

Global AI In Media and Entertainment Market 2022 by Company, Regions, Type and Application, Forecast to 2028

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Abstracts

The AI In Media and Entertainment market report provides a detailed analysis of global market size, regional and country-level market size, segmentation market growth, market share, competitive Landscape, impact of domestic and global market players, value chain optimization, trade regulations, recent developments, opportunities analysis, strategic market growth analysis, product launches, area marketplace expanding, and technological innovations.

According to our latest research, the global AI In Media and Entertainment market size will reach USD million in 2028, growing at a CAGR of % over the analysis period 2022-2028.

Global key companies of AI In Media and Entertainment include Amazon Web Services, Inc., EMG, Gearhouse South Africa Pty. Ltd., Gravity Media, and GrayMeta, etc. In terms of revenue, the global top four players hold a share over % in 2021.

Market segmentation

AI In Media and Entertainment market is split by Type and by Application. For the period 2012-2028, the growth among segments provide accurate calculations and forecasts for revenue by Type and by Application. This analysis can help you expand your business by targeting qualified niche markets.

Market segment by Type, covers

Hardware/Equipment

Services

Market segment by Application, can be divided into

Gaming

Plagiarism Detection

Personalization

Sales & Marketing

Talent Identification

Content Capture

Sports Automatic Productions

Others

Market segment by players, this report covers

Amazon Web Services, Inc.

EMG

Gearhouse South Africa Pty. Ltd.

Gravity Media

GrayMeta

International Business Machines Corp.

LMG, LLC

Matchroom Sport Ltd.

Production Resource Group, L.L.C.

Synthesia Ltd.

TAIT

Valossa Labs Ltd.

Veritone, Inc.

Pixellot

PlaySight Interactive Ltd.

AI SportsWatch GmbH

Spiideo

Sportway AB

EVS Broadcast Equipment S.A.

Hudl

Move.ai

AutomaticTV

Market segment by regions, regional analysis covers

North America

Europe

Asia-Pacific (China, Japan, South Korea, Rest of Asia-Pacific)

South America

Middle East & Africa

The content of the study subjects, includes a total of 8 chapters:

Chapter 1, to describe AI In Media and Entertainment product scope, market overview, market opportunities, market driving force and market risks.

Chapter 2, to profile the top players of AI In Media and Entertainment, with recent developments and future plans

Chapter 3, the AI In Media and Entertainment competitive situation, revenue and global market share of top players are analyzed emphatically by landscape contrast.

Chapter 4, to break the market size data at the region level, with key companies in the key region and AI In Media and Entertainment market forecast, by regions, with revenue, from 2022 to 2028.

Chapter 5 and 6, to segment the market size by Type and application, with revenue and growth rate by Type, application, from 2022 to 2028.

Chapter 7 and 8, to describe AI In Media and Entertainment research findings and conclusion, appendix and data source.

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