

GLOBAL MOBILE EDGE COMPUTING MARKET FORECAST 2018-2026

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Abstracts

KEY FINDINGS

The Global Mobile edge computing market is now projected to rise with a CAGR of 35.90% over the forecast period of 2018-2026. The market growth is driven by increasing use of smartphones and growing consumption of data traffic.

MARKET INSIGHTS

The Global Mobile edge computing market is classified according to the components, verticals, and technologies. The market components use hardware, software, and services. Hardware is a dominant component of this market. The verticals for the market include healthcare, BFSI, IT & telecom, retail, media, and entertainment, etc. The market is upgrading to advanced technologies which include WiMAX, 4G (fourth generation) and 5G (fifth generation). 4G services presently reign this market segments.

REGIONAL INSIGHTS

Regionally, the global mobile edge computing market is segmented into North America, Europe, Asia-Pacific and rest of the world. The North American region is expected to outshine all other markets by the end of the forecast period. The market finds its application in industries like banking and financial institutions, media & entertainment, graphical gaming, etc. in this region. However, the market which is predicted to exhibit the fastest development between 2018-2026 is the Asia-Pacific market. The market progress is chiefly propelled by widespread smartphone acceptance and the rising demand for low latency computing.

COMPETITIVE INSIGHTS

Huawei Technologies Co. Ltd, Adlink Technology Inc, Peerapp Inc, Juniper Network Inc, Intel Corporation Company, Spidercloud Wireless, Inc. (Acquired By Corning), Quortus, Saguna Networks Ltd, IBM Corporation, Vasona Network, Integrated Device Technology Inc, Artesyn's Embedded Technologies, ZTE Corporation and Nokia Company are few of the renowned players in this market.

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