

Global Cinema Software Market: Size, Trends, Forecasts (2021-2025 Edition)

<https://marketpublishers.com/r/G0873AF20D9EN.html>

Date: March 2021

Pages: 68

Price: US\$ 850.00 (Single User License)

ID: G0873AF20D9EN

Abstracts

Scope of the Report

The report entitled "Global Cinema Software Market: Size, Trends, Forecasts (2021-2025 Edition)", provides an in-depth analysis of the cinema software market including detailed description of market sizing and growth. The report provides analysis of the cinema software market by value, by volume, by penetration and by region. The report further provides detailed regional analysis of the global cinema software market by value and by penetration.

Moreover, the report also assesses the key opportunities in the market and outlines the factors that are and will be driving the growth of the industry. Growth of the overall cinema software market has also been forecasted for the period 2021-2025, taking into consideration the previous growth patterns, the growth drivers and the current and future trends.

The major players dominating the cinema software market are Vista Group, NCR Corporation, NEC Corporation, CREA Informatica S.r.l. and Omniterm Data Technology Ltd. The five companies have been profiled in the report providing detailed analysis of their financial information and business strategies.

Country Coverage

China

Company Coverage

Vista Group

NEC Corporation

NCR Corporation

Omniterm Data Technology Ltd.

CREA Informatica S.r.l.

Executive Summary

Cinema software is installed on the cinema's desktop hardware and then maintained by servers located on premise that the customer purchases and maintains a cloud version of the respective data. Cinema software is the nerve center for cinema, managing cinema operations, ticket sales and concessions.

The cinema software includes customizable POS (Point of Sale) workstations which centralize ticket sales and seat preferences, whether booked from the POS, online or mobile. It also provides film and theatre scheduling via an easy drag-and-drop interface. Managing pricing of promotions and concessions, and real-time tracking of sales KPIs, either at head office or at the POS is also managed by the cinema software.

The global cinema software market has perceived constant growth in the past few years and projections are made that in the forecasted period (2021-2025) the market would upsurge with a steady growth rate. The global cinema software market would be supported by the growth drivers such as growth in middle class population, increasing global consumer spending on cinema, growth in 3D cinema screens globally, growth in urban population, increasing smart phone users globally etc. However, growth of global cinema software market is being obstructed by various challenges. Some of the major challenges faced by the market are launch of technically advanced television, streaming video on demand, regulatory risk etc.

Contents

1. EXECUTIVE SUMMARY

2. INTRODUCTION

2.1 Cinema: An Overview

2.2 Types of Cinema: An Overview

2.3 History of Cinema: An Overview

2.4 Cinema Software Solution: An Overview

2.5 Example of Cinema Software Solution and their Functions

2.6 Advantages and Disadvantages of Cinema Software Solution

3. GLOBAL MARKET ANALYSIS

3.1 Global Box Office Market: An Analysis

3.1.1 Global Box Office Market by Value

3.1.2 Global Box Office Market by Region (The US/Canada, China and International)

3.1.3 Global Box Office Market by Cinema Screen

3.1.4 Global Box Office Cinema Screen by Type (Large Circuit and Small Circuit)

3.2 Global Cinema Software Market: An Analysis

3.2.1 Global Cinema Software Market by Value

3.2.2 Global Cinema Software Market by Volume

3.2.3 Global Cinema Software Market by Penetration

4. REGIONAL MARKET ANALYSIS

4.1 The US/Canada Box Office Market: An Analysis

4.1.1 The US/Canada Box Office Market by Value

4.2 China Box Office Market: An Analysis

4.2.1 China Box Office Market by Value

4.2.2 China Box Office Market by Cinema Screen

4.3 China Cinema Software Market: An Analysis

4.3.1 China Cinema Software Market by Value

4.3.2 China Cinema Software Market by Penetration

5. MARKET DYNAMICS

5.1 Growth Drivers

- 5.1.1 Growth of Middle Class Population
- 5.1.2 Global Consumer Spending on Cinema
- 5.1.3 Upsurge in 3D Cinema Screens
- 5.1.4 Growth in Urban Population
- 5.1.5 Increasing Smartphone Users
- 5.2 Challenges
 - 5.2.1 Technically Advanced Television
 - 5.2.2 Regulatory Risk
 - 5.2.3 Streaming Video on Demand
 - 5.2.4 High Capital Expenditure
- 5.3 Market Trends
 - 5.3.1 Emerging Cloud Computing
 - 5.3.2 Involvement of SaaS Technology

6. COMPETITIVE LANDSCAPE

- 6.1 Global Cinema Software Market by Players: A Financial Comparison
- 6.2 North America Cinema Software Players by Market Share
- 6.3 EMEA Cinema Software Market by Cinema Screens

