

Interactive Video Wall Market Size, Share & Trends Analysis Report By Layout, By Display, By End-use (Retail, Corporate, Transportation, Healthcare, Hospitality, Museum, Others), By Region, And Segment Forecasts, 2025 - 2030

<https://marketpublishers.com/r/l602311A48E3EN.html>

Date: December 2024

Pages: 100

Price: US\$ 4,950.00 (Single User License)

ID: l602311A48E3EN

Abstracts

This report can be delivered to the clients within 5 Business Days

Interactive VideWall Market Growth & Trends

The global interactive videwall market size is estimated to reach USD 39.44 billion by 2030, registering growth at a CAGR of 14.0% from 2025 to 2030 according to a new report by Grand View Research, Inc. Increasing adoption of interactive videwalls in educational institutes is expected to drive the growth. The market growth is ascribed to the rising demand for digital classrooms that allow students to work together for cooperative learning.

Interactive videwalls enabled with multi-touch functionality are extensively used in museums to enable customized/personalized viewing experience for visitors. The demand for interactive videwalls equipped with LED displays has increased over the last few years. LED displays provide better clarity and are portable, thereby increasing the demand for such walls among museums.

Furthermore, the growth of interactive videwall market is attributed to an increase in the adoption of interactive display technologies, such as interactive tables and interactive kiosks, among others especially in North America, which currently accounts for the largest revenue share. The media sector is witnessing a paradigm shift in terms of advertisement display methods. Interactive videwalls are used as an advertising

medium by several companies to attract a larger group of the crowd and grab the attention of passers-by.

Interactive VideWall Market Report Highlights

The standard layout segment dominated the market with a revenue share of 54.6% in 2024, primarily due to ease of use, cost-effectiveness, and broad applicability in various industries.

The LED segment dominated the market with the highest revenue share in 2024, owing to its superior image quality, which makes it ideal for indoor and outdoor large videowalls.

The retail segment dominated the market with the highest revenue share in 2024. This is largely due to the sector's focus on enhancing customer engagement through visually captivating displays.

Contents

CHAPTER 1. METHODOLOGY AND SCOPE

- 1.1. Market Segmentation & Scope
- 1.2. Market Definition
- 1.3. Information Procurement
 - 1.3.1. Purchased Database
 - 1.3.2. GVR's Internal Database
 - 1.3.3. Secondary Sources & Third-Party Perspectives
 - 1.3.4. Primary Research
- 1.4. Information Analysis
 - 1.4.1. Data Analysis Models
- 1.5. Market Formulation & Data Visualization
- 1.6. Data Validation & Publishing

CHAPTER 2. EXECUTIVE SUMMARY

- 2.1. Market Snapshot
- 2.2. Segment Snapshot
- 2.3. Competitive Landscape Snapshot

CHAPTER 3. INTERACTIVE VIDEO WALL MARKET VARIABLES, TRENDS & SCOPE

- 3.1. Market Lineage Outlook
- 3.2. Market Dynamics
 - 3.2.1. Market Driver Analysis
 - 3.2.2. Market Restraint Analysis
 - 3.2.3. Industry Challenge
- 3.3. Industry Analysis Tools
 - 3.3.1. PORTER's Analysis
 - 3.3.1.1. Bargaining power of the suppliers
 - 3.3.1.2. Bargaining power of the buyers
 - 3.3.1.3. Threats of substitution
 - 3.3.1.4. Threats from new entrants
 - 3.3.1.5. Competitive rivalry
 - 3.3.2. PESTEL Analysis
 - 3.3.2.1. Political landscape

