

# Global Entertainment and Media Market 2023-2029

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## Abstracts

The global entertainment and media market is anticipated to increase by USD 1.9 trillion till 2029 at an average annual growth of 8.9 percent as per the latest market estimates. Entertainment and media refer to industries that produce and distribute content intended to entertain and inform audiences. This includes a wide range of media types, such as television, film, music, books, magazines, newspapers, video games, and online content. Entertainment and media industries are an important part of modern society, providing audiences with a means of escape, education, and social commentary. Entertainment and media refer to industries that produce and distribute content intended to entertain and inform audiences. This includes a wide range of media types, such as television, film, music, books, magazines, newspapers, video games, and online content. Entertainment and media industries are an important part of modern society, providing audiences with a means of escape, education, and social commentary.

The report covers market size and growth, segmentation, regional breakdowns, competitive landscape, trends and strategies for global entertainment and media market. It presents a quantitative analysis of the market to enable stakeholders to capitalize on the prevailing market opportunities. The report also identifies top segments for opportunities and strategies based on market trends and leading competitors' approaches.

This industry report offers market estimates and forecasts of the global market, followed by a detailed analysis of the type, application, and region. The global market for entertainment and media can be segmented by type: music & theater, radio and broadcasting, social media, films, sports, animation, gaming & gambling, outdoor/leisure, books and magazine, others. In 2022, the radio and broadcasting segment made up the largest share of revenue generated by the entertainment and media market. Entertainment and media market is further segmented by application:

wired, wireless. The wired segment was the largest contributor to the global entertainment and media market in 2022. Based on region, the entertainment and media market is segmented into: North America, Europe, Asia-Pacific, Rest of the World (RoW). North America is estimated to account for the largest share of the global entertainment and media market.

### Market Segmentation

By type: music & theater, radio and broadcasting, social media, films, sports, animation, gaming & gambling, outdoor/leisure, books and magazine, others

By application: wired, wireless

By region: North America, Europe, Asia-Pacific, Rest of the World (RoW)

The report also provides analysis of the key companies of the industry and their detailed company profiles including Alphabet Inc., Comcast Corporation, Warner Media LLC (AT&T), The Walt Disney Company, Facebook, Inc., Netflix, Inc., Verizon Communications Inc., The National Broadcasting Company (NBC), Bertelsmann SE & Co. KGaA, Twenty-First Century Fox, Inc., DISH Network Corporation, Viacom, Inc., Discovery Communication Inc., among others. In this report, key players and their strategies are thoroughly analyzed to understand the competitive outlook of the market.

**\*REQUEST FREE SAMPLE TO GET A COMPLETE LIST OF COMPANIES**

### Scope of the Report

To analyze and forecast the market size of the global entertainment and media market.

To classify and forecast the global entertainment and media market based on type, application, region.

To identify drivers and challenges for the global entertainment and media market.

To examine competitive developments such as mergers & acquisitions, agreements, collaborations and partnerships, etc., in the global entertainment and media market.

To identify and analyze the profile of leading players operating in the global entertainment and media market.

### Why Choose This Report

Gain a reliable outlook of the global entertainment and media market forecasts from 2023 to 2029 across scenarios.

Identify growth segments for investment.

Stay ahead of competitors through company profiles and market data.

The market estimate for ease of analysis across scenarios in Excel format.

Strategy consulting and research support for three months.

Print authentication provided for the single-user license.

## Contents

### **PART 1. INTRODUCTION**

Report description  
Objectives of the study  
Market segment  
Years considered for the report  
Currency  
Key target audience

### **PART 2. METHODOLOGY**

### **PART 3. EXECUTIVE SUMMARY**

### **PART 4. MARKET OVERVIEW**

Introduction  
Drivers  
Restraints

### **PART 5. MARKET BREAKDOWN BY TYPE**

Music & theater  
Radio and broadcasting  
Social media  
Films  
Sports  
Animation  
Gaming & gambling  
Outdoor/leisure  
Books and magazine  
Others

### **PART 6. MARKET BREAKDOWN BY APPLICATION**

Wired  
Wireless

## **PART 7. MARKET BREAKDOWN BY REGION**

North America

Europe

Asia-Pacific

Rest of the World (RoW)

## **PART 8. KEY COMPANIES**

Alphabet Inc.

Comcast Corporation

Warner Media LLC (AT&T)

The Walt Disney Company

Facebook, Inc.

Netflix, Inc.

Verizon Communications Inc.

The National Broadcasting Company (NBC)

Bertelsmann SE & Co. KGaA

Twenty-First Century Fox, Inc.

DISH Network Corporation

Viacom, Inc.

Discovery Communication Inc.

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