

# Global Digital Copyright Market 2026 by Company, Regions, Type and Application, Forecast to 2032

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## Abstracts

According to our (Global Info Research) latest study, the global Digital Copyright market size was valued at US\$ 3160 million in 2025 and is forecast to a readjusted size of US\$ 5209 million by 2032 with a CAGR of 7.8% during review period.

Digital copyright refers to the exclusive legal rights enjoyed by creators, copyright owners, or legal licensors over their digital content, including the rights of reproduction, dissemination, display, adaptation, distribution, and communication to the public via information networks. These rights apply to content existing in digital form, such as video, audio, images, text, software, ebooks, databases, and game resources. The core of digital copyright lies in ensuring that content is used legally, properly licensed, and traceably managed in the internet environment, preventing unauthorized copying, downloading, dissemination, alteration, or commercial exploitation.

With the rapid expansion of the digital economy, the value of digital copyright is shifting from traditional copyright protection to supporting the assetization and commercialization of the entire content industry chain. In the future, digital copyright will become the 'property ownership foundation' of digital content, ensuring that content remains verifiable, measurable, tradable, and distributable across platforms, devices, and regions. The ability to establish digital copyright ownership will directly impact the commercial value of content, while its traceability and verifiability will become crucial bases for content monetization, authorized distribution, and revenue settlement.

At the industry level, digital copyright will deeply integrate with blockchain, AI content generation, cloud computing, and data security systems, forming a closed-loop ecosystem of 'content production?ownership?distribution?use?revenue.' With the explosion of AI-generated content (AIGC), the continued growth of short videos and

streaming media, and the rapid expansion of online education and knowledge services, digital copyright will become a key link in establishing trust and value distribution mechanisms among content platforms, creators, and institutions.

This report is a detailed and comprehensive analysis for global Digital Copyright market. Both quantitative and qualitative analyses are presented by company, by region & country, by Type and by Application. As the market is constantly changing, this report explores the competition, supply and demand trends, as well as key factors that contribute to its changing demands across many markets. Company profiles and product examples of selected competitors, along with market share estimates of some of the selected leaders for the year 2025, are provided.

### **Key Features:**

Global Digital Copyright market size and forecasts, in consumption value (\$ Million), 2021-2032

Global Digital Copyright market size and forecasts by region and country, in consumption value (\$ Million), 2021-2032

Global Digital Copyright market size and forecasts, by Type and by Application, in consumption value (\$ Million), 2021-2032

Global Digital Copyright market shares of main players, in revenue (\$ Million), 2021-2026

### **The Primary Objectives in This Report Are:**

To determine the size of the total market opportunity of global and key countries

To assess the growth potential for Digital Copyright

To forecast future growth in each product and end-use market

To assess competitive factors affecting the marketplace

This report profiles key players in the global Digital Copyright market based on the

following parameters - company overview, revenue, gross margin, product portfolio, geographical presence, and key developments. Key companies covered as a part of this study include Microsoft, Google, Apple, Adobe, Dell, Oracle, Sony, Gen Digital, LockLizard, Amazon, etc.

This report also provides key insights about market drivers, restraints, opportunities, new product launches or approvals.

## **Market segmentation**

Digital Copyright market is split by Type and by Application. For the period 2021-2032, the growth among segments provides accurate calculations and forecasts for Consumption Value by Type and by Application. This analysis can help you expand your business by targeting qualified niche markets.

### Market segment by Type

Audio/Video DRM

Document/Office DRM

Software & Games DRM

Electronic Publications DRM

### Market segment by Deployment Modes

Cloud-Based

On-Premises

### Market segment by Technical Approach

Content-Based Encryption

Hardware/Security Chip-Based

Watermarking And Tracking-Based

Multi-Technology Integration

#### Market segment by Application

Content Platforms

Internal Corporate Services

Publishing and Knowledge Services

Other

#### Market segment by players, this report covers

Microsoft

Google

Apple

Adobe

Dell

Oracle

Sony

Gen Digital

LockLizard

Amazon

Intertrust Technologies

Intel

Seclore

Bynder

Dobruner

NextLabs

Irdeto

Verimatrix

Nagra Kudelski Group

Cisco

OpenText

Vitrium

BuyDRM

Axinom

Haihaisoft

Sumavison

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 and Rest of Asia-

Pacific)

South America (Brazil, 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 Digital Copyright product scope, market overview, market estimation caveats and base year.

Chapter 2, to profile the top players of Digital Copyright, with revenue, gross margin, and global market share of Digital Copyright from 2021 to 2026.

Chapter 3, the Digital Copyright 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 by Application, with consumption value and growth rate by Type, by Application, from 2021 to 2032.

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 2021 to 2026. and Digital Copyright market forecast, by regions, by Type and by Application, with consumption value, from 2027 to 2032.

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

Chapter 12, the key raw materials and key suppliers, and industry chain of Digital Copyright.

Chapter 13, to describe Digital Copyright research findings and conclusion.

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