3.3.2.2. Economic and social landscape

3.3.2.3. Technological landscape

CHAPTER 4. INTERACTIVE VIDEO WALL MARKET: LAYOUT ESTIMATES & TREND ANALYSIS

4.1. Interactive Video Wall Market, By Layout: Key Takeaways

4.2. Layout Movement Analysis & Market Share, 2024 & 2030

4.3. Market Estimates & Forecasts, By Layout, 2018 - 2030 (USD Million)

4.3.1. Standard Layout

4.3.1.1. Market Revenue Estimates and Forecasts, 2018 - 2030 (USD Million)

4.3.2. Custom Layout

4.3.2.1. Market Revenue Estimates and Forecasts, 2018 - 2030 (USD Million)

CHAPTER 5. INTERACTIVE VIDEO WALL MARKET: DISPLAY ESTIMATES & TREND ANALYSIS

5.1. Interactive Video Wall Market, By Display: Key Takeaways

5.2. Display Movement Analysis & Market Share, 2024 & 2030

5.3. Market Estimates & Forecasts, By Display, 2018 - 2030 (USD Million)

5.3.1. LCD

5.3.1.1. Market Revenue Estimates and Forecasts, 2018 - 2030 (USD Million)

5.3.2. LED

5.3.2.1. Market Revenue Estimates and Forecasts, 2018 - 2030 (USD Million)

5.3.3. Others

5.3.3.1. Market Revenue Estimates and Forecasts, 2018 - 2030 (USD Million)

CHAPTER 6. INTERACTIVE VIDEO WALL MARKET: END USE CHANNEL ESTIMATES & TREND ANALYSIS

6.1. Interactive Video Wall Market, By End Use: Key Takeaways

6.2. End Use Movement Analysis & Market Share, 2024 & 2030

6.3. Market Estimates & Forecasts, By End Use, 2018 - 2030 (USD Million)

6.3.1. Retail

6.3.1.1. Market Revenue Estimates and Forecasts, 2018 - 2030 (USD Million)

6.3.2. Corporate

6.3.2.1. Market Revenue Estimates and Forecasts, 2018 - 2030 (USD Million)

6.3.3. Transportation

6.3.3.1. Market Revenue Estimates and Forecasts, 2018 - 2030 (USD Million)

6.3.4. Healthcare

6.3.4.1. Market Revenue Estimates and Forecasts, 2018 - 2030 (USD Million)

6.3.5. Hospitality

6.3.5.1. Market Revenue Estimates and Forecasts, 2018 - 2030 (USD Million)

6.3.6. Museum

6.3.6.1. Market Revenue Estimates and Forecasts, 2018 - 2030 (USD Million)

6.3.7. Others

6.3.7.1. Market Revenue Estimates and Forecasts, 2018 - 2030 (USD Million)

CHAPTER 7. INTERACTIVE VIDEO WALL MARKET: REGIONAL ESTIMATES & TREND ANALYSIS

7.1. Interactive Video Wall Market: Regional Outlook

7.2. Regional Marketplaces: Key Takeaways

7.3. Market Estimates & Forecasts, by Region, 2018 - 2030 (USD Million)

7.4. North America

7.4.1. Market Estimates and Forecasts, 2018 - 2030 (USD Million)

7.4.2. U.S.

7.4.2.1. Market Estimates and Forecasts, 2018 - 2030 (USD Million)

7.4.3. Canada

7.4.3.1. Market Estimates and Forecasts, 2018 - 2030 (USD Million)

7.5. Europe

7.5.1. Market Estimates and Forecasts, 2018 - 2030 (USD Million)

7.5.2. UK

7.5.2.1. Market Estimates and Forecasts, 2018 - 2030 (USD Million)

7.5.3. Germany

7.5.3.1. Market Estimates and Forecasts, 2018 - 2030 (USD Million)

7.5.4. France

7.5.4.1. Market Estimates and Forecasts, 2018 - 2030 (USD Million)

7.6. Asia Pacific

7.6.1. Market Estimates and Forecasts, 2018 - 2030 (USD Million)

7.6.2. China

7.6.2.1. Market Estimates and Forecasts, 2018 - 2030 (USD Million)

7.6.3. Japan

7.6.3.1. Market Estimates and Forecasts, 2018 - 2030 (USD Million)

7.6.4. India

