

World OTT Markets – Report & Dataset: Markets & Forecasts up to 2022 - Fixed and Mobile Internet

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Abstracts

This yearly observatory – report and dataset- provides a comprehensive worldwide and regional/country level market value database covering all principal OTT services for the period of 2013 to 2022.

Markets covered: Internet access and usage – search – social – mobile – video – communication – cloud – digital contents – E-commerce commission – online games.

These markets are also dissected from a business model angle, to include both paid revenues and advertising revenues from display formats including RTB

7 regions and 18 countries covered: World, Europe, EU5, Asia-Pacific; Middle East & Africa, North America, , Latin America – Brazil, Canada, China, France, Germany, India, Italy, Japan, Portugal, Russia, South Africa, South Korea, South Africa, Spain, Sweden, Switzerland, Turkey, United Kingdom, USA

The total telco services market is also provided as a means of comparison with the OTT services market

Focus on the principal Internet players: Alibaba, Amazon, Apple, Baidu, Facebook, Google, Microsoft, Tencent, including their revenues and platform strategies. Main OTT market trends and dynamics are also provided, including the key players, competition levels and IDATE DigiWorld's perspectives and outlook.

DATASET SCOPE

Geographic coverage



Europe

Luiopi	France
	Germany
	Italy
	Portugal
	Russia
	Spain
	Sweden
	Switzerland
	Turkey
	United Kingdom
North America	
	Canada
	United States
Latin America	
	Brazil
Asia-Pacific	
	China
	India
	Japan



South Korea

Middle East & Africa South Africa

Indicators by country

Access indicators
Internet subscribers (millions)
Internet density

Fixed Internet users (millions)

Fixed Internet penetration

Mobile subscribers (millions)

Mobile density

Mobile Internet users (millions)

Mobile Internet penetration

Online advertising revenues

Annual growth rate

Display revenues (million EUR)

Of which RTB revenues (million EUR)

Search revenues (million EUR)

Other online advertising revenues (million EUR)



Social Networks

Total social networks revenues (million EUR)

Social networks paid revenues (million EUR)

Social networks advertising revenues (million EUR)

Mobile

Total mobile revenues (million EUR)

Paid mobile application revenues (million EUR)

Mobile advertising revenues (million EUR)

OTT on demand video

Total OTT on demand video revenues (million EUR)

OTT video paid revenues (million EUR)

OTT video advertising revenues (million EUR)

OTT communication

OTT communication revenues (million EUR)

Cloud

Cloud revenues (million EUR)

E-commerce

E-commerce revenues (million EUR)

Of which M-commerce revenues (million EUR)

Share of M-commerce



Online gaming revenues (million EUR)

Population



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