

Asia Pacific Streaming Devices Market By Product Type (Hardware and Software), By Sales Channel (Offline and Online), By Price Range (Mid & Low and High), By Application (TV, Gaming Consoles and Others), By End User (Residential and Commercial), By Country, Industry Analysis and Forecast, 2020 - 2026

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Abstracts

The Asia Pacific Streaming Devices Market would witness market growth of 15.8% CAGR during the forecast period (2020-2026).

Streaming media services permits end-user to receive multimedia, audio, video, and content without the need of downloading the complete files to their systems. This saves the time of the user and at the same time, it also offers the media owners with in-built copy protection. Presently, streaming media is assisting e-learning initiatives, is producing advertising campaigns, thereby replacing static forms of media contents like CDs and DVDs. From the past few years, streaming media services have grown as a dynamic segment of the internet experience and have become helpful for both enterprise users and consumers. Businesses are actively adopting these services against the company dedicated IP network, in turn, it also avoids the traffic congestion that is related to the public Internet.

The increasing usage of digital media, the introduction of high-speed data plans, and growing awareness of business productivity are actually offering numerous potential growth opportunities in the market growth of Asia Pacific streaming devices. Telecommunication providers are presenting OTT services with their data plans that are boosting the market growth in this region. Airtel, which is a telecommunications services

company in India is giving a free subscription to Netflix and Amazon Prime for broadband and mobile customers in the country. The increasing government attention on digitization along with growing penetration of 5G technology and LTE in the region will provide numerous growth advantages to the market.

Based on Product Type, the market is segmented into Hardware and Software. Based on Sales Channel, the market is segmented into Offline and Online. Based on Price Range, the market is segmented into Mid & Low and High. Based on Application, the market is segmented into TV, Gaming Consoles and Others. Based on End User, the market is segmented into Residential and Commercial. Based on countries, the market is segmented into China, Japan, India, South Korea, Singapore, Malaysia, and Rest of Asia Pacific.

The market research report covers the analysis of key stake holders of the market. Key companies profiled in the report include Google, Inc., Sony Corporation, Amazon.com, Inc., Logitech International S.A., Nvidia Corporation, Roku, Inc., Xiaomi Corporation, Apple, Inc., Humax Holdings Co., Ltd., and Matricom LLC.

Scope of the Study

Market Segmentation:

By Product Type

Hardware

Software

By Sales Channel

Offline

Online

By Price Range

Mid & Low

High

By Application

TV

Gaming Consoles

Others

By End User

Residential

Commercial

By Country

China

Japan

India

South Korea

Singapore

Malaysia

Rest of Asia Pacific

Companies Profiled

Google, Inc.

Sony Corporation

Amazon.com, Inc.

Logitech International S.A.

Nvidia Corporation

Roku, Inc.

Xiaomi Corporation

Apple, Inc.

Humax Holdings Co., Ltd.

Matricom LLC

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