

Global Blockchain in Media and Entertainment Market 2024 by Company, Regions, Type and Application, Forecast to 2030

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Abstracts

According to our (Global Info Research) latest study, the global Blockchain in Media and Entertainment market size was valued at USD 480.4 million in 2023 and is forecast to a readjusted size of USD 1520.8 million by 2030 with a CAGR of 17.9% during review period.

Blockchain is a digital immutable, secure, encrypted, and distributed ledger for recording real-time transactions. The first blockchain transaction ledger was introduced in 2009, to serve as a public transaction ledger for cryptocurrency Bitcoin, which is now poised to revolutionize the media and entertainment industry. Digitalization across the media and entertainment industry has caused a massive expansion in the way media and entertainment services are accessed by the consumers. Blockchain technology has the potential to transform several processes within the media and entertainment industry for content security, license & rights management, digital advertising, and royalty distribution. Blockchain allows secure and resilient data transactions and consists of a peer-to-peer network, a distributed ledger for recording the transactions, and a consensus mechanism to validate the transactions. This distributed ledger of blockchain offers visibility, traceability, and transparency to the media and entertainment companies and the supply chain trade partners. The technology has immense potential to reinvent business functions and facilitate secured transactions across the media industry. The media and entertainment industry has mostly been a contract-based business. Smart contracts built on blockchain enables counterparties to automate transactions, resulting in fast, accurate, and cost-effective contract management across the media and entertainment industry. With the help of blockchain technology, media and advertising enterprises are able to eliminate fraud, reduce costs, and increase transparency within critical and time-consuming business processes. Further,

blockchain technology helps the media and entertainment companies to effectively protect Intellectual Property (IP) rights of content such as music records.

The Global Info Research report includes an overview of the development of the Blockchain in Media and Entertainment industry chain, the market status of Content Security (Bitcoin, Ripple), Licensing and Rights Management (Bitcoin, Ripple), and key enterprises in developed and developing market, and analysed the cutting-edge technology, patent, hot applications and market trends of Blockchain in Media and Entertainment.

Regionally, the report analyzes the Blockchain in Media and Entertainment markets in key regions. North America and Europe are experiencing steady growth, driven by government initiatives and increasing consumer awareness. Asia-Pacific, particularly China, leads the global Blockchain in Media and Entertainment market, with robust domestic demand, supportive policies, and a strong manufacturing base.

Key Features:

The report presents comprehensive understanding of the Blockchain in Media and Entertainment market. It provides a holistic view of the industry, as well as detailed insights into individual components and stakeholders. The report analysis market dynamics, trends, challenges, and opportunities within the Blockchain in Media and Entertainment industry.

The report involves analyzing the market at a macro level:

Market Sizing and Segmentation: Report collect data on the overall market size, including the revenue generated, and market share of different by Type (e.g., Bitcoin, Ripple).

Industry Analysis: Report analyse the broader industry trends, such as government policies and regulations, technological advancements, consumer preferences, and market dynamics. This analysis helps in understanding the key drivers and challenges influencing the Blockchain in Media and Entertainment market.

Regional Analysis: The report involves examining the Blockchain in Media and Entertainment market at a regional or national level. Report analyses regional factors such as government incentives, infrastructure development, economic conditions, and consumer behaviour to identify variations and opportunities within different markets.

Market Projections: Report covers the gathered data and analysis to make future projections and forecasts for the Blockchain in Media and Entertainment market. This may include estimating market growth rates, predicting market demand, and identifying emerging trends.

The report also involves a more granular approach to Blockchain in Media and Entertainment:

Company Analysis: Report covers individual Blockchain in Media and Entertainment players, suppliers, and other relevant industry players. This analysis includes studying their financial performance, market positioning, product portfolios, partnerships, and strategies.

Consumer Analysis: Report covers data on consumer behaviour, preferences, and attitudes towards Blockchain in Media and Entertainment. This may involve surveys, interviews, and analysis of consumer reviews and feedback from different by Application (Content Security, Licensing and Rights Management).

Technology Analysis: Report covers specific technologies relevant to Blockchain in Media and Entertainment. It assesses the current state, advancements, and potential future developments in Blockchain in Media and Entertainment areas.

Competitive Landscape: By analyzing individual companies, suppliers, and consumers, the report presents insights into the competitive landscape of the Blockchain in Media and Entertainment market. This analysis helps understand market share, competitive advantages, and potential areas for differentiation among industry players.

Market Validation: The report involves validating findings and projections through primary research, such as surveys, interviews, and focus groups.

Market Segmentation

Blockchain in Media and Entertainment market is split by Type and by Application. For the period 2019-2030, the growth among segments provides accurate calculations and forecasts for consumption value by Type, and by Application in terms of value.

Market segment by Type

Bitcoin

Ripple

Ethereum

R3 Corda

Other

Market segment by Application

Content Security

Licensing and Rights Management

Smart Contract

Pay

Digital Advertising

Online Game

Other

Market segment by players, this report covers

IBM Corporation

Microsoft Corporation

SAP SE

Amazon Web Services

Accenture PLC

Oracle Corporation

Infosys Limited

Bitfury USA Inc.

Factom Inc.

GuardTime,AS

Auxesis Group

Nyiax Inc.

MetaX

BTL Group

Market segment by regions, regional analysis covers

North America (United States, Canada, and Mexico)

Europe (Germany, France, UK, Russia, Italy, and Rest of Europe)

Asia-Pacific (China, Japan, South Korea, India, Southeast Asia, Australia and Rest of Asia-Pacific)

South America (Brazil, Argentina and Rest of South America)

Middle East & Africa (Turkey, Saudi Arabia, UAE, Rest of Middle East & Africa)

The content of the study subjects, includes a total of 13 chapters:

Chapter 1, to describe Blockchain in Media and Entertainment product scope, market overview, market estimation caveats and base year.

Chapter 2, to profile the top players of Blockchain in Media and Entertainment, with revenue, gross margin and global market share of Blockchain in Media and Entertainment from 2019 to 2024.

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

Chapter 4 and 5, to segment the market size by Type and application, with consumption value and growth rate by Type, application, from 2019 to 2030.

Chapter 6, 7, 8, 9, and 10, to break the market size data at the country level, with revenue and market share for key countries in the world, from 2019 to 2024. and Blockchain in Media and Entertainment market forecast, by regions, type and application, with consumption value, from 2025 to 2030.

Chapter 11, market dynamics, drivers, restraints, trends and Porters Five Forces analysis.

Chapter 12, the key raw materials and key suppliers, and industry chain of Blockchain in Media and Entertainment.

Chapter 13, to describe Blockchain in Media and Entertainment research findings and conclusion.

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