7. COMPANY PROFILES

- 7.1 Vista Group
 - 7.1.1 Business Overview
 - 7.1.2 Financial Overview
 - 7.1.3 Business Strategy
- 7.2 NCR Corporation
 - 7.2.1 Business Overview
 - 7.2.2 Financial Overview
 - 7.2.3 Business Strategy
- 7.3 NEC Corporation
 - 7.3.1 Business Overview
 - 7.3.2 Financial Overview
 - 7.3.3 Business Strategy
- 7.4 Omnitem Data Technology Ltd.
 - 7.4.1 Business Overview
 - 7.4.2 Business Strategy
- 7.5 CREA Informatica S.r.l.
 - 7.5.1 Business Overview

7.5.2 Business Strategy

List Of Figures

LIST OF FIGURES

Figure 1: Types of Cinema

Figure 2: Types of Cinema in Detail

Figure 3: Evolution of Cinema

Figure 4: Cinema Software Implementation Process

Figure 5: Example of Cinema Software Solution and their Functions

Figure 6: Advantages and Disadvantages of Cinema Software Solution

Figure 7: Global Box Office Market by Value; 2016-2020 (US\$ Billion)

Figure 8: Global Box Office Market by Region; 2020 (Percentage, %)

Figure 9: Global Box Office Market by Cinema Screen; 2016-2020 (Thousand)

Figure 10: Global Box Office Market by Cinema Screen; 2021-2025 (Thousand)

Figure 11: Global Box Office Cinema Screen by Type; 2020 (Percentage, %)

Figure 12: Global Cinema Software Market by Value; 2016-2020 (US\$ Million)

Figure 13: Global Cinema Software Market by Value; 2021-2025 (US\$ Million)

Figure 14: Global Cinema Software Market by Volume; 2016-2020 (Thousand)

Figure 15: Global Cinema Software Market by Volume; 2021-2025 (Thousand)

Figure 16: Global Cinema Software Market by Penetration; 2016-2020 (Percentage, %)

Figure 17: Global Cinema Software Market by Penetration; 2021-2025 (Percentage, %)

Figure 18: The US/Canada Box Office Market by Value; 2016-2020 (US\$ Billion)

Figure 19: China Box Office Market by Value; 2016-2020 (US\$ Billion)

Figure 20: China Box Office Market by Value; 2021-2025 (US\$ Billion)

Figure 21: China Box Office Market by Cinema Screen; 2017-2020 (Thousand)

Figure 22: China Box Office Market by Cinema Screen; 2021-2025 (Thousand)

Figure 23: China Cinema Software Market by Value; 2017-2020 (US\$ Million)

Figure 24: China Cinema Software Market by Value; 2021-2025 (US\$ Million)

Figure 25: China Cinema Software Market by Penetration; 2017-2025 (Percentage, %)

Figure 26: Global Middle Class Population; 2017-2025 (Million)

Figure 27: Global Consumer Spending on Cinema; 2015-2019 (US\$ Billion)

Figure 28: Global 3D Cinema Screens; 2013-2019 (Thousand)

Figure 29: Global Urban Population; 2015-2020 (Percentage, %)

Figure 30: Global Smartphone Penetration; 2015-2021 (Percentage, %)

Figure 31: Global Number of Video Streaming Users; 2017-2023 (Million)

Figure 32: Global Cloud Computing Installed Workloads; 2015-2020 (Million)

Figure 33: Global Adoption Index of SaaS by Companies; 2017-2022 (Percentage, %)

Figure 34: North America Cinema Software Players by Market Share; 2019

Figure 35: EMEA Cinema Software Market by Cinema Screens; 2019

Figure 36: Vista Group Revenue; 2016-2020 (US\$ Million)

Figure 37: Vista Group Revenue by Segments; 2020 (Percentage, %)

Figure 38: Vista Group Revenue by Regions; 2020 (Percentage, %)

Figure 39: Restaurants POS System

Figure 40: NCR Corporation Revenue; 2016-2020 (US\$ Billion)

Figure 41: NCR Corporation Revenue by Segments; 2020 (Percentage, %)

Figure 42: NCR Corporation Revenue by Region; 2020 (Percentage, %)

Figure 43: NEC Corporation Revenue; 2016-2020 (US\$ Billion)

Figure 44: NEC Corporation Revenue by Segments; 2020 (Percentage, %)

Figure 45: Omniterm Products & Service Portfolio

Table 1: Global Cinema Software Market Players: A Financial Comparison; 2020 (US\$ Billion/Million)

I would like to order

Product name: Global Cinema Software Market: Size, Trends, Forecasts (2021-2025 Edition)

Product link: <https://marketpublishers.com/r/G0873AF20D9EN.html>

Price: US\$ 850.00 (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/G0873AF20D9EN.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