across the world in terms of market share due to increasing demand for virtual among the end-users in the region. Europe is estimated to grow at stable growth rate in the global Virtual Currency market over the upcoming years. Further, North America anticipated to exhibit higher growth rate / CAGR over the forecast period 2019-2026 owing to increasing utilization of smartphones in the region.

The major market player included in this report are:

- Coinbase
- Elliptic
- Ripple
- Bitpay
- Safello
- Xapo
- Milli pay systems
- CoinJar
- GoCoin
- UnicoIn

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:

- Bitcoin
- Litecoin
- Dash
- Peercoin
- Dogecoin
- Primecoin

By Application:

BFSI

Telecom and IT

Media and Entertainment

Healthcare

Retail

Travel and Hospitality

Transportation and Logistics

Energy and Utilities

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 – 2016, 2017

Base year – 2018

Forecast period – 2019 to 2026

Target Audience of the Global Virtual Currency 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, 2016-2026 (USD Billion)
 - 1.3.1. Virtual Currency Market, by Type, 2016-2026 (USD Billion)
 - 1.3.2. Virtual Currency Market, by Application, 2016-2026 (USD Billion)
 - 1.3.3. Virtual Currency Market, by Region, 2016-2026 (USD Billion)
- 1.4. Estimation Methodology
- 1.5. Research Assumption

CHAPTER 2. VIRTUAL CURRENCY 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. VIRTUAL CURRENCY MARKET DYNAMICS

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

CHAPTER 4. VIRTUAL CURRENCY 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. Key Buying Criteria (On Demand)
- 4.4. Regulatory Framework (On Demand)
- 4.5. Investment Vs Adoption Scenario (On Demand)
- 4.6. Analyst Recommendation & Conclusion

CHAPTER 5. VIRTUAL CURRENCY MARKET, BY TYPE

- 5.1. Market Snapshot
- 5.2. Market Performance - Potential Model
- 5.3. Key Market Players
- 5.4. Virtual Currency Market, Sub Segment Analysis
 - 5.4.1. Bitcoin
 - 5.4.1.1. Market estimates & forecasts, 2016-2026 (USD Billion)
 - 5.4.1.2. Regional breakdown estimates & forecasts, 2016-2026 (USD Billion)
 - 5.4.2. Litecoin
 - 5.4.2.1. Market estimates & forecasts, 2016-2026 (USD Billion)
 - 5.4.2.2. Regional breakdown estimates & forecasts, 2016-2026 (USD Billion)
 - 5.4.3. Dash
 - 5.4.3.1. Market estimates & forecasts, 2016-2026 (USD Billion)
 - 5.4.3.2. Regional breakdown estimates & forecasts, 2016-2026 (USD Billion)
 - 5.4.4. Peercoin
 - 5.4.4.1. Market estimates & forecasts, 2016-2026 (USD Billion)
 - 5.4.4.2. Regional breakdown estimates & forecasts, 2016-2026 (USD Billion)
 - 5.4.5. Dogecoin
 - 5.4.5.1. Market estimates & forecasts, 2016-2026 (USD Billion)
 - 5.4.5.2. Regional breakdown estimates & forecasts, 2016-2026 (USD Billion)
 - 5.4.6. Primecoin
 - 5.4.6.1. Market estimates & forecasts, 2016-2026 (USD Billion)
 - 5.4.6.2. Regional breakdown estimates & forecasts, 2016-2026 (USD Billion)

