

2017-2022 Global and Japan Digital Out of Home Market Analysis Report

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Abstracts

The global Digital Out of Home market is valued at XX million USD in 2016 and is expected to reach XX million USD by the end of 2017, growing at a CAGR of XX% between 2016 and 2022.

Japan plays an important role in global market, with market size of xx million USD in 2016 and will be xx million USD in 2017, with a CAGR of xx%.

This report, with focus on top players in the global and Japan, studies the Digital Out of Home market's development status and future trend in the global and Japan. It splits Digital Out of Home market by type and by applications to fully and deeply research and reveal market profile and prospect.

The major players include

AT&T Adworks

Intersection

Outfront Media

Ayuda Media Systems

RhythmOne

Billups

Kinetic Worldwide

Cadreon

Live Nation

Vistar Media

Clear Channel Outdoor

Magna Global



Xaxis

Gimbal IBM

NBC Universal Havas Media NEC VUKUNET

| THEO VOICET | |
|--|------|
| BlueFocus Digital | |
| Esdled | |
| DOOH | |
| Absen | |
| Sageled | |
| Joywayled | |
| Szluxon | |
| Qmtmedia | |
| Ktoper | |
| Geographically, this report splits the Global market into the following region | ons: |
| Asia Pacific | |
| Japan | |
| Tokyo | |
| Yokohama | |
| Osaka | |
| Nagoya | |
| Others | |
| China | |
| Korea | |
| India | |
| Others | |
| Europe | |
| France | |
| Germany | |
| United Kingdom | |
| Italy | |
| Russia | |
| Others | |
| North America | |
| United States | |
| | |



Latin America

Southeast Asia

Singapore

Brazil Mexico Others

| 5-1 |
|---|
| Malaysia |
| Vietnam |
| Myanmar |
| Thailand |
| Indonesia |
| Philippines |
| Others |
| Middle East & Africa |
| Saudi Arabia |
| Iran |
| UAE |
| Turkey |
| Israel |
| Egypt |
| South Africa |
| Others |
| On the basis of product, the Digital Out of Home market is primarily split into |
| by Format Distinctions |
| Large Formats |
| Spectaculars |
| Venue Based and Public Spaces |
| Custom Formats |
| |
| Key Applications |
| |
| Supermarket |
| Home Theater |
| Corporate advertising |
| Other |
| |



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