

5G Video: Game-changer, market-booster of the decade

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Abstracts

This report examines the prospects of video entertainment contents and services within the framework of upcoming 5G launches.

An introductory section describes the 5G roadmap in the world.

Some 5G video uses cases are then illustrated, by projects and on field tests held, within each of the four main families of enhanced video services covered (ultra-high fidelity media, public venue experiences, UGC, immersive media) and anticipated operational gains from 5G (in video production and distribution).

We also present an analysis of the new media ecosystem brought by 5G. Transformation in the chain and impacts are addressed by segment (content production, services, distribution, devices, consumption and monetisation).

The impacts on players in the chain are then highlighted and illustrated through company profiles (media, Internet and telcos).

Finally, the report details 5G video revenues market forecasts up to 2030, broken down on a worldwide basis by source of revenues (FWA pay-TV offers, 5G pay- and advertising-based video services) and by key geographic zones (Asia, North America and Europe).

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