7.6.4.1. Market Estimates and Forecasts, 2018 - 2030 (USD Million)

7.6.5. Australia

7.6.5.1. Market Estimates and Forecasts, 2018 - 2030 (USD Million)

7.6.6. South Korea

7.6.6.1. Market Estimates and Forecasts, 2018 - 2030 (USD Million)

7.7. Latin America

7.7.1. Market Estimates and Forecasts, 2018 - 2030 (USD Million)

7.7.2. Brazil

7.7.2.1. Market Estimates and Forecasts, 2018 - 2030 (USD Million)

7.7.3. Mexico

7.7.3.1. Market Estimates and Forecasts, 2018 - 2030 (USD Million)

7.8. Middle East and Africa

7.8.1. UAE

7.8.1.1. Market Estimates and Forecasts, 2018 - 2030 (USD Million)

7.8.2. KSA

7.8.2.1. Market Estimates and Forecasts, 2018 - 2030 (USD Million)

7.8.3. South Africa

7.8.3.1. Market Estimates and Forecasts, 2018 - 2030 (USD Million)

7.8.4. Market Estimates and Forecasts, 2018 - 2030 (USD Million)

CHAPTER 8. COMPETITIVE LANDSCAPE

8.1. Company Categorization

8.2. Company Market Positioning

8.3. Company Heat Map Analysis

8.4. Company Profiles/Listing

8.4.1. Christie Digital System USA, Inc.

8.4.1.1. Company Overview

8.4.1.2. Financial Performance

8.4.1.3. Product Portfolio

8.4.1.4. Recent Developments/ Strategic Initiatives

8.4.2. eyefactive GmbH

8.4.2.1. Company Overview

8.4.2.2. Financial Performance

8.4.2.3. Product Portfolio

8.4.2.4. Recent Developments/ Strategic Initiatives

8.4.3. Ideum Inc.

8.4.3.1. Company Overview

8.4.3.2. Financial Performance

8.4.3.3. Product Portfolio

8.4.3.4. Recent Developments/ Strategic Initiatives

8.4.4. Intermedia Touch

- 8.4.4.1. Company Overview
- 8.4.4.2. Financial Performance
- 8.4.4.3. Product Portfolio
- 8.4.4.4. Recent Developments/ Strategic Initiatives
- 8.4.5. Leyard
 - 8.4.5.1. Company Overview
 - 8.4.5.2. Financial Performance
 - 8.4.5.3. Product Portfolio
 - 8.4.5.4. Recent Developments/ Strategic Initiatives
- 8.4.6. MultiTaction Inc
 - 8.4.6.1. Company Overview
 - 8.4.6.2. Financial Performance
 - 8.4.6.3. Product Portfolio
 - 8.4.6.4. Recent Developments/ Strategic Initiatives
- 8.4.7. Panasonic Corporation of North America
 - 8.4.7.1. Company Overview
 - 8.4.7.2. Financial Performance
 - 8.4.7.3. Product Portfolio
 - 8.4.7.4. Recent Developments/ Strategic Initiatives
- 8.4.8. Planar Systems, Inc.
 - 8.4.8.1. Company Overview
 - 8.4.8.2. Financial Performance
 - 8.4.8.3. Product Portfolio
 - 8.4.8.4. Recent Developments/ Strategic Initiatives
- 8.4.9. Prestop B.V.
 - 8.4.9.1. Company Overview
 - 8.4.9.2. Financial Performance
 - 8.4.9.3. Product Portfolio
 - 8.4.9.4. Recent Developments/ Strategic Initiatives
- 8.4.10. SAMSUNG
 - 8.4.10.1. Company Overview
 - 8.4.10.2. Financial Performance
 - 8.4.10.3. Product Portfolio
 - 8.4.10.4. Recent Developments/ Strategic Initiatives

I would like to order

Product name: Interactive Video Wall Market Size, Share & Trends Analysis Report By Layout, By Display, By End-use (Retail, Corporate, Transportation, Healthcare, Hospitality, Museum, Others), By Region, And Segment Forecasts, 2025 - 2030

Product link: <https://marketpublishers.com/r/l602311A48E3EN.html>

Price: US\$ 4,950.00 (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/l602311A48E3EN.html>