CHAPTER 6. VIRTUAL CURRENCY MARKET, BY APPLICATIONS

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

6.4. Virtual Currency Market, Sub Segment Analysis

6.4.1. BFSI

6.4.1.1. Market estimates & forecasts, 2016-2026 (USD Billion)

6.4.1.2. Regional breakdown estimates & forecasts, 2016-2026 (USD Billion)

6.4.2. Telecom and IT

6.4.2.1. Market estimates & forecasts, 2016-2026 (USD Billion)

6.4.2.2. Regional breakdown estimates & forecasts, 2016-2026 (USD Billion)

6.4.3. Media and Entertainment

6.4.3.1. Market estimates & forecasts, 2016-2026 (USD Billion)

6.4.3.2. Regional breakdown estimates & forecasts, 2016-2026 (USD Billion)

6.4.4. Healthcare

6.4.4.1. Market estimates & forecasts, 2016-2026 (USD Billion)

6.4.4.2. Regional breakdown estimates & forecasts, 2016-2026 (USD Billion)

6.4.5. Retail

6.4.5.1. Market estimates & forecasts, 2016-2026 (USD Billion)

6.4.5.2. Regional breakdown estimates & forecasts, 2016-2026 (USD Billion)

6.4.6. Travel and Hospitality

6.4.6.1. Market estimates & forecasts, 2016-2026 (USD Billion)

6.4.6.2. Regional breakdown estimates & forecasts, 2016-2026 (USD Billion)

6.4.7. Transportation and Logistics

6.4.7.1. Market estimates & forecasts, 2016-2026 (USD Billion)

6.4.7.2. Regional breakdown estimates & forecasts, 2016-2026 (USD Billion)

6.4.8. Energy & Utilities

6.4.8.1. Market estimates & forecasts, 2016-2026 (USD Billion)

6.4.8.2. Regional breakdown estimates & forecasts, 2016-2026 (USD Billion)

6.4.9. Others

6.4.9.1. Market estimates & forecasts, 2016-2026 (USD Billion)

6.4.9.2. Regional breakdown estimates & forecasts, 2016-2026 (USD Billion)

CHAPTER 7. VIRTUAL CURRENCY MARKET, BY REGIONAL ANALYSIS

7.1. Virtual Currency Market, Regional Market Snapshot (2016-2026)

7.2. North America Virtual Currency Market Snapshot

7.2.1. U.S.

7.2.1.1. Market estimates & forecasts, 2016-2026 (USD Billion)

7.2.1.2. Type breakdown estimates & forecasts, 2016-2026 (USD Billion)

7.2.1.3. Applications breakdown estimates & forecasts, 2016-2026 (USD Billion)

7.2.2. Canada

7.2.2.1. Market estimates & forecasts, 2016-2026 (USD Billion)

- 7.2.2.2. Type breakdown estimates & forecasts, 2016-2026 (USD Billion)
- 7.2.2.3. Application breakdown estimates & forecasts, 2016-2026 (USD Billion)
- 7.3. Europe Virtual Currency Market Snapshot
 - 7.3.1. U.K.
 - 7.3.1.1. Market estimates & forecasts, 2016-2026 (USD Billion)
 - 7.3.1.2. Type breakdown estimates & forecasts, 2016-2026 (USD Billion)
 - 7.3.1.3. Application breakdown estimates & forecasts, 2016-2026 (USD Billion)
 - 7.3.2. Rest of Europe
 - 7.3.2.1. Market estimates & forecasts, 2016-2026 (USD Billion)
 - 7.3.2.2. Type breakdown estimates & forecasts, 2016-2026 (USD Billion)
 - 7.3.2.3. Application breakdown estimates & forecasts, 2016-2026 (USD Billion)
- 7.4. Asia Virtual Currency Market Snapshot
 - 7.4.1. China
 - 7.4.1.1. Market estimates & forecasts, 2016-2026 (USD Billion)
 - 7.4.1.2. Type breakdown estimates & forecasts, 2016-2026 (USD Billion)
 - 7.4.1.3. Application breakdown estimates & forecasts, 2016-2026 (USD Billion)
 - 7.4.2. India
 - 7.4.2.1. Market estimates & forecasts, 2016-2026 (USD Billion)
 - 7.4.2.2. Type breakdown estimates & forecasts, 2016-2026 (USD Billion)
 - 7.4.2.3. Application breakdown estimates & forecasts, 2016-2026 (USD Billion)
 - 7.4.3. Japan
 - 7.4.3.1. Market estimates & forecasts, 2016-2026 (USD Billion)
 - 7.4.3.2. Type breakdown estimates & forecasts, 2016-2026 (USD Billion)
 - 7.4.3.3. Application breakdown estimates & forecasts, 2016-2026 (USD Billion)
 - 7.4.4. Rest of Asia Pacific
 - 7.4.4.1. Market estimates & forecasts, 2016-2026 (USD Billion)
 - 7.4.4.2. Type breakdown estimates & forecasts, 2016-2026 (USD Billion)
 - 7.4.4.3. Application breakdown estimates & forecasts, 2016-2026 (USD Billion)
- 7.5. Latin America Virtual Currency Market Snapshot
 - 7.5.1. Brazil
 - 7.5.1.1. Market estimates & forecasts, 2016-2026 (USD Billion)
 - 7.5.1.2. Type breakdown estimates & forecasts, 2016-2026 (USD Billion)
 - 7.5.1.3. Application breakdown estimates & forecasts, 2016-2026 (USD Billion)
 - 7.5.2. Mexico
 - 7.5.2.1. Market estimates & forecasts, 2016-2026 (USD Billion)
 - 7.5.2.2. Type breakdown estimates & forecasts, 2016-2026 (USD Billion)
 - 7.5.2.3. Application breakdown estimates & forecasts, 2016-2026 (USD Billion)
- 7.6. Rest of The World
 - 7.6.1. South America

- 7.6.1.1. Market estimates & forecasts, 2016-2026 (USD Billion)
- 7.6.1.2. Type breakdown estimates & forecasts, 2016-2026 (USD Billion)
- 7.6.1.3. Application breakdown estimates & forecasts, 2016-2026 (USD Billion)
- 7.6.2. Middle East and Africa
 - 7.6.2.1. Market estimates & forecasts, 2016-2026 (USD Billion)
 - 7.6.2.2. Type breakdown estimates & forecasts, 2016-2026 (USD Billion)
 - 7.6.2.3. Application breakdown estimates & forecasts, 2016-2026 (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. Coinbase
 - 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. Elliptic
 - 8.3.3. Ripple
 - 8.3.4. Bitpay
 - 8.3.5. Safello
 - 8.3.6. Xapo
 - 8.3.7. Milli pay systems
 - 8.3.8. CoinJar
 - 8.3.9. GoCoin
 - 8.3.10. Unicoïn

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 Virtual Currency Market Size study, by Type (Bitcoin, Litecoin, Dash, Peercoin, Dogecoin, Primecoin), by Application (BFSI, Telecom and IT, Media and Entertainment, Healthcare, Retail, Travel and Hospitality, Transportation and Logistics, Energy and Utilities, Others) and Regional Forecasts 2019-2026

Product link: <https://marketpublishers.com/r/G46E9F5AC7CEN.html>

Price: US\$ 2,568.00 (Single User License / Electronic Delivery)

If you want to order Corporate License or Hard Copy, please, contact our Customer Service:

info@marketpublishers.com

Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/G46E9F5AC7CEN.html>

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**

Customer signature _____